

Resident Evil: Outbreak Gauntlet by Atma-Stand/Wandering Shadow V 1.3



Forward

The Raccoon City outbreak was a crisis of unprecedented horror. Certain figures and events are often thought of during this crisis due to the actions during and after. But what about the average citizens of the city? What were their experiences like? Well, you're about to find out. Forget your fancy powers and abilities, you're just like every average person now. Welcome to Raccoon City on the night the Outbreak begins.

As this is a Gauntlet you will start with **+0 Outbreak Points or OP**

Origins

There are no origins for this gauntlet. You are just another survivor in the various outbreak scenarios. As such, there are no discounts for abilities, perks, and items.

Scenarios

You must take the Outbreak Scenario for **0 OP**. Additional scenarios will grant extra OP per each scenario.

- **File #1**

- **Outbreak (+0 OP)** – "It was a typical night at J's bar. Some uninvited guests crashed the party. Our race for survival was just beginning."
- **Below Freezing (+50 OP)** – "We escaped the zombies and found our way into a frozen underground facility. What truths lie beyond the cries of pain in the distance?"
- **The Hive (+50 OP)** – "A hospital transformed into some kind of hive full of squirming things. We pushed on and pushed the repulsive image from our minds."
- **Inferno (+50 OP)** – "While avoiding blasts of flame, we proceeded through the smoke-encased hotel. We now know the true meaning of "hell."
- **Decisions, Decisions (+50 OP)** – "Destruction, Darkness. We quickly raced forward knowing all too well that each decision we made held newfound hope or endless despair."

- **File #2**

- **Wild Things (+50 OP)** – "We were foolish enough to think the zoo might provide refuge, but all that greeted us were approaching footsteps that shook the earth."
- **Underbelly (+50 OP)** – "In the station, we caught our breath, but it wasn't long before we could feel them watching. All we could do then was wait for the inevitable."
- **Flashback (+50 OP)** – "An abandoned building in a foggy forest. All around us were the echoes of some forgotten tragedy. Enveloped in evil, we pressed onward."
- **Desperate Times (+50 OP)** – With the Raccoon Police Station now lost to the Zombies, Lieutenant Marvin Branagh and a group of survivors make plans to escape through a series of tunnels under the station.
- **End of the Road (+50 OP)** – "The countdown to destruction had begun yet hope remained. As confusion and anarchy tore the city apart, the time had come to stand up and fight."

- **File #3 (Terragrigia Panic)**

- **Pandemonium (+50 OP)** – It was a shining day on the streets of Terragrigia until the terrors of the past were released back into the world. Your new race for survival has just begun.
- **Aqua Pass (+50 OP)** – You found yourself running from the chaos of the streets into the mass transit systems that interconnect Terragrigia. Before you can feel any sense of relief, you can hear howls in the darkness of tunnels.
- **Reaching for the Sun (+50 OP)** – You have found temporary reprieve from the chaos of Terragrigia streets within the capital tower, but you're not safe yet. Salvation may yet lie above.
- **Cocytus (+50 OP)** – The sun gun has been fired, and Terragrigia is returning to the sea. Hope remains at the docks, but can you get there before the sea takes you?
- **Ship of Carthage (+50 OP)** – The ruins of Terragrigia reach out from the roiling sea behind you as you approach a large ocean liner. However, the infection has reached this place too. Do you have it in you to make one last escape?

- **File #4 (Sein Island Experiment)**

- **The Metamorphosis (+50 OP)** – Fear requires an audience, one that will be most receptive to its effects. Darkness helps facilitate that fear and no other location quite exemplifies that as Sein Island Mines. Between the chaos on the surface, the poisonous gas that exists within the tunnels, and the screams getting that much louder, can you face the fear?
- **The Letters (+50 OP)** – Whether by tenacity or a miracle, you managed to escape the mines and reach the surface-level processing area. From what you can hear on the radio, chaos seems to be spreading across the island, and to make matters worse, it seems that the main gate leading to the city proper has been sealed. There must be a way out.
- **The Castle (+50 OP)** – The main city of Sein Island is in chaos. Afflicted remnants of the citizens howl in the dark alleys and charge through the streets with fear-fueled abandon. In your attempt to find safety, you have barricaded yourself within the Government Building. Unfortunately, a horde of Afflicted have begun their attempts to force their way in. Time is limited.

- **The Trial (+50 OP)** – The Barricades eventually gave way but not before you found a route to safety. You realized, however, that the streets were not going to be safe and so you took a low path. The sewers, while spacious, were never in the best of conditions...
- **The Colony (+50 OP)** – Your journey has led you this far, and you realize that you have come close to the island's coastline. The docks shouldn't be too far, but there is a problem. Between you and possible salvation is Sein Island's Prison. A ghastly place before chaos reigned, who knows what horrors lurk inside.

Character Specific Abilities

Some of the abilities the survivors exhibited were crucial to their survival and it would only be fair that you would have a chance to emulate those abilities during your time here.

- **Push-Away (FREE)** – When an enemy relative to your size (must be similar in size to or smaller than you) grapples you, you may be able to throw them away from yourself and escape the danger they pose.
- **Duck (FREE)** – You may be able to duck under an enemy attack. This action grants you a second worth of invulnerability. Should you be assisting someone else and perform a duck, they will be carried into the duck with you.
- **Item Search (FREE)** – When you enter a room, you may be able to get an idea of what items are important to you and your continued survival. This will manifest as small notes of light above the items in question.
- **Back Step (-100 OP)** – When an enemy lunges at you, you may be able to quickly backstep away from them. In doing so, you will position yourself to be in the perfect range for counterattacks.
- **Swing Combo (-100 OP)** – When swinging any form of melee weapon, you may be able to immediately perform an additional swing upon a successful hit. Be aware though that overuse can leave you winded and vulnerable.
- **Strike Trauma (-100 OP)** – Whether you worked in the re-opened Sein Island mines or construction in Terragrigia, you've become rather adept with tools such as hammers and pickaxes. As a result of this familiarity, you will find that any weapon you hold that could conceivably perform a form of 'strike' or 'blunt' damage will be boosted accordingly.

