

RESIDENT EVIL



MISSIONS



MINIWARGAMING'S UNOFFICIAL WARHAMMER 40K NARRATIVE CAMPAIGN

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Mission 1: Crash Landing

*Mission & Narrative by
David Nordquist (MiniWarGamer Dave)*



Watch MiniWarGaming's Video for this mission:
<https://www.youtube.com/watch?v=Yh3xTXLKviA&t=25s>

Campaign Narrative: On a distant frontier world free from the presence of the Adeptus Arbites and only barely within the gaze of an Imperial Planetary Governor, exists a civilization similar to the one of ancient 20th century Terra. The United States, a country located within one of the larger continents, is home to many different cultures and peoples. One of which is Raccoon city. There are many myths and legends about this cursed place. Rumours of strange beasts and undead creatures lurking beyond the shadows. Dogs that regenerate and are infected with deadly viruses run rampant. Oversized plants and bugs sprawl across the landscape. And finally, the nefarious Umbrella Corporation. This massive faceless entity both life-giving and life-altering controls most of what goes on here. Are they evil? Or are they truly run by the same honest people that work daily to support their seemingly endless efforts to end war and eradicate disease?

MISSION NARRATIVE: STARS Alpha team is sent by the Umbrella Corporation to investigate the disappearance of a bioscientist Dr. Xelodus Tore. Their mission briefing discloses a number of possible locations he could be. One of which is a mansion on the outskirts of Raccoon City. The others being an armoured safehouse, an underground bio-lab facility or failing these perhaps the research station. Oh, and let's not forget, finding and extracting survivors while doing all this.



Upon approaching the mansion, their vehicle flyer, piloted by Brad Vickers, intercepts a flock of flying mutated creatures. This causes damage to the propellers and he's forced to make a crash landing. Of the STARS or (Special Tactics and Rescue Service) team, Jill and Chris manage to jump out of the flyer whilst Wesker, Rebecca, Brad, and Barry remain inside during the crash. Jill sends a message over the radio saying she is safe but sees no signs of Chris. She heads towards the nearby mansion. Moments later a horrid creature is heard over the radio where Jill is. Then...radio silence. She doesn't respond after Wesker's several attempts to contact her.

MISSION OBJECTIVE: Reach the entrance to the mansion facility and unlock the main door.

DEPLOYMENT: At the crash site opposite to the entrance of the facility.

TERRAIN: 4x4 table. Rocky terrain with trees.

OBJECTIVE MARKERS: One objective marker on the opposite side of the map from the player's starting point.

ENEMIES: Dogs and zombies.

Mission 2: What a Mansion!

Narrative by – Chris Howe

Mission by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-2-what-at-a-mansion>

MAIN QUEST NARRATIVE

Campaign Narrative: Time seems to be moving at a different pace here inside the mansion facility. Time is deceiving, especially when one feels the emotion of the moment. Time can feel fast if one is joyful. Conversely, time moves slowly when one is trapped or in pain. For the STARS Alpha team, only time can tell if they find what they're looking for. That is of course if they don't become swallowed up by the horrors that await them.

MISSION NARRATIVE: Barry whistled lowly, “What a Mansion!”

The STARS operatives were both impressed and confounded. It seemed as though there had never been plans to develop the no-mans-land of Arklay forest. The house carried an air of mystery and an uneasy feeling of apprehension. Outside the reinforced front doors Cerebuses baying for blood snapped the team back into the mission at hand. Wesker split the team and scouted the main foyer.



Three doors had symbols indicating necessary keys. In between the last two blank doors, they discovered an arm, devoid of a body and clutching a note. It was partially torn, but the top half-read:

“Master Spencer has ordered the keys to be protected by fearsome creatures and cunning puzzles. You should find the first inside the mansion... He left a surprise that can climb inside. To defea...”

The rest of the note was missing. This would not be a normal day for STARS.

MISSION OBJECTIVE: Find Dr. Xelodus Tore in the Mansion.

DEPLOYMENT: Mansion entrance.

TERRAIN: 4x4 table interior of the mansion.

OBJECTIVE MARKERS: Three locked doors. Just explore the mansion.

ENEMIES: zombies. Frogs, and 1 hunter.

LOOT CRATES: Multiple.

