Resident Evil: Operation Raccoon City Gauntlet V 1.0 By Atma-Stand/Wandering Shadow



Forward

The Raccoon City Outbreak is an event in the wider world of Resident Evil that needs no real explanation. It is an event whose shadow stretches long across the lives of those who survived it. There is no doubt that there are many questions regarding this outbreak, but the most important for now, is "What If?" What if Umbrella had a firmer grasp over the outbreak and covered their tracks? What if the U.S. Military was able to successfully push into Raccoon City for rescue operations? What if you were involved in these Operations?

Unlike the normal jumps, because of the "What If" nature of this universe, this is a Gauntlet. As such, you will be stripped of all Non-Body Mod Perks, Powers, and Items and you will begin Resident Evil: Operation Raccoon City with **+0 Operation Points or OP**.

Rules and Faction Choice

The rules for this Gauntlet are relatively simple. You will choose one of the two factions found below, and act as their seventh member. In doing so, you will follow this team throughout their time in Raccoon City. This will require you to partake in 7-8 missions, depending on your faction choice. Upon completion of the final mission, you will have completed the Gauntlet and any associated faction scenarios.

- **USS Delta Team: Wolfpack –** This team of covert operators was employed by the Umbrella Corporation as part of the Umbrella Security Services during the Raccoon City Outbreak. Their mission throughout the outbreak was to eliminate any traces of Umbrella's involvement as well as the retrieval of certain viral samples that were present in the city.

- **U.S. Special Forces: Echo Six –** This team of special forces operators was tasked by the U.S. Military to assist in the rescue of survivors during the Raccoon City Outbreak. In addition to this rescue operation, they were tasked to procure any evidence that would incriminate Umbrella as the main perpetrator of the outbreak.

Class Selection

- **Assault (FREE) –** This class is dedicated to those individuals who excelled in their military's special operations. It focuses on gunplay and taking charge of a firefight from the front.

- **Demolition (FREE) –** This is a class whose military background lies with demolitions and high-explosive weapons. It focuses on the use of mines and other forms of explosive traps.

- **Field Scientist (FREE) –** This is a class whose military background lies in the study of viral and biological weapons. This training has given you an insight into manipulating infected individuals to your needs.

- **Medic (FREE) –** This is a class whose background lies within military medicine. This class has greater experience and effectiveness with healing items, as well as stimulants and antiviral agents.

- **Recon (FREE) –** This is a class whose background lies in reconnaissance. Those who take this class will become highly skilled in covert operations and stealth tactics.

- **Surveillance (FREE) –** This is a class whose military background lies in spy craft. As such, the training this class provides focuses on the detection of enemies, items of importance, and traps.

General Perks

- **Special Forces Training (FREE) –** Now considering the active combat zone that you will be heading into; it wouldn't be out of the question that you receive special forces training. This will put you ahead of most normal military training that was standard in 1998. This training has provided you with a vast amount of experience with various types of firearms, including Handguns, Submachine Guns, Shotguns, Assault Rifles, Light Machine Guns, Precision Rifles, and more… specialized weapons from across the world. This also provides you the benefit of putting your body in a state of peak fitness regardless of how you physically look or any issues that your body might have, like say… having a prosthesis.

- **Blood Frenzy (-100 OP) –** An obscure but interesting mechanic found in ORC was known as Blood Frenzy. This was a stat that was tied to the various weapons utilized by both Delta Team and Echo Six. Blood Frenzy is the chance for your firearms to cause profuse bleeding with each shot. When this occurs, this rapid bleeding has three effects. The first is a steady degree of blood loss. The second is a decrease in an enemy's movement speed. The third turns the afflicted enemy into a lure for the various BOWs present in the immediate area. Now, I won't be going over or implementing the various blood frenzy stats for each weapon found here and possibly in your future. That would be insane. Instead, I will give you a moderate and flat chance to cause it with each shot you make.

- **Way Points (-100 OP) –** It would be safe to assume that you may not have ever been to Raccoon City and its associated facilities before. This is where this perk comes in. When given an objective or order, you will see a symbol representing whichever faction you are fighting for in this distance. This symbol, or waypoint, will either act as a guidepost for the fastest path to reach a specific destination or as a marker for important items that are critical to the current mission.

- **Multi-Class (-200 OP) –** In the section above, I discussed the various classes you'd have access to. While each class's specific skills are more than enough to carry you throughout your missions here, it would be nice to have some more at a discount. Well, with this you can. Specifically, you may be able to take a second class and benefit from its discounts.

Considering the more clandestine nature of the characters here, no one will ask about this second origin. Post-Gauntlet, this perk will allow you to take two origins per jump.