- **Full Swing (-200 OP)** – Many times when using a melee weapon, you need time to wind up to your full strength before swinging. Now though, all your physical blows will be at their full potential strength when performing basic attacks. Should you choose to put more strength into them, then they will do even greater damage.
- **Dodge Tackle (-200 OP)** – When an enemy attacks, you may be able to dodge it and perform a follow-up counter. This follow-up is a tackle that causes an enemy to stagger back several steps. Weaker enemies will be staggered so much that they will fall onto the ground.
- **Entrapment (-200 OP)** – Isolation breeds a certain form of paranoia regarding one's safety. With threats being able to strike at the moment of distraction, it pays to know how to create security measures in the form of traps. These traps can be anything from improvised bottle bombs like smoke, incendiary, pheromone-based, or explosive traps using pre-existing infrastructure such as fuel canisters and steam valves. More importantly, you and your allies will always be aware of where your traps have been placed and if they have been triggered.
- **Play Dead (-400 OP)** – In a pinch, you can drop yourself to the ground and effectively play dead. Enemies of all types will ignore your presence. However, when you do so, your infection rate will greatly increase. Post-Gauntlet, you won't have to worry about the T-Virus building up within you, however, when using this ability, you become much more susceptible to bacterial and viral infections that are present in the area.
- **I Have No Bracelet! (-400 OP)** – Sein Island was a former property of the Soviet Union, as such there was a naturally unhealthy degree of surveillance and paranoia present among its people. As a result, you've taken to learning the various methods of surveillance present on the island. This in turn allows you to easily keep off the Overseer's radar.
- **Pot Shot (-400 OP)** – You may be able to square yourself up and aim a more accurate shot with a ranged weapon. When doing so, your next resulting shot will always do what will amount to critical damage against a target.

Character Specific Perks

Have you played these games before? Well, if you have and have a preferred character the following perks may allow you to get a little closer to them than before.

- **Basic Skills (FREE)** – To survive your various scenarios, you need some form of fighting skills. You have a basic understanding of firearms and weapons that were present up to that time. This includes weapons like small arms, throwable bottles, and basic melee weapons.
- **Old Soldier (FREE)** – You had a tour of duty in your past, and while your physical skills may have declined with age, your mental skills haven't. You're capable of handling the emotional stress and horrors that are present in this Gauntlet better than most. As such, you can keep a cool head in even the direst of situations.
- **Investigative Reporter (-100 OP)** – Prior to the Raccoon City Outbreak, you may have had a job at a local newspaper. In a company town like Raccoon City, getting a scope can be difficult, and so you had to learn some more clandestine tactics. As such, you've picked up the subtle art of lockpicking. While you may not be the Master of Unlocking, you can still easily lockpick basic locks and doors.
- **Herbal Enthusiast (-100 OP)** – Like a certain barmaid, you may have an interest in the healing herbs that are often found in Raccoon City and the greater Arklay County. You're so interested in fact, that you've even incorporated them into several recipes. As such you find that healing herbs and herb combinations are much more effective when you use them.
- **I Should Be Able to Walk (-100 OP)** – Not all of us are lucky, and sometimes a BOW can get a lucky hit. While you may not die from it, the pain you experience would normally leave you vulnerable to another creature. That is, normally. For some strange reason, your pain tolerance is far greater than your peers, allowing you to ignore the pain until you eventually receive proper treatment.
- **Puzzle Man (-200 OP)** – When working the Metro system, there's always bound to be a lot of time on your hands. So, you picked up a little habit of solving the daily puzzles found in discarded newspapers. As a result, you'll find yourself able to easily decipher and solve the complicated puzzles that are bizarrely found in many of the buildings and institutions of Raccoon City. Post-Gauntlet, this ability can be applied to environmental puzzles and other types of puzzles that may bar your way.
- **Handy Jumper (-200 OP)** – Some may consider you shady, but you're just an honest mechanic, and you've been doing this for a while. When the outbreak started, your skill set gave you an edge that you weren't considering. Your long years of working as a mechanic have translated into the capability of repairing all sorts of equipment from

common tools to even complicated firearms. In addition, you can create improvised weapons from common materials that you will be bound to find.

- **Naval Diver (-200 OP)** – It is unknown whether Terragrigia had a standing army or not. Unfortunately, it would be safe to assume that due to the involvement of the BSAA and FBC, it more than likely had a token force. Because of Terragrigia’s floating nature, it would be more than likely that any force would be trained to double as Naval Divers. This will provide you the knowledge of underwater salvage, recovery, repair, and maintenance.
- **General Practitioner (-400 OP)** – Your day job here has always been focused on the betterment of your fellow Raccoon City-ites. Through long years of training and experience, you can consider yourself a fully licensed general practitioner of health and medicine. As such, not only are you capable of diagnosing medical issues within your fellow survivors, but you can treat these issues easily enough should you have the proper equipment. It may not be a trip to the ICU, but it’s the second-best thing.
- **‘University Student’ (-400 OP)** – You look into the sink and see a mass of cut hair next to a student ID badge. It should have been a fresh start for you, but you were never that lucky. Recently you were an employee in one of Umbrella’s more clandestine facilities, and you had the skills to show for it. You are an incredibly capable virologist, able to analyze and utilize viral agents to their maximum effectiveness.
- **Survivalist Aim (-400 OP)** – In a setting such as this, a steady aim is extremely important, and unfortunately you will more than likely NOT have the ammunition to practice that. That’s where this perk comes in. Perhaps it was your need for survival or prior experiences, but you will notice that firearms you use will deliver far less recoil than they would normally, allowing you to make every one of your shots count more.
- **S.T.A.R.S. Candidate (-600 OP)** – Another notice of rejection!?! What did that sunglasses-wearing captain have against you? Well, back on the beat I suppose. Perhaps you were a cop, ex-military, or both, but regardless, you have the skills capable of being inducted into S.T.A.R.S. Naturally these skills include expert marksman training, hand-to-hand combat training, and the physical and mental endurance to handle long hours of activities that would push the human body and mind to their limits.
- **Power Over Fear (-600 OP)** – Fear is a common response to life-threatening situations and one that requires an audience. Through your experiences, you have discovered that the capacity to feel fear has been... altered. Reduced in effectiveness but not awareness. That affects you in an interesting way as many of the viruses cause mental alterations beyond a loss of intelligence. Because you’ve conquered fear, your sense of self will

remain despite the influences of any virus you are exposed to. More importantly, this will act as a phenomenal defense against attempts to mentally influence you.