INSERT RANDOM TICKING OF CLOCK BY WAY OF SUCCESSFUL LD CHECK

SPECIAL ITEMS FOUND: Spade key, Lion Medallion*, Club key*.

*Lion Medallion - It is found in main area of the mansion. To be used in Mission 4: Breach and Clear. *Club key - to be held on to and used in Mission 5: The Decent

MID MISSION NARRATIVE: Faint zombie moans from outside the mansion can be heard. The sounds get closer and closer until they're heard right outside the Main Mansion entrance. They start to scratch and bang against the door. More zombies are heard until it becomes deafening. The shuffling of feet and the thumping of limbs unseat the senses of all with earshot.

-Players roll-off. The winner notices a bench that can be used as a temporary barricade if moved against the door. A strength test can move the bench against the door. If another player helps, +2 to the strength test. Once the bench is in place roll a D6 and add the LD of whoever won the roll-off to determine how many turns until the horde breaks through. Players have the remaining turns to find items and exit the mansion through the back entrance.

VICTORY CONDITIONS: Unlock the doors and find the back entrance. Oh yeah, and survive of course.

BOARD SET UP: Create a board that resembles a mansion-like facility. Build 4 rooms off of one larger room.

Doors and keys:

- 1) Diamond Key - unlocks 1 door. May be discarded after use. Frogs are introduced here.
- 2) Spade key - Unlocks 2 doors. Found in Diamond Key room. May be discarded after use.
- 3) Club Key - found in the 2nd Spade key room. Unlocks nothing in the mansion. Hunter is revealed in this room.
- 4) Back entrance - Locked. It can be unlocked with a LD test.
- 5) Main entrance - Unlocked. Until it's barricaded then remains blocked until turn counter runs out.

Mission 3: Cacophony in the Streets

Mission Narrative by – Michael Moffett

Campaign Narrative & Mission by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwar gaming.com/content/resident-evil-4ok-narrative-campaign-ep-3-cacophony-in-the-streets>

Campaign Narrative: After the narrow escape of the mansion, not finding Dr. Xeylodus Tore, having lost communications with Jill and having no signs of Chris, the STARS team makes their way down a back road into the heart of Raccoon City. They rest for a moment to recalibrate and apply the necessary treatments to their wounds. Wesker, STARS team leader, takes this opportunity to give more info on Dr. Xeylodus Tore. He informs them that he is the key to curing the contagion that has spread across the city. A viral agent called the G-Virus, short for the Golgotha virus, causes beneficial mutation to the entire body, maintaining the body's ability to reproduce as well as enhancing regenerative abilities. When exposed to a corpse, Golgotha is capable of repairing and reviving dead cells in a process that can bring the dead back to life, something impossible for any naturally occurring virus to do. Dr. Xelodus Tore created the virus and is the only one who can create a cure for it. He is the key to saving the city. Care and prudence must be taken to retrieve the good Doctor.

MISSION NARRATIVE:

The night air of the city streets echoes with the sounds of lamenting moans as the lifeless zombies move without understanding. Small fires and barricades litter the street among other debris forming a maze of obstacles that would surely lead to death if not handled with precision and poise. Then...Jill calls on the radio.

“Wesker, Barry, Rebecca, Brad, I’ve made my way into the city and am here at the armoured safehouse. It’s in the heart of the city. I used one of two armoured transports located on the back leading into the city. Get here fast! We’re getting overrun by Hunters and BOWs. Maybe once we get inside we can finally get some rest. Jill, out.”

Rebecca peers over a barrier noticing an armoured transport nearby.

“We would have a hell of a better chance in that,” she says as she motions to the transport.

They move into the street. With subtlety in their steps, they approach the armoured vehicle. The transport sits parked on the side of the street. They notice the cab door ajar and signs of a struggle. Bloody handprints decorate the side of the vehicle. Brad tightens his grip on his weapon as he checks the cab for any unwanted remains. Empty, and in good condition he pulls himself into the driver's seat. With keys in the ignition, he turns them into the primed position. Lights and dials light up and a monitor runs diagnostics. All the dials check out except for one red flashing light; the fuel gauge. Sliding out of the cab he looks back at the team hiding behind the transport waiting for him.

“It’s out of fuel. We have to figure out another way,” he says, deflated.