- **Unwilling Shields (-200 OP) –** In a pitched gunfight, cover may not always be readily available, so you'll have to make it. Now, normally this could be in the form of ballistic shields that can stop bullets and shrapnel. But if you don't have that, you can always use something else. Mainly, you can use humanoid individuals of roughly your size as a human shield. This has several effects. First, this shield lasts as long as the body does. So, when the body is destroyed, the 'shield' is destroyed with it. The second is that when in use, these human shields cannot harm you. Very handy when you have your arm around a zombie's neck.

- **Vaccinated (-400 OP) –** Operation Raccoon City has several mechanics that were either new or reused from previous titles. In this case, the infection mechanic from Outbreak. Unlike how it was in Outbreak, this infection mechanic isn't a meter but rather a fast version that can turn an individual within a matter of minutes. Now, should you be infected the infection won't progress as fast, but what if you didn't have to worry about that? Well with all the medical advances that are displayed here, there was one set aside for you. A vaccine for the T-virus that will stop all infection vectors dead in their tracks. Post-Gauntlet, this vaccine will protect you against all forms of viruses and diseases that cause zombification.

- **Quick Time (-400 OP) –** A very widespread trend from the era of gaming that ORC released, was the Quick Time Events. While there are many opinions of this mechanic, you may find some worth in it. When in a situation where you are physically helpless or taken off guard, you may have a short window of time where you can quickly take a form of evasive or offensive action to save yourself from physical harm. The specific action available is not one of choice. Rather, it is one based on the circumstances at the time. These circumstances can be based on the environment, your health, and the type of threat you have encountered.

Class Perks

Assault

- **Body Armor and Reloading (-100 OP, FREE for Assault) –** Your prior military experience has given you the knowledge of how to more properly fit your armor and more easily reload your weapons. This leads to two interesting effects. The first is that you take 50% less damage from gunfire when wearing body armor and that you reload 50% faster than your peers.

- **Incendiary Munitions (-200 OP, Discounted for Assault) –** In situations where you realize that your standard munitions may not quite cut it, you know that more unconventional munitions may help you. As such, you will find that you can mentally switch the currently loaded ammunition in whatever firearms you are using from standard to incendiary at a moment's notice. This incendiary ammunition produces a burning effect on enemies and increases the damage your bullets will do. This incendiary ammunition lasts for a single clip or magazine and will be able to be used again after a minute of cooldown time.

- **Guns Blazin' (-400 OP, Discount for Assault) –** You've been in the service long enough to know the importance of ammo conservation and making your shots count. As such, you have a unique ability. This ability, known as Gun's Blazin', allows you to effectively fire with infinite ammo and increased accuracy for a period of thirty seconds. This ability will reset after two minutes.

- **Super Soldier (-600 OP, Discount for Assault) –** As a member of the assault class, you lead from the front. As such, you can consciously choose to lead your squad forward into hectic and frenetic firefighters and CQC encounters. This provides a curious and greatly beneficial ability. You may, for a minute, increase the accuracy and damage for you and your team while also mitigating the damage you and your team receive. This ability has a five-minute cooldown.

<u>Demolition</u>

- **Blast Master (-100 OP, FREE for Demolition) –** Your prior training in demolitions has made you quite skilled in their use while in the field. As such, you can plant explosives very quickly, and more importantly, you will take 50% reduced damage and knockback from any explosives that are used against you.

- **Fragmentation Mine (-200 OP, Discount for Demolition**) – You must have had a history of using anti-personnel mines in the past. Enough where you made your own variants. As such, you can now summon a highly explosive fragmentation mine that can be set off via a BOW stepping on it or remotely. This mine can be re-summoned one minute after successful detonation.

- **Timed Sticky Explosive (-400 OP, Discount for Demolition) –** Further understanding of explosive ordinances has given you a degree of insight into the wonderful joys of sticky bombs. As such, you can summon three timed sticky explosives that can be thrown and stuck against an object or BOW. You may summon another set, one minute after the last one has been fully used.

- **Laser Trip Mine (-600 OP, Discount for Demolition) –** Traps are always a great way to catch an enemy off-guard, and the more explosive, the better. As such, you have become rather proficient in placing high-yield laser trip mines in locations that will cause the maximum damage when triggered. To help facilitate this skill, you can summon a highly destructive laser trip mine that can be placed against any surface. This laser trip mine can be summoned again one minute after the previous mine has detonated.

Field Scientist

- **Biometric Eyes and Understanding (-100 OP, FREE Field Scientist) –** Your past training as a field scientist has allowed you to spot infected individuals, develop antiviral agents in the field, and identify weak spots in these infected individuals.