- **T-Jumper (-600 OP)** – Through various methods or means you have won the genetic lottery and undergone the process of becoming a Tyrant. Unlike the mass-produced models, you have retained your complete mental facilities, and your physical height hasn't increased beyond what it was prior. That doesn't mean that there haven't been changes. Your strength, durability, and regenerative capabilities have all been boosted to the levels of the Tyrant T-103 series, and like those Tyrants, your skin has taken a deep grey tone. However, because you have purchased this option, your new skin tone will be considered normal. Despite your appearance, you could effortlessly pass as normal in regular society. If you have an issue with this, then post-gauntlet you may choose to return to your original appearance and keep this new state as an alt-form option.
 - Unlike the T-103s, you don't have to deal with some of the issues they have. For one, your heart has remained within your chest, maintaining its original size but becoming much more efficient in supplying blood to your body. The T-Virus coursing through your veins has reached a miraculously stable state, negating the need for a limiter coat. Should you experience enough damage, you may mutate into a more destructive form to repair the damage quickly, and slowly return to your former state if given enough time and rest.
 - Naturally this new nature of yours does indeed come with a custom-tailored limiter coat, a blanket immunity to the T-Virus as well as its various derivatives.
 - Original Design
 - Green Colored
 - Black Colored
 - Red Colored
 - White Colored with sunglasses
 - Remake Design
 - Black Colored with a snazzy hat
 - Black Colored without a snazzy hat
 - For your benefit, you'll find that the stability of the T-Virus within your body has made you immune to the antagonistic effects of the Daylight Vaccine and Post-Gauntlet, any serum designed to quickly destroy BOWs like yourself. In addition, you do not have to fear starting a biohazardous outbreak through your bodily fluids such as blood, sweat, and saliva. You can toggle it though so that your body does exhibit the famed virulence of the T-Virus.

Character Specific Items

Each character in the Outbreak series has a personal item that distinguishes them from fellow survivors. These items are incredibly useful when used correctly and it would be fair that you have a chance to use them too.

- **Inventory (FREE)** – While more of a gameplay convention, you have access to an inventory system emblematic of the series. This inventory contains four spaces where you can place items of various types within. These items can include weapons, ammunition, keys, and healing items.
- **Sight Map (FREE)** – A small map that exists within your inventory. You may access it at any time you access your inventory. It provides a rudimentary floor plan of the room you are currently in, while also showing which doors are locked or unlocked. Useful for finding out where you need to go and what you may need to do.
- **Lock Pick Tool (-100 OP)** – A small lock pick tool that can be easily hidden on your person. Containing four individual picks, it can be used to open most locks that you'll find throughout your time here. Be aware that it isn't an instant process and that you may have to go through several picks before finding the right one. If you have skills in lockpicking, this process may be considerably faster...
- **Black Backpack (-100 OP)** – Most survivors only have so much space on their persons for holding essential items, and that's where this comes in. While looking like an innocent black backpack, this item will double your available inventory spaces while worn. Post-Gauntlet, this effect will be applied to all inventory perks that you may have.
- **Miner's Mask (-100 OP)** – An old, Soviet-era, mining gas mask. Simple in construction and use, this mask will provide you with clean filtered air in areas with toxic and noxious fumes. Post-Gauntlet, this mask will update itself to work on other toxic fumes found throughout your journeys.
- **Tool Belt (-200 OP)** – A seemingly ordinary tool belt typical of the late 90's. However, it contains several very useful items. The first is a simple folding knife. Not very threatening but can be used for quick successive combo attacks. There are also David King's wrenches. While they can be used for various handyman purposes, these twelve wrenches can also be thrown for a short-distance attack. You have three of David's spare parts and nine rolls of his famous duct tape. You can use this to bind objects together much more effectively than you might expect; if you tape a piece of concrete to an iron pipe for example, you'll wind up with a weapon just as strong, sturdy, and deadly as a sledgehammer, or an iron pipe with a taser can make a powerful cattle prod. This works on video game logic, so you'll miraculously have other minor bits like wires if you need

them for crafting. Respawns at the start of every scenario for now, and every 24 hours after the Gauntlet.

- **Herb Case (-200 OP)** – A small case that can be used for holding the various herbs found within the Arklay County region. With four separate compartments, it can hold a total of ten herbs: Three Green, Three Red, Three Blue, and a Single Green, Red, and Blue Mix. At the start of each scenario this case will be refilled to have 1 herb of each type and post-gauntlet, it will be fully refilled once a week.
- **Overseer's Bracelet (-200 OP)** – Resembling one-half of a handcuff, this black bracelet comes with an LED display that will change color based on your physical health. Green means that you are in perfect or near-perfect health. Yellow means that they are suffering from minor injuries. Orange means that you are either suffering from moderate injuries OR you are in a state of heightened tension and fear. Red means that you are seriously injured OR in a state of extreme terror.
- **Lucky Coin (-400 OP)** – This is a lucky nickel. If you flip it and it lands on heads, you gain a 15% increase in your chances to deal unexpected critical damage, usually triple what you'd normally expect. This can be flipped up to three times in a row for a 45% increased chance of a crit, but if the coin lands on tails the bonus is reset to zero.
- **Medical Case (-400 OP)** – You've got a bit of knowledge of chemistry, at least enough to use this case to alter the properties of medicine. Green herbs normally heal, but when placed in this case, they become poison antidotes, while blue herbs go from antidotes to recovery medicine. Red Herbs (normally potency boosters) become hemostatic (anti-bleed) medicine. Blue and Green herbs ground together become anti-virus pills, and a full three-herb mix makes 3 antiviral pills. Comes with a pill shooter, to apply these pills at a distance if they hit your target; standard zombies hit with anti-virus usually die instantly. Don't expect that to work on larger entities.
- **Veltro Drive (-400 OP)** – On the service, this is a simple USB drive with a curious logo on the face of it. In truth, this USB drive was once owned by members of Il Veltro, specifically those members in charge of information retrieval and dissemination. While this version is blank, another drive, containing severely damning information was found by certain members of the BSAA. When your copy is used, it will rapidly download any useful data that you may need within a fraction of the time needed.
- **Daylight Vaccine (-600 OP)** – This... You shouldn't have this. In your hands are two ampules of the Daylight Vaccine that would be completed at the end of Outbreak File 1. While due to the nature of this gauntlet, you can't use it on yourself, that doesn't stop you

from using it on anyone, or anything else. When administered to an uninfected or recently infected individual, the T-Virus will not only be purged from their bodies, but they will become immune to future exposure. When administered to a fully infected individual or BOW, the vaccine will have an incredibly antagonistic effect, killing the creature almost instantly. You will receive two ampules at the beginning of each scenario, and an ampule shooter for those more violent subjects. Post-Gauntlet, there are several boons to this item.

- The first is that you will receive two additional ampules at the beginning of every month.
- The second is that the Daylight Vaccine will be fiat-backed to work on any zombification virus that you may encounter post-gauntlet.
- Finally, in keeping with the previous boon, the antagonistic reaction that the daylight vaccine will have on creatures created by zombification viruses will still be present post-gauntlet.

Weapons

Staples of survival horror, weapons are what separate you from the horrid creatures that roam this gauntlet. Except for the ‘Scrub Brush’ weapon, all weapons purchased here will be rendered incapable of breaking or requiring maintenance. At the beginning of each Scenario, any firearm that was purchased here will be fully loaded and any throwable item will be restocked. Finding ammunition afterward, now that’s on you. Post-Gauntlet, the ammunition for these weapons and stacks for throwable weapons will replenish at the beginning of each new day.