Barry, keeping watch around the front of the transport as a sentry, snarls and grits his teeth as the situation seems to only get worse with every passing moment. Looking up the block, he notices a tipped over rig hauler.

“How about that?”, he says, pointing for the rest of the team to see.

Wesker turns and smirks.

“Looks like we have to get some fuel.” he checks his weapon and heads to the front with Barry and Rebecca. He stops.

“Wait. What about those?”

He says as he motions to several red barrels along the street.

Brad moves to one near the transport. Using his knife, he pops the sealing valve open.

“Well, it's gas, but there is no way we can use it.” He says impatiently as he dips his knife into the mixture and pulls out a tar-like substance that sticks to the blade.

“What's wrong with it?” questions Rebecca as she covers her nose due to the smell that permeates the air around them.

“It's Napalm.” Wesker answers in a low tone.

“Can't we just catch one break?” Says Barry as he hangs his shoulders in defeat.

Brad surveys the obstacles in front of them.

“We need that gas. If we don't get it, there is no way we are getting through this cursed city.”

Barry responds, “Get the gas, take as many out as we can. What can be harder than that?”

PRIMARY MISSION OBJECTIVE: Reach the tipped over Tanker and roll a barrel of fuel back to the Armoured transport vehicle.

SECONDARY OBJECTIVE: Reach the destination point on the map.

DEPLOYMENT: Armoured Transport.

TERRAIN: 4x6 table. Urban cityscape.

OBJECTIVE MARKERS: Tipped over tanker & Destination point.

ENEMIES: zombies, dogs, bugs

LOOT CRATES: Multiple.

SPECIAL ITEMS FOUND: Unicorn medallion* on a body in the street.

*Unicorn medallion - To be used in Mission 4: Breach and Clear.

INSERT RANDOM TICKING OF CLOCK BY WAY OF SUCCESSFUL LD CHECK

MID MISSION SCENARIO: After the team fuels up the armoured vehicle, they hear a commotion in a nearby store. It doesn't sound like creatures or zombies. As they listen closely they can hear the voice of a man. It's inaudible but unmistakable. Is he in trouble? It's hard to tell. The only way to find out is to investigate.

Upon entering the store, the STARS team finds a man aiming a gun at two other people.

“These here thieves! They broke into my shop and tried robbin’ me! Help me git rid of ‘em and I’ll repay you with supplies!”

Then interjects one of the accused thieves “We were just looking for food. We don’t want anything else. Please, sir, we’re starving!”

The old man interjects “I don’t trust it! If you were lookin’ fer food they why’d you vandalize my war trophies? Was that fun fer ya? ”

Thief: “We didn’t mean to! We tripped when we entered and accidentally broke them.”

The old man turns to the team and looks at their badges “Well, STARS, you gonna shoot them or what?”

*D6 additional EXP for players if they resolved it without anybody dying. D3 if killing happened.

BARRICADES - Set up 5 barricades that block city streets. These barricades can be crashed through using the armoured vehicle. The gun on the tank can shoot the barricades or the tank can ram through them.

Barricade stats

W3 T3

RAMMING: Auto hits, STR6 AP- DMG D3. Each time the vehicle rams a barricade it loses 1 Toughness. If it reaches 0 roll a D6. On a 6 it explodes. Players each roll a dice. On a 1 they are reduced to 0 wounds and must roll on the injury chart.

TANK GUN (combi-bolter)

24” range rapid-fire Str 4 ap- DMG 1 (roll 5D3 for the bullets in the gun Gun)

MID MISSION NARRATIVE: After destroying the 2nd barricade, The STARS team feel a rumble as if something crashed through a nearby building. They hear the sound of a rocket shred through the air, barely missing the armoured vehicle and whirring past them. It hits the barricade farther up the road inadvertently creating a path for them to drive through. Brad, looking at the vehicle’s rear cam monitor sees a hulking figure carrying a massive rocket launcher. With a voice that rumbles through the vehicle’s walls, they hear “STARS!”

Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-3-cacophony-in-the-streets>

Mission 4: Breach and Clear

Narrative by – Alex May

Mission by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-4-breach-and-clear>

Campaign Narrative: The horrors that fill the streets of Raccoon City are unspeakable. One can only witness them firsthand to truly understand the gravity of the state of affairs. Is there hope for survival? One could say, there is only hope and without it, there would be no reason for living. But what if one was undead? Do they hope? Is there some semblance of humanity that remains within their diseased corpses? A crazy notion, in an even crazier world. For the STARS team, they hope to meet up with Jill and the rest of their compatriots before the Nemesis hunts them down.