- **Infection Inducement (-200 OP, Discount Field Scientist) –** Your understanding of viral agents has led you to some… interesting findings. While some may consider what you can do to be war crimes, that won't stop you from producing a hypo gun, draining some infected material into it, and shooting a hypo at a non-infected enemy. This hypo gun will contain five shots worth of this infected material. A non-infected combat who is shot with this, will succumb to the material in several sections and turn against their former comrades. Infected combatants will mutate into a stronger version of themselves and attack everything in sight.

- **Attraction Pheromones (-400 OP) –** In your short time within Raccoon City, you have studied the various samples from the infected individuals and the other BOWs that stalk the streets. In doing so, you have discovered something unique. From these samples, you have developed a gaseous pheromone that can be utilized like a grenade. When thrown towards a non-infected target, the short-lasting gas will blanket and cause all infected creatures to prioritize them over you, allowing you to easily continue a firefight from within the ranks of the undead and other BOWs. These pheromone grenades will respawn one minute after one is used.

- **Infected Programming (-600 CP, Discount Field Scientist**) – You have taken to understanding just what makes these infected creatures tick. Through your rigorous studies, you have developed a new hypo-shot. With five shots on hand, when used against an infected individual or BOW the contents of this hypo will make them extremely suggestible to your commands and upon your commands, they will attack their fellow infected. This effect lasts for about a minute or two and the more you understand a virus, the stronger the infected creature that you can control. A new hypo gun will be available for use a minute after the last hypo gun is used up.

Medic

- **Field Medic (-100 CP, FREE Medic) –** You have had a great deal of experience working in various forms of triage and field medicine. As such, you have developed your quirks in how you practice your craft. The result of this is twofold. For one, the medical aid you provide is doubly effective than it was before. The other is that you seem to be able to carry more medical supplies without overloading yourself.

- **Stimulants (-200 CP, Discount Medic)** – It wouldn't be wrong to assume that during your time in the military, you learned the science of pharmacology. This knowledge has allowed you a greater understanding of stimulants and their effects on the human body. As such, you have made your own brand of stimulants which can be utilized in a specialized hypo gun. This stimulant, when injected into either yourself or an ally, will increase the accuracy, agility, and hand coordination within that subject. It will last for one minute and a new and the hypo gun will refill one minute after use.

- **Anti-Infection (-400 CP, Discount Medic)** – In hot zones such as Raccoon City, the risk of infection is always a threat. In response to this fact, you have developed a hypo gun that fires an antiviral concoction you have made. This will cure individuals who have been infected but not turned and poison fully turned subjects. This hypo gun and its contents are tuned to the T-Virus but will update itself in response to the other viruses after this Gauntlet. The contents of the Hypo gun will be refilled one minute after use.

- **Painkiller (-600 CP, Discount Medic)** – It's not easy to keep your men alive in situations like this. Sometimes the pain of it all gets them first. That's why you made this new stimulant. Being able to fire from this hypo gun, this concoction can reduce the damage they receive from physical attacks by half. The contents of this hypo gun will last for thirty seconds and will refill one minute after use.

Recon

- **Stealth Tactics (-100 OP, FREE Recon) –** You're very good at what you do Jumper and whoever trained you knew that being seen would be a threat to operational security. As a result, you have trained yourself to move both silently and extremely quickly. This will allow you to cross a battlefield without making a sound, which is perfect for flanking an entrenched foe. Curiously, you will also notice that you don't seem to trigger short-range electronic motion detection systems. Very handy, that.

- **Motion Detectors (-200 OP, Discount Recon) –** Speaking of motion detectors, you have developed your specialized brand of them. These motion detectors can be placed at a location of your choosing to either set a trap or cover your team's blind spots. These motion detectors have two effects. The first is obvious, they will detect any motion and transmit that to a receiver on your person. The second is that should an enemy be detected; this motion will emit a flash that stuns those in range. If the motion detector is destroyed or unable to be retrieved, a new one will respawn within a minute.

- **Mimicry (-400 OP, Discount Recon) –** You have been working on your equipment for a while and have incorporated some cutting-edge tech into it. While not everything you want may be here, your suit has a very special ability. Upon activation, your suit will mimic the appearance of a non-infected enemy soldier. This effect only lasts a minute or two but takes the same time to recharge. This may not be enough to completely infiltrate an enemy base for long, but it's more than enough to get closer than they'd realize. Post-Gauntlet, you can replicate this ability in any armor you possess.

- **Active Camouflage (-600 OP, Discount Recon) –** Remember how in the previous perk, I mentioned that your suit may not have everything you'd want in it? Well, now it does. Upon command, your suit will render you completely invisible. This effect will last for about a minute or two and will take the same time to fully recharge. But with this, you can easily sneak into lines and eliminate targets without being detected. Post-Gauntlet you replicate this ability into any armor that you own.