- **Scrub Brush (FREE)** – A common cleaning tool with a long handle, this item can be used as an improvised weapon, be aware though that this brush is quite weak and can only be used a few times before breaking.
- **Stun Gun (-50 OP)** – A civilian-issue stun gun meant as a non-lethal deterrent. While the batteries don’t last long under continuous use, the shocks that this weapon delivers are powerful enough to temporarily drive away common foes you will encounter.
- **Concealed Pistol (-50 OP)** – Many people feel safe if they have some form of protection and thus will carry compact handguns on their person. While relatively concealable and reliable, handguns like these have relatively common ammo but are less powerful than their larger counterparts. Here are the two options for the Concealed Pistol.
 - S&W M36 Chief’s Special
 - PM Makarov

- **Nail Gun (-100 OP)** – A simple nail gun that anyone can buy from a hardware store. While not very powerful, it can be used to create barricades should enough material be present.
- **Handgun (-100 OP)** – A common 9x19mm handgun found throughout Raccoon City. While not the hardest-hitting firearm, 9x19mm ammo is very easy to find. Below are the options for the Handgun.
 - Beretta 92FS
 - Beretta 93R
 - SIG-Sauer P228
 - Browning Hi-Power
 - Glock 17
 - Handgun P10 (HK USP Compact)
- **Molotov Cocktail (-100 OP)** – You can keep drinking, but not here. You have a set of five Molotov cocktails that can be thrown at whatever you don't want to see. When they break, they will unleash a mass of burning liquid over the bodies of your enemies. Great for most enemies, and even better for some others. Should you need to, you'll find that you can easily recreate any spent Molotov cocktails and when stored, will automatically put themselves in sets of five.
- **Smoke Bottle (-100 OP)** – One man's trash is another man's chance of survival. You have a set of five bottles with a cloudy interior. When thrown, these bottles will easily shatter creating a thick cloud of smoke. Enemies caught in this cloud will be unable to see you, allowing you to either flee or take advantage of their lack of awareness. Should you need to, you'll find that you can easily recreate any spent smoke bottle and when stored, will automatically put themselves in sets of five.
- **High Powered Handgun (-200 OP)** – This handgun is either a weapon that while useful is a bit outdated or was never widely adopted due to a difference in caliber. This gun hits harder than the standard 9x19mm handguns found in Raccoon City. However, ammo is somewhat harder to find.
 - Colt M1911A1
 - TT-33 Tokarev
 - Beretta 96
- **Submachine Gun (-200 OP)** – With its longer barrel and additional features, this weapon may be a greater tool to use with 9x19mm ammunition. Be aware though, unless you manage to find spare magazines, reloading it will be time-consuming.
 - MP AB-50

- MP-AF
 - HK MP5A2
 - Thompson M1A1
- **Chemical Bottle (-200 OP)** – A set of three bottles filled with a highly reactive metabolic acid. Breaks easily when thrown and is quite powerful when used correctly. By purchasing this item, you will understand how to create more but be aware that most locations do not have the materials for these bottles, so use them sparingly. When more are created, they can be organized in your inventory in stacks of three.
 - **Decoy Bottle (-200 OP)** – Similar to the Chemical Bottle above but not as reactive. This bottle filled with a mix of flammable and noxious materials can be used to draw enemies away from you. This is due to the rather foul stench that emanates from the bottle after it is activated and thrown. However, the bottle will not easily shatter and instead lay where it falls, attracting all manners of creatures until the chemicals within detonate. Should you need to, you'll find that you can easily recreate any spent Decoy Bottles, and when stored, will automatically be placed in sets of five.
 - **Shotgun (-200 OP)** – A 12-gauge shotgun commonly found among civilians and police alike, this weapon sure packs a punch. Be aware that while ammo is relatively common, it can be taxing on your ability to hold it.
 - Franchi Spas12
 - Remington 870
 - TAP 194
 - M147S
 - **Grenade Launcher (-400 OP)** – A single-shot M79 Grenade Launcher capable of firing High-Explosive, Incendiary, and Acidic Grenades. While this is a very powerful weapon, ammo for it is hard to come by.
 - **Hammer (-400 OP)** – A weapon created from a steel pipe and a piece of concrete. Surprisingly maneuverable, this weapon can deliver crushing blows that will knock down a good majority of creatures encountered during your time here.
 - **Assault Rifle (-400 OP)** – Capable of full and semi-automatic fire, this rifle can be of great help. Do note though, that finding additional ammo may be difficult given the circumstances.
 - M4A1
 - AKS-74
 - NSR47

- **Scoped Rifle (-400 CP)** – A scoped rifle used by both military and police units. This rifle can be a fantastic way of eliminating far-off threats long before they become a problem. Please be aware however that ammo for this weapon will not be readily available, so make sure your shots count.
 - Mosin Nagant PU
 - SVD Dragunov
 - Remington 700

- **Magnum (-600 OP)** – An impressively powerful .44 Magnum handgun, this weapon will be able to stop most if not all creatures found in this Gauntlet dead in their tracks. Naturally, ammo is very hard to come by.
 - MP412 REX
 - Smith and Wesson M29
 - .44 Magnum Lightning Hawk
 - Mateba Sei Unica

- **Stun Rod (-600 OP)** – A weapon created through the combination of an Iron Pipe and a Battery. Strikes from this improvised tool will deliver massive electrical shocks to whatever they hit, leaving them stunned for follow-up attacks.

- **Hunting Rifle (-600 OP)** – A large caliber, bolt action hunting rifle chambered in .458 Winchester Magnum and more than capable of taking some of the biggest animals around. Be aware that it holds only two rounds in the magazine, and that ammunition for it is extremely hard to come by.
 - J.P. Sauer S202

- **Rocket Launcher (-600 OP)** – Powerful rocket launcher, capable of destroying most if not all BOWs in a single shot. While reusable, ammo for this powerful weapon is practically non-existent, so be sure that your shot counts.
 - AT4
 - RPG-7

Companions

Don't want to go through this Gauntlet alone? That's fair. We'll allow you to have a few friends for your time here, at a nominal cost of course.

Should you choose not to purchase any companions, then you may choose to select up to three survivors per scenario for FREE. However, they will not count as Companions and will not

follow you post-gauntlet unless purchased with their associated cost. Survivors who are meant to appear in certain scenarios will do so, regardless of whether you purchase them or not. However, they will pursue their own objectives and may not be very helpful. See the Notes section for who appears where.

This section and its options can be disregarded should you take the “Lone Wolf” Drawback.