MISSION NARRATIVE:

The S.T.A.R.S. team carefully make their way through the city streets, avoiding clusters of undead and the occasional B.O.W. stalking the abandoned alleyways. As they close on the safe house, the team passes several abandoned defence barricades armed with heavy weapon emplacements. The blood splattering the ramparts gives a clue to what happened to the defenders. They drive up and exit the armoured vehicle. They walk a short distance past the defence line then come across the armoured door to the safe house and begin to find a way in.

Rebecca moves to the door, but before she can react, the door bursts open and three black-armoured figures leap out from within, striking her with an electrical prod. One of the trios catches her before she slumps to the ground and as quick as he emerged, drags her back inside the safehouse. The remaining members of the S.T.A.R.S. team snap off a couple of quick shots, managing to fell one of the attackers before the other escapes back into the bunker, the thick door slamming shut behind him. As the rest of the team assembles around the door to form a rescue plan, the vox on the fallen attacker squawks to life, 'Epsilon team reporting to Warbird, chemist acquired, ready for pickup.' Suddenly the sound of a flyer on approach begins to fill the silent city streets. Brad notices a heavy weapon emplacement not too far from the entrance.



“Wesker! We can use that to shoot at the flyer!” he says emphatically.

“It doesn’t look like there’s any power connected to it,” Wesker remarks.

Barry surveys the yard and spots a generator nearby. “Maybe we can go over there and turn on the switch. In either case, we’ve gotta move fast before our lovely chemist inside this Safehouse becomes a Rebecca sandwich.”

MISSION OBJECTIVE: Destroy the flyer and rescue Rebecca.

DEPLOYMENT: Safehouse entrance.

TERRAIN: 4x4 table. Urban safehouse facility.

OBJECTIVE MARKERS: Enemy flyer & Generator.

ENEMIES: Black Armoured enemies and zombies.

LOOT CRATES: Multiple.

INSERT RANDOM TICKING OF CLOCK BY WAY OF SUCCESSFUL LD CHECK

SPECIAL ITEMS FOUND: Maiden Medallion. It's found on one of the dead Soldiers or in the remains of the Valkyrie. The medallion is used in this mission.

SWITCHING ON THE POWER:

- 1) 1 locked gate. A passed LD test will unlock it. Or it may be kicked open. Gate stats: W1 T4
- 2) Switching on the generator requires 2 passed LD checks. One for the kill switch and 1 to pull the cord. If successful, roll a D3 - LD to determine how many rounds the Lascannon is operational. If the turns run out then an additional LD check is needed at a +1 modifier.

POST MISSION: After destroying the enemy flyer and securing the area, the STARS team discovers a hidden entrance to an underground facility.

MEDALLIONS: Over the entrance, they read an inscription "Ponat Portas Reserare Tribus Ursinus."

At this moment they hear a voice from outside of the Safehouse.

"STARS!"

The team must enter the facility before Nemesis breaks through the outer door. The three Medallions activate the locking mechanism.

This order of inserted medallions unlocks the door:

Maiden
Lion
Unicorn

*Players roll for LD. The best roll notices a red button on the wall beside the Armoured safehouse entrance door.

Armoured door stats: W10 T7

Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-4-breach-and-clear>

Mission 5: The Decent

Narrative by – Michael Moffett

Mission by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwar gaming.com/content/resident-evil-40k-narrative-campaign-ep-5-the-decent>

MISSION NARRATIVE:

A rusty elevator creaks and rattles as it travels farther down the shaft. Every member of the team tries to catch their breath as they recount the events of the Safehouse. Wesker checks his weapons without hesitation. One by one the rest of the team follows suit. As the elevator continues to descend, the air starts to change. The light flickers as the speed of the elevator slows and comes to a stop. Slowly the doors start to open, grinding and filling the air with the sounds of metal scraping like a wounded animal. Guns quickly train fast to the door as Rebecca and Barry tactically sweep out looking into a long narrow hallway. Barren metal walls are lit with dull blue chem-lights. The team slowly moves out, spreading and forming a tactical column heading forward along the hallway.