<u>Surveillance</u>

- **Detection (-100 OP, FREE Surveillance) –** Your prior history in acting as the Surveillance specialist of the various squads you've been attached to has honed some very important skills that will always be appreciated. This honed skill allows you to discreetly identify enemy combatants and hidden infected as well as items of great importance. This can include munitions, weapons, evidence, or keys to your progress.

- **Bio Vision (-200 OP, Discount Surveillance) –** You've been at this for a while, haven't you? Watching, judging, and understanding others around you, you develop a way to visually understand the physical vitality of an individual you are watching. This allows you to understand how much health they have left based purely on their physical body language.

- **Threat Scan (-400 OP, Discount Surveillance) –** Your experience has provided your near uncanny ability to scan an area for targets. While this can include enemy combatants

and BOWs, it is more focused on high-value targets and more importantly, environmental resources that can help you either secure or destroy these targets.

- **Sonar Vision (-600 OP, Discount Surveillance) –** Surprisingly, what I'm about to talk about next, isn't a mutation. Rather your surveillance skills have grown to such a point that you practically have sonar hearing. At will, you may be able to expand your sense of hearing to the point where you can get a detailed idea of who or what is on the side of walls, doors, and other sight-blocking objects as if you were looking straight at them.

Items

- **Personal Uniform and Main Weapon (VARIABLE) –** You will receive a customized and perhaps even stylized uniform that makes you stand apart from the more faceless soldiers that are attached to either faction. These options are relatively cheap as it is highly likely that you will not get too attached to the weapons you receive here, due to the chaos of the city and the hordes of BOWs you will face, there is a high chance that you will swap a main weapon out for another one you'll find. In addition, you will receive a small hip pouch containing an infinite number of flares.
    - **FREE –** Outside of your uniform and armor, you will receive either a Submachine gun or Shotgun of your choice that was present in ORC.
    - **-50 OP –** For paying a little extra, you will receive either an Assault Rifle or Sniper Rifle of your choice that was present in ORC.
    - **-100 OP –** For paying more than you normally would, you will receive either an LMG or a Special Weapon of your choice that was present in ORC. These special weapons can include grenade launchers, flame throwers, and even rocket launchers.

- **Sidearms and Blade (VARIABLE) –** Every soldier needs a good sidearm and blade to handle encounters of the close kind, and so I would like to offer you a selection of weapons that can help facilitate that need. Now like the above item, your blade will remain ever by your side and useful, but unless you know which sidearms you want to keep, you may find yourself leaving a sidearm or two behind for one with more ammunition. So, the options below are a way to get some more powerful sidearms a bit earlier than you normally would.
    - **FREE –** You will receive a one-handed bladed weapon that can either be a long fighting knife, machete, or a tomahawk. In addition, you will receive a standard issue sidearm indicative of your faction. For Echo Six, this is a Beretta 92FS. For the USS Delta Team, this is a UBCS Sig P226.
    - **-50 OP –** Your sidearm options have been upgraded. You may take a silenced version of the FREE pistol with a non-degradable silencer, an HK VP70, or a

Samurai Edge 92FS. Regarding the HK VP70, with its attached stock, you are capable of firing in three bursts.

    - **-100 OP –** Your sidearm has been upgraded further and you may receive either a Lighting Hawk, chambered in .44 Magnum, or an unknown Machine Pistol chambered in 5.7x28mm

- **First-Aid Spray (-100 OP) –** A ubiquitous item made available to the public by the Umbrella Corporation. The materials within this spray can heal physical wounds that it is sprayed on. When used on either yourself or others, it will restore 75% of one's physical condition. Normally, you will find First-Aid Sprays throughout your time here, but by purchasing this option, you will find a new First-Aid Spray each morning.

- **Antiviral Spray (-100 OP) –** A very curious item that technically shouldn't even be readily accessible now. What you have is a spray that seems to act as a fast-acting cure against the T-virus. Do note though, that this antiviral spray does not confer immunity to the T-Virus post use. It merely cures your current infection. By purchasing this item, you will find a new antiviral spray on your person or in your warehouse every day.

- **Bandolier of Grenades (-200 OP) –** A simple but very useful item. Many grenades are found within Raccoon City and carrying them may be an issue. This bandolier solves that. You may store as many Fragmentation, Stun, and Incendiary grenades as you can in this bandolier as you can get your hands on. In addition, it will display a number denoting how many grenades of each type you have remaining.

- **Hardy Radio Set (-200 OP) –** Operation Raccoon City