- **Old Friends, New Drinks (-50 OP to -300 OP)** – So RE: Outbreak Files 1 and 2 were designed with the intention of playing with friends. That holds true even now because of this option, you bring in up to eight of your companions to join you in these trying times. There are two caveats though.
 - The first is that all imported companions are reduced to a baseline human state. This is so that you can’t cheese scenarios through powerful companions.
 - The second is that all imported companions will receive half the Outbreak Points, you receive through scenario choices and drawbacks.

- **New Friends at the Bar (-100 OP Each)** – The cast of RE: Outbreak Files 1 and 2 are very well known despite being in what is effectively a spin-off title. With each purchase of this companion option, you may choose one player character to join you throughout the gauntlet. Each character will have the FREE perks, and their Personal Items and Personal Abilities upon purchase.
 - Alyssa Ashcroft
 - Cindy Lennox
 - David King
 - George Hamilton
 - Jim Chapman
 - Kevin Ryman
 - Mark Wilkins
 - Yoko Suzuki
 - Evgeny Rebic
 - If you’re unsatisfied with these characters but not their archetypes, you can instead choose to reskin these characters with another character who shares their archetypes.
 - For context of which characters appear in which scenario, see below.
 - Outbreak Scenario:
 - Cindy Lennox
 - Mark Wilkins
 - Below Freezing Point Scenario:
 - Yoko Suzuki
 - The Hive Scenario:

- No Canonical Appearances
 - Inferno Scenario:
 - No Canonical Appearances
 - Decisions, Decisions Scenario:
 - George Hamilton
 - Wild Things Scenario:
 - Cindy Lennox
 - Underbelly Scenario:
 - Jim Chapman
 - Flashback Scenario:
 - Alyssa Ashcroft
 - Desperate Times Scenario:
 - Kevin Ryman
 - End of the Road Scenario:
 - David King
 - For File #3, there are no canonical survivors present in any scenario.
 - For File #4, you will have Evgeny Rebic as a companion for all scenarios.
- **USS Squad (-200 OP)** – In need of some people with more experience? We’ve got you covered. Seems as though you’ve been listed as a priority figure in Umbrella’s agenda. As such, an Umbrella Security Squad or USS has been dispatched to ensure your survival. The USS is a specialized paramilitary division working for Umbrella. This organization is used for Umbrella’s more clandestine operations and is aware of the company’s research into bioweapons. Due to this fact, this four-man squad is well trained in Urban Warfare and Anti-BOW tactics and is equipped with a complement of 9x19mm handguns and SMGs.

Drawbacks

- **Viral Gauge (0 OP, Mandatory)** – When HUNK’s team was attacked by Dr. Birkin, several rats were exposed to the T-Virus. While their bites were a contributing factor to the Raccoon City Outbreak, their infection also leaked into the town's water supply infecting a great deal more of the citizens... and guess where you fall in that situation. Yep, you’ve been exposed, and now you’re on a time limit. You have 90 minutes to complete a scenario before you succumb to the T-Virus. Upon completion, your viral gauge will reset to 0 and will begin anew upon starting another scenario. When you complete this gauntlet, you will be summarily cured of T-Virus.

- Don't think you can get out of this through the Perk "**T-Jumper**". In place of the T-Virus, you will be instead implanted with a bomb that has a 90-minute timer. The same rules naturally apply to this situation.
- **Communication Issues (+100 OP)** – RE: Outbreak Files 1 and 2 were certainly games of their era, and unfortunately, they never quite got communication right. Where you would expect the ability to accurately convey your plans, ideas, and concerns to your fellow survivors, you'll find that you are unable to. Instead, you will only communicate through a series of predetermined lines and shouts. This will naturally lead to moments of confusion and frustration between yourself and your fellow survivors.
- **Tasty Smell (+100 OP)** – Maybe your exposure to the T-Virus came with something else? You may notice that the various infected creatures seem to be more easily drawn to you. Expect greater fights, as you become the primary target of any enemy that catches your scent.
- **Mr. Colors (+200 OP)** – Jumper what happened to you? Ah, right, that makes sense now. RE: Outbreak Files 1 and 2 had an expansive character roster that was mostly reskins. There were several that were different from the rest. These Color characters came with several bonuses and detriments that upped the challenge for each scenario, and you've effectively become one of them for the duration of this jump. Roll a 1d9 to choose which Mr. Color/Mrs. Color you will become for this gauntlet.
 - **Mr./Mrs. Colors Selection.**
 - **Mr. Black** – This option gives a Jumper a 1.5x damage increase to all attacks and high vitality, but at the cost of a 45% reduction in movement and starting every scenario in the DANGER condition.
 - **Mr. Blue** – This option gives a Jumper incredibly low vitality, so much so that they can only take two hits before dying. They also can recover their vitality by attacking enemies.
 - **Mr. Gold** – This option gives a Jumper 1.5x damage increase to all attacks at wildly random intervals. In addition, a Jumper cannot hide in smaller spaces such as underneath tables, nor can they access holes or smaller tunnels.
 - **Mr. Gray** – This option gives a Jumper no special bonuses or detriments. It evens out all your physical abilities throughout every scenario.
 - **Mr. Green** – This option gives a Jumper a much higher chance at scoring critical hits at the cost of being much more susceptible to the status ailments present in each scenario.

- **Mr. Red** – This option gives a Jumper 1.5x damage increase to all attacks but at the cost of starting every scenario in the DANGER condition, a 50% reduction in movement speed, and low vitality.
 - **Mrs. Peach** – This option gives a Jumper incredibly high vitality but at the cost of a moderately reduced movement speed and beginning each scenario in the DANGER condition.
 - **Mrs. Water** – This option gives a Jumper incredibly high vitality but at the cost of severely reduced offensive capabilities.
 - **Mrs. White** – This option gives a Jumper greater attack power at the cost of taking more damage from all forms of attack.

- **Hazardous Environment (+200 OP)** – It's safe to say that even at the best of times, there's something wrong with buildings and infrastructure. It's a fact of life. What isn't is a zombie outbreak and all those little issues that would have normally been taken care of are now mounting on each other. Expect to be fighting not only the twisted creations of the T-Virus but also the very environment itself as the city collapses around you.

- **Lone Wolf (+400 OP)** – Another feature in RE: Outbreak Files 1 and 2 was the ability to disable AI-controlled characters. While useful for solo adventurers for days without an internet connection or friends, it's not so useful now. You'll find that you will be completing each scenario without the help of any companions. You're not completely alone though. Those characters that would have appeared in their respective levels will be there... as another member of the living dead.