Reaching a large automated door, the team stops. Rebecca moves to the operating panel and begins examining the information on the display.

“It's not going to open easily, and it doesn't look like we can go back the way we came,” she says concerned.



Wesker moves closer to the door and reaches out to touch it. Without warning, the door whirls and chimes. It then opens into what looks to be a bio/chem lab. The room bends around a sharp corner. They hear a voice call out “I can hear you breathing. Well...this...and chime of elevator gave you away. Don't be shy, please, enter my laboratory if you must. But to me, you must give promise, don't touch anything. You never know what might come to life.”

Dr. Vladislav Tore brother of Dr. Xelodus Tore
D6 experience to all if they convince the doctor to join them.

There is a locked storage room just off Vladislav's office. The lock is broken but can be lockpicked with a +2 modifier to Ld. add +1 to each failed attempt. The door is too heavy and secure to kick down.

MID MISSION NARRATIVE:

The Stars team enters the elevator. It descends farther down the rabbit hole. It then opens into a vast mechanical room. Wesker looks at the team then back at the new path.

“Okay, let's get going!” he orders.

A keyhole with a Club etched above it lights up on the panel. Once used the team feels the elevator shake and rotate almost as if it changed shafts.

“Ah, I was wondering about that. Now I know. I’ve never been down this way before. My brother always went down here. He would always say to me “This is above your paygrade. Never you mind. So, best of luck and das va denier.”

Making their way through the opened door, the room remains darkened with no sight of activity. Lit panels can be seen in different parts of the chamber. A panel flickers to life near the team and a large screen sits waiting for access. Brad moves instinctively to it and begins analyzing the screen. Barry moves closer placing his gun on the console. Across the room, Wesker and Rebecca stand on the edge of the light.

Barry laughs, “Think we can get a little more light in here?”

“I'm more worried about sounding an alarm. Are you afraid of the dark Barry?” Rebecca looks up gesturing farther into the room.

Brad begins typing onto the panel. A chime rings as more lights begin to turn on farther into the room. Information begins to move across the panel, revealing a new area to explore plus listing various power nodes in the area. A Map marks other terminals and an exit door on the opposite side of this vast room.

INSERT RANDOM TICKING OF CLOCK BY WAY OF SUCCESSFUL LD CHECK

EXPLORING THE OPEN SECTION: A few rooms with items to pick up. This is where bugs are killed too.

“It seems like there’s limited power in this section. We need to feed the power from this terminal to the last terminal to open the door. I just think it shouldn't be this easy.” Brad continues to key in different patterns trying to connect the next section.

An area closer to the team lights up. In the area is another panel waiting for the next series of commands. The team anticipates moving before a large square chamber starts to move out of the floor. A loud slamming noise fills the air as a cage-like door

opens from the chamber. Inside, a large metallic beast connected by wires and tubes sits motionless. Brad tries to reroute the power back onto the door opposite the chamber. It's locked and requires a manual override. Suddenly without warning the beast lunges towards Barry and Brad.

"Watch out Barry!" Rebecca trains her weapon towards the large creature.

MISSION OBJECTIVE: Destroy the beast. Destroy 3 power nodes giving life to the beast. A successful Ld check will deactivate power to a node. Once all 3 power nodes are deactivated, power will reroute back to the exit door.

DEPLOYMENT: Middle of the board.

TERRAIN: 4x4 table. Mechanical facility. Build

OBJECTIVE MARKERS: 3 power nodes.

ENEMIES: Bugs, Mechanical beast.

LOOT CRATES: Multiple.

POWER NODES: Set up 3 areas with walls that can be broken down. The mechanical beast can break through these areas by attacking the walls in close combat. The players are protected from the beast so long as they are behind the walls.

Wall Stats W12 T7

POST MISSION NARRATIVE: After manual overrides for each node has been set, power has been successfully rerouted to the exit door of the chamber. The STARS team proceeds to through the exit.

Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-5-the-decent>

Mission 6: Outrun Nemesis

Narrative by Chris Howe

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-6-out-run-nemesis>

MISSION NARRATIVE: A Hunter burst through the door, catching Barry completely off guard. He raised his right hand to fend off the blow but knew it would be too late.