- **The Pursuers (+400 OP)** – A semi-common trend that has appeared in many of the Resident Evil games, the pursuer is a stronger enemy type that doggedly chases the player throughout the level. Well, each scenario has its specific pursuer enemy which will now hound you until eventually defeated. See below for the pursuers of each scenario.
 - **File #1 Pursuers**
 - **Outbreak – Bob the Security Guard** – A security guard working for Scutum who happened to be at J's bar on the eve of the outbreak. With the drawback, he will swiftly turn, and pursue the Jumper. ZombieBob is hardier than other zombies but is not any faster.
 - **Below Freezing – G1 Birkin** – In the early days of the outbreak, the mutated form of William Birkin roamed the NEST. This version of Birkin is tough to fight. However, it's still possible to bring him to his knees. Kinda strange that he doesn't change into other forms.
 - **The Hive – The Leech Man** – A mass of T-Virus infected leeches that have parasitized a human body for ambulatory hunting. It is drawn to fresh

blood and will rapidly appear should it catch the scent. Thankfully this creature is susceptible to extreme heat.

- **Inferno – Enhanced Licker** – A mutated licker that is roaming the Applegate Inn. Enhanced by feeding on infected bodies, this Licker is stronger and more durable than its base counterparts.
 - **Decisions, Decisions – Tyrant Thanatos** – A unique Tyrant released by Dr. Mueller. It will hunt you relentlessly and its powerful regeneration will mean that unless you hit it with some serious ordinance, or something else, it will just keep coming.
- **File #2 Pursuers**
- **Wild Things – Oscar the Elephant** – The former star of the Raccoon City Zoo, this elephant has been infected with the T-Virus and has gone into a rampage. As such, he will make your job more difficult as he charges after you. There is a way to stop him, but it may not last...
 - **Underbelly – Malformed Flea** – Fleas have experienced interesting mutations with the T-Virus. Growing to abnormal sizes, they have remained relatively healthy, except this one. This flea's carapace has grown far more quickly than its fellows, leading to a thicker, heavier shell. May seem daunting, but quick growth can also lead to brittleness...
 - **Flashback – Axe Man** – Infected with T-JCCC203 and driven mad with lost love, Al Lester stalks the halls of an abandoned hospital in the Arklay mountains with the intent to kill. While not the strongest of the pursuers, Al knows the hospital like the back of his hand.
 - **Desperate Times – Bryan Irons** – In times of desperation, madness is a constant, and when one's world is crumbling around them, it comes quickly. Case in point, Police Chief Bryan Irons. Armed with a high-caliber revolver, this crooked police chief/ hunting aficionado has decided that his next hunt will be within the halls of RPD, and you are the next target.
 - **End of the Road – Tyrant R** – When the end is coming and backs are against the wall, desperate measures are taken. Two Umbrella scientists faced this decision and chose to release a modified T-103, dubbed Tyrant-R. Quickly overcoming its limitations, Tyrant-R has begun to stalk you as you make one last attempt at escape.
- **File #3 Pursuers**
- **Pandemonium – Ratatoskr** – The spread of T-Abyss in Terragrigia is a muddy affair. However, it's safe to say that considering Terragrigia's status as a metropolitan city on a body of water, many of the pests

normally present wouldn't be there. Yet there are still rats here! One of these blighters has been severely mutated by the T-Abyss Virus and is on the hunt for more and more food. How will you handle this Rodent of Unusual Size?

- **Aqua Pass – Enhanced Ooze** – Il Veltro's attack on Terragrigia was a two-staged attack. While the Hunters were ground and shock troops, they also used drones to spread the T-Abyss Virus. One of the infected has mutated into a particular dogged Ooze type BOW and it seems quite attracted to the scent of your blood.
 - **Reaching for the Sun – Sweeper** – One of the holdovers from the days of Umbrella was the Hunter Project, of which one of the last variants was known as the Sweepers. Sweepers were enhanced Hunter Alphas that could receive and follow orders. Its current order is to eliminate all known survivors it encounters, including you.
 - **Cocytus – Scarmiglione** – The T-Abyss Virus was designed to incorporate aquatic DNA into its mutations, and this BOW is no different. While this specific creature's origins are unknown, what is known is that it has begun to hunt down survivors within your current area of potential salvation.
 - **Ship of Carthage – Scagdead** – It's an agreed fact that being resistant to a virus is a good thing. Too bad no one told the creators of T-Abyss that. Those who are resistant to T-Abyss mutate into a much more dangerous BOW known as Scagdead, and on this ship, there's a particularly large one looking for you.
- **File #4 Pursuers**
 - **The Metamorphosis – Foreman Samsa** – An older foreman of the mines who was more than happy to have his old job back. An encounter with some of the first Afflicted drove him to such a blind terror that he quickly mutated. Unfortunately, wielding a large impact drill and further altered by the fumes produced by the mine, Foreman Samsa has begun to stalk the tunnels.
 - **The Letters – Alpha Orthus** – Sein Island always seemed to have had a problem with wild dogs. A problem that the Overseer was quick to capitalize on. One of these dogs has been greatly altered to the point where it is closer to a bear in size and ferocity than it would a dog.
 - **The Castle – Broken Vulcan** – First responders are some of the first to suffer in an outbreak scenario and this one is no exception. Mutating into something between an Afflicted and a Vulcan Blubber, this former

firefighter drags its way through the government office seeking to snuff the flames of terror within itself by ‘passing it’ onto others.

- **The Trial – Zmeyya** – The Overseer’s research did not stop at the application of fear. No, she went further and procured samples of something that should have been left forgotten on the plains of Africa. Of course, when subjects die, it’s a double-edged sword to ‘Waste not, Want not’. As such, an abomination was born. Resembling a lone string of grasping limbs, and black pus-filled orifices, this mass of Ouroboros infected flesh slithers through the sewers in search of its next meal.
 - **The Colony – Warden Berkoff** – The prison found on Sein Island was, as one would expect, not a humane one. In charge of it all was Warden Berkoff, a paradoxically cowardly but domineering man who was more than glad to do the Overseer’s bidding for extra funding. When the chaos began, he quickly succumbed due to a loss of control. Now as an Afflicted, he hides within the prison, laying nightmarish traps and ambushes for the unwary.
-
- **That Damned Sniper (+600 OP)** – Well, it seems that you really want some points, and some people really want some extra cash. Meet Nicholai Zinoviev, a former soviet soldier, now Sgt. in the UBCS and the most deceitful person you will have the misfortune of meeting here. With this drawback, he’s been hired by an unknown party to personally hunt you down. He will appear in each scenario at several vantage points where he will take shots at you with a powerful sniper rifle, as well as lay traps in the area designed specifically for you.
 - **Mass Production!? Ridiculous! (+600 OP)** – Greg Mueller was many things, and rational wasn’t necessarily one of them. However, he did have a point when declaring the idea of mass-producing unique BOWs was ridiculous. Shame we’re ignoring that idea. You’ll find in each scenario that where there should have been one boss monster, there are now several present at any given time. Best of luck.

File Scenario Rewards

With everything on offer here, we think you should be notified that there are additional rewards available should you complete all Scenarios in a File. These rewards will become available to a Jumper upon completion, so they can be carried into other Files and Scenarios. There’s a special reward for completing every Scenario in this Gauntlet.

Should a Jumper complete all Scenarios in File #1, they will receive the **Survival Knife**. It's an army-issued fighting knife that doesn't seem like much of a reward at first. However, the weapon has three features that make it special.

- The first is that the weapon is effectively unbreakable and will never lose its edge.
- The second is that it can exist in its pocket dimension and be summoned into your hands immediately, preventing it from taking up any inventory space.
- The third and final feature is that the Survival Knife does 5x the amount of damage it would do normally, making it an extremely deadly weapon. This effect doubles when facing off against boss-type enemies.

Should a Jumper complete all Scenarios in File #2, they will receive the **Debug P90**. This PDW was originally set to appear in the game, however it was cut early on. Originally chambered in 5.7x28mm caliber, this PDW can be chambered in any small arms caliber. The rounds placed within this weapon can be fired at their full effectiveness despite the compact nature and barrel size of this weapon.

Should a Jumper complete all Scenarios in File #3, they will receive the **R.S.L.T.D.** Looking like a futuristic rocket launcher, the weapon is a targeting device for the Regia Solis Orbital Laser. While producing a more localized version of the Orbital Laser's devastating payload, this weapon can work in any outdoor environment regardless of weather patterns or time of day.

Should a Jumper complete all Scenarios in File #4, they will receive a choice of two items. The first is a **Katana**. This old sword comes with several bonuses that we believe will help you.

- The first is that this sword is unbreakable and will never lose its edge.
- The second is that this sword can be used to fulfill the same duties as a long-handled crowbar without any complications.
- The third, is that it can exist in its pocket dimension and be summoned into your hands immediately or during mid-swing, preventing it from taking up any inventory space.
- The fourth, is that should you have received the **Survival Knife**, you can upgrade it to the Katana and double its damage output.

OR

You could choose to take the **Bubble Gun**. This is a curious little toy bubble launcher and don't worry, you'll never run out of bubbles. Despite the seemingly uselessness of this item, you will find that the bubbles that this weapon fires are incredibly useful. When fired, a single fist-sized bubble will be fired at roughly the same speed as a bullet. Upon impact, any hostile creature will be immobilized for a single minute. During this minute of immobilization, you may freely

interact with any immobilized creature, but they cannot interact with you. Do note that the bubble will burst after a minute has passed or should the creature be destroyed.

Now, as a final bonus, if a Jumper completes every scenario in File #4 AND chooses the Beretta 96 if they purchased the High-Powered Handgun option, they would receive the **Samurai Edge - Barry Model Version II**. This variant of the Samurai Edge is a perfected version of the Barry Model I and comes equipped with a specialized compensator that is double the size of the original versions while still maintaining its extended controls and barrel. This compensator practically eliminates all recoil the user would feel when firing this pistol. It also comes with an additional parts kit that allows the user to easily swap calibers between 9x19mm and 40 S&W. You don't have to worry about the ammo either, as regardless of whether you have it configured for 9x19mm or 40 S&W, this gun will never run out of ammunition.

Should a Jumper complete **EVERY** Scenario across all Files, they will receive Raccoon City, Terragrigia, and Sein Island. These three locations contain everything that they had in the days before their destruction. This includes the various Umbrella Facilities found in Raccoon City, the Solis Regis Satellite for Terragrigia, and Alex Wesker's Mine/Lab Complex fully repaired, cleaned, and operational.

Final Reward

Should a Jumper complete every scenario found in this Gauntlet with the Drawbacks, 'Lone Wolf' and 'The Pursuers', you will receive the following Perk.

Infinite Mode – You will now find that any weapon you wield will be unbreakable regardless of how much abuse they are put through, your firearms will have infinite ammunition, and any throwable item will be infinitely reusable. A fitting reward for such a harrowing challenge.

Decisions, Decisions

It's time to move on to your next adventure, Jumper. Take heart in the fact that even though you found yourself in several nightmarish scenarios, you survived to see another dawn.

Notes and Changelog

A section for explanations, thanks, and changes for this Gauntlet.

- **As of 10/17/23 Version .9 Completed**
- **As of 4/27/2024 – Version 1.1 Completed**
 - Minor Grammatical and Spacing Errors fixed.

- Credit to Canas-Dark for the following Drawbacks and Items
 - Drawbacks
 - Mr. Colors
 - That Damned Sniper
 - Items
 - Jim's Lucky Coin
 - David's Duct Tape
 - George's Medical Case
- Credit to Fallout10mm for suggesting the following additional perks, abilities, and items. I couldn't think of a way to really incorporate Yoko's Charm at this time, and the Hard/Harder Difficulty and Boss Rush Drawbacks may come in a future update.
 - Items
 - Sight Map
 - Weapons
 - Survival Knife
 - Assault Rifle
 - Hunting Rifle
 - Reward Options
 - Perks
 - Item Search
 - File #3 was created because I wanted to add more to the experience of Outbreak than just the original ten scenarios. These scenarios are fan-wankable for layout, puzzles, and bosses. As always though, please fan-wank responsibly.
- **As of 10/20/23 Version 1.0 Completed**
 - Special thanks to Reddit Users Bluesnowman, Canas-Dark, Fallout10mm, and NeoDraconis for their suggestions and observations
 - Credit to Bluesnowman for the following Perk.
 - Perks
 - T-Jumper
 - How Daylight Vaccine interacts with T-Jumper.
 - Buffing T-Jumper's T-Virus stability and resilience.
 - Passing T-Jumper's appearance off as normal.
 - Credit to Canas-Dark for the following Abilities, Perks, Items, and Companions
 - Abilities
 - **"Playing Dead"** -- More susceptible to Viral and Bacterial infection using this ability.
 - Perks
 - **T-Jumper** -- Can make T-Jumper an additional Alt-form.
 - Weapons

- Starting ammunition and renewal of ammo and items for firearms and throwable weapons at the start of each new scenario.
 - **Molotov Cocktails** -- Expanded item description to include creation ability and item stacks.
 - **Chemical Bottles** -- Expanded item description to include creation ability and item stacks.
- Companions
 - Expansion of Companion flavor text
 - 3 Free survivor choices per scenario to reflect the idea of playing with three other friends. Disregard if Lone Wolf is taken.
 - Old Friends, New Drinks -- Allows a Jumper to bring in their current companions with some caveats.
 - Explanation for USS
- Credit to Fallout10mm and NeoDraconis for the following Perks.
 - Perks
 - Herbal Enthusiast was Incomplete.
- Added flavor text to File Scenario Rewards Section
- Changed the File #2 Reward from Chief's Special to Debug P90
- Placed Chief's Special into the Weapon section.
- **Version 1.1 Update**
 - File #4
 - Added the Scenarios
 - The Metamorphosis
 - The Letters
 - The Castle
 - The Trial
 - The Colony
 - Character Specific Abilities
 - Added the following Abilities.
 - **Entrapment** - This is based more on the mine-type weapons and environmental hazards players can use throughout the series.
 - **Strike Trauma** - Based mostly around the mining culture of Sein Island but I also accounted for construction work for a city like Terragria. This perk boosts the damage mentioned by 25%.
 - **Survivalist Aim** - This is more inspired by Moira's struggle during the 6 months between Alex's attempted suicide and Barry's arrival. This is to help with the inexperienced and you know it could always be useful later.