Fortunately, Rebecca was faster than the monster, dispatching it with a single shot between its eyes. The STARS took a moment to catch their breath. It had been hours of non-stop survival and combat, and each felt unprepared for what would happen next. On the wind, they could hear a faint voice asking for help.

The team rushed through two rooms, barely registering the scientific equipment. They came to a room that caught their breath away. Rows of tubes filled with nightmarish monstrosities were packed like bookshelves, each marked with a number and ancient Terran names, "Hunter", "Cerebus", and the strangest of all, "Licker". As luck and perhaps fate would have it, on the floor in front of the tubes lay Chris. Finally, the team has located him.

“Wesker?... Is that you? I thought I was a goner.”

Chris was in a sorry state, his chest was covered in puncture wounds, a pool of blood surrounded him and his breathing was extremely shallow. He told them of a pursuer, that had chased him into the labs... something vaguely human, yet as inhuman as could exist.



Rebecca quickly checked his vitals, “He’s been poisoned, we have very little time to administer an antidote.”

The team knew there had to be medicine somewhere in this place.

Dr. Vladislav Tore interjects “If I could be of assistance here. There is a botany lab deep within this facility. I’m sure we’ve got some blue herbs that can alleviate this poison your friend is suffering from. This requires careful descent of these levels. ”

After a moment they hear something heavy stomping their way. “STARS!”

MISSION OBJECTIVE: Find a blue herb and give it to (Chris) before Nemesis reaches the team.

DEPLOYMENT: At the top level of the board.

TERRAIN: Verticle board.

OBJECTIVE MARKERS: Bottom level.

ENEMIES: mutated bugs, Nemesis.

LOOT CRATES: Multiple.

INSERT RANDOM TICKING OF CLOCK BY WAY OF SUCCESSFUL LD CHECK

POST MISSION NARRATIVE: Preparing and administering the blue herb remedy to Chris' poisoned condition proved to be a success. Having narrowly escaped the endless pursuit of Nemesis, the STARS team find a tracked underground transportation rig that takes them many miles away from Umbrella's bio-lab facility. The end of the track is met with an auxiliary elevator that leads back up to the surface.

Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-6-outrun-nemesis>

Mission 7: For Whom The Bell Tolls

Narrative by Colin Eikenhorst

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwar gaming.com/content/resident-evil-40k-narrative-campaign-ep-7-for-whom-the-bell-tolls>

MISSION NARRATIVE: Time seemed to have no place in this godforsaken city. Dr. Vladislav Tore leads the S.T.A.R.S team to the central research station. Finding and extracting survivors had been one of the main mission objectives, however, that was looking like a bleaker and bleaker outcome. Intercepted intermittent radio transmissions picked up by the team indicated that one of the chief officers was heading there with a keycard that would be required to enter deeper into the station. Other radio chatter mentioned there was an armoury that would prove useful. No matter what they would find there, the team knew they had to investigate it. After all, this was the last place Dr. Xelodus Tore could be found. And the STARS needed some fortune on their side.

They were filled with trepidation however, as the closer they got to this goal the darker the situation became. The sound of ticking was heard randomly, seemingly coming from the walls as if from a giant clock. Occasionally the pealing of a great bell could be heard announcing the passage of time that seemed to be passing more and more slowly in this cursed city. The sounds alone were not so out of place, but there was something sinister about the sounds that couldn't be ignored.



MISSION OBJECTIVE: Retrieve the access card from the chief officer to enter the station.

DEPLOYMENT: Outer edge of the board.

TERRAIN: Dense with roaming sentries scattered throughout.

OBJECTIVE MARKERS: Opposite end of the table. Small building the chief officer is located.

ENEMIES: Umbrella agents.

LOOT CRATES: Multiple.

SPECIAL ITEMS FOUND: Dataslate (iPad/Electronic notebook) found on the body of an Umbrella officer.

MID MISSION NARRATIVE:

(Blank) reached down and gently pulled the small notebook (or data slate?) from the security personnel's chest rig. She cleaned off the excess blood as best she could before thumbing through the well-worn pages to see if she could find some clue that might help her. The sender of the message spoke to a professional no-nonsense

character of the notebooks previous owner however about midway through the writing became erratic, hectic even.

Date unreadable by the blood seeping through

"... Rally Point Bravo was...but couldn't link up with Charlie Squad... heard rumours on the radio about another meet up point underneath the Clock... Doctor *blood smudge* said they were meeting there to link up and fight free... I've got a bad feeling about this, that damned ticking noise started about the time people quit staying dead.... Ah hell, Greg bit straight through my vambrace I know what this means... Need to soldier on, Doctor *blood splatter* said they would have a cure there for me... need to get past the cafeteria and take the back...they lied and left me to die... can't think straight anymore..... *the writing trails off the page*

(Blank) pockets the notebook. Searches for anything else of use checks ammo and moves to link up with the rest of the team. They're going to want to see this.

Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-7-for-whom-the-bell-tolls>

Mission 8: The Good Doctor

Narrative by – Alex May

Mission & Narrative by – David Nordquist (MiniWarGamer Dave)



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-8-the-good-doctor>

MISSION NARRATIVE: The S.T.A.R.S. Team manages to obtain the key card necessary to grant them access inside the research station. After a brief investigation post compilation of a handful of data slates taken from the bodies of the downed officers, it leads the team to discover that not only does this facility have ties to Umbrella, but also that there are several large ventilation ducts with their covers smashed in, leading deeper underground. A further search leads them to the name of this facility, the Umbrella Immunity Research Center,

HIDDEN LIFT: Have the team roll for Ld. The best roll sees the hidden lift.

Pushing the only button in the lift leads the team 100 feet underground. When the doors open they are greeted by another, larger abandoned lab. The first thing that catches their eye is the large glass wall covering the side of the room. The wall covers 5 different lab rooms, each with a human in what appears to be in states of suspended animation, strapped to beds hooked up to a large variety of medical scanners.

Attempts to open the thick glass doors prove futile, as they seem to require different credentials than needed to operate the lift, each door bearing the name of what they assume is the doctor responsible for the patient. Suddenly, a wall panel at the back of one of the lab rooms bursts open and the undead swarm into the room and set upon the human lab rat. With no time to waste, the team readies themselves trying to find ways to open the doors, before the only beings that could give them insight into the purpose of this facility fall prey to the consuming horde.



ZOMBIE HORDE: The STARS must defeat the zombie horde before continuing the mission.

DATA SLATE: Roll for Ld and highest roller finds a data slate on one of the dead zombies.

“The facility is researching the few test subjects that showed resistance or full immunity to the G-virus, developing possible contingencies in case of unplanned infection and using the DNA of the test subjects they were able to develop a strain of combat stims, temporarily giving the user improved speed, strength and reflexes.”

The team continues to another area where they find Umbrella mercenaries and scientists.

MISSION OBJECTIVE: Rescue the scientists, locate and protect Dr. Xelodus Tore.

DEPLOYMENT: Outer edge of the board.

TERRAIN: Small Blood Bowl sized board.

OBJECTIVE MARKERS: Dr. Xelodus Tore

ENEMIES: Umbrella mercenaries.

LOOT CRATES: Multiple.



Watch the episode in the MiniWarGaming Vault here:

<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-episode-8-the-good-doctor>

Mission 9: The Last Stand & Post Game Discussion

Mission & Narrative by – David Nordquist



Watch MiniWarGaming's Video for this mission (Vault Member's Exclusive):
<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-9-the-last-stand>

This mission I completely made up on the spot and improvised as I went. I took many liberties as a gamemaster and threw many enemies at the players. It was intense and rewarding. Check out the video if you haven't seen it already.

Post Game

Dave and the players recap their experiences and debrief after this epic campaign and share their favourite highlights. There's nothing quite like experiencing it in person!

Watch the Post Campaign Discussion Video here:
<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-10-post-campaign-discussion>







LOOT CRATES: Multiple.

SPECIAL ITEMS FOUND: Diamond key to be picked up before entering the mansion.

MID MISSION NARRATIVE: A survivor runs out of a nearby utility shed. He screams “Get, away! Get back! Help! Somebody! Please help!” A small horde of zombies begins to surround the survivor.

D3 experience points to whoever participates in the combat that results in the civilian surviving.

MAIN ENTRANCE PUZZLE: 2 spots where statues need to be moved that activate a small panel cover on the entrance wall. Once the statues are moved into place, the panel cover slides down to reveal a keyhole with a Diamond etched over it. Strength tests need to be made to move the statues. If they are failed then the players can place their models in the required spots in place of the statues.



[Link to Image](#)