- Character-Specific Perks
 - **I Should Be Able to Walk** - This a pain tolerance perk from Raymond Vester's experience during the Terragrigia Panic, as he survives a serious Hunter Alpha attack and with minimal medical treatment, walks back to the FBC command center, witnesses Morgan's duplicity, and be able to keep his wits about him.
 - **Naval Diver** - Admittedly, this is a bit of a filler perk but, given the area and environment of Terragrigia, I thought it fitting. This perk is NOT required for the gauntlet but can be useful in other settings.
 - **I Have No Bracelet!** - This is inspired by Evgeny from Rev 2 and how he seemed to fly under Alex's radar for what is implied to be several months to years.
 - **Power Over Fear** - This is based on Natalia's seemingly no-selling T-Phobos and, for at least a good amount of time, Natalex's influence. Perks maintain your sense of self and control despite viruses, physical instincts, or other mental influences.
- Character Specific Items
 - **Miner's Mask** - This Item was based on the idea that certain areas in the mines have poisonous gas and was probably something the miners usually had on hand.
 - **Overseer's Bracelet** - This is a way of tracking your health and status. If you have "Power Over Fear", this item will display two colors. A solid Red Bar and another bar denoting your status.
 - **Veltro Drive** - Inspired by the evidence Jack Norman had on Morgan Lansdale for his actions during the Terragrigia incident.
- Weapon Differences
 - Concealed Handgun Differences
 - **S&W M36 Chief's Special** -- 5 shots of .38 Special.
 - **PM Makarov** -- 8 Round magazine of 9x18 Makarov.
 - Handgun Differences
 - **Beretta 92F** –15-round magazines.
 - **Hi-Power Mk. III** – 13-round magazines.
 - **Glock 17** – 16-round magazines.
 - **Sig P228** – 13-round magazines.
 - **Handgun P10** – 14-round magazines.
 - **Beretta 93R** -- This handgun can fire in single or three-round bursts and has a capacity of 20 rounds.
 - High-Powered Handguns differences.
 - **M1911A1** -- Highest Power on offer. It comes with a 7-round magazine.

- **TT-33 Tokarev** -- Weaker than the M1911A1 but the TT-33 can Penetrate Up to 2 Enemies per shot. It has an 8-round magazine.
- **Beretta 96** -- Lowest Power of the High-Powered Handguns, but it has the largest magazine size at 11 rounds,
- Submachine Gun differences:
 - **MP AB-50** – This has the highest rate of fire but is the hardest to control.
 - **MP-AF** – It lacks the tactical flashlight and controllability of the MP5A2, but it comes with an increased rate of fire and a red dot sight.
 - **MP5A2** – It has a slower rate of fire than the MP-AF or AM AB-50, but it comes with a full stock for greater weight and stability and a built flashlight.
 - **Thompson M1A1** – The strongest submachine gun but ammo is more limited though due to firing .45 ACP rounds.
- Shotgun differences:
 - **Remington 870** – Has a capacity of 8 shells.
 - **Franchi Spas 12** – Has a capacity of 7 shells but can switch between semi-automatic or pump-action.
 - **TAP 194 Shotgun** – Has a capacity of 5 shells.
 - **M147S** – Has a capacity of 2 shells but it is the fastest to reload.
- Assault Rifle differences:
 - **AKS-74** – Chambered for 5.45x39mm ammo.
 - **M4A1** – Chambered for 5.56x45mm ammo.
 - **NSR-47** – Chambered for 7.62x39mm ammo.
- Scoped Rifle differences:
 - **Mosin Nagant PU** – 5 round 7.62x54R bolt action rifle.
 - **SVD Dragunov** – 7.62x54R semi-automatic rifle with a 10-round magazine.
 - **Remington 700** – 5 round 7.62x51mm bolt action rifle.
- Magnum differences:
 - **MP412 REX** – Weakest magnum available due to being chambered in .357 Magnum but can use .38 Special rounds if needed.
 - **S&W M29** – Chambered in .44 Magnum, rounds must be individually loaded, or one can use a speed loader.
 - **Mateba Sei Unica** – Chambered in .44 Magnum, rounds must be individually loaded, or one can use a speed loader. It has a slightly faster rate of fire but is more front-heavy.

- **Lightning Hawk** – Chambered in .44 Magnum, it can be loaded with 8-round magazines.
 - Pursuers
 - **Foreman Samsa** – See Gregor Samsa from The Metamorphosis.
 - **Alpha-Orthus** – See the gigantic versions of the Orthus found in the Raid Mode.
 - **Broken Vulcan** – Wanted to work with a flame-type enemy like Gale Banballow from Ill Bleed.
 - **Zmeya** – Russian for Serpent. It was originally supposed to be a Glasp-type enemy.
 - **Warden Berkoff** – The name was taken from Steven Berkoff’s theater adaptation of “In The Penal Colony.” This pursuer is a little unique as it calls into question who the hunter is AND is my way of trying to make sense of the death traps present in the present.
 - Scenario Rewards
 - These two optional rewards for Completion of File #4 are based on Moira’s and Natalia’s EX weapons from RE REV 2.
- **5/12/2024 – Version 1.2 Created**
 - Grammatical changes and spacing fixes made.
 - Added additional provision to T-Jumper.
 - Shifted Pursuer information, Mr./Mrs. Color information, Canon Character Scenario Appearance, and available firearms into their relevant sections.
 - Added the firearms Beretta 93R, MP AB-50, Thompson M1A1, M147S, and MP412 REX.
 - I know the MP412 REX has never appeared in Resident Evil, but I felt that a top-break revolver would be a fun addition compared to the other revolver found in RE: Rev 2.
- **8/13/2024 – Version 1.3 Created**
 - Minor grammatical changes and spacing fixes were made.
 - Samurai Edge – Barry Model Version II added to the Rewards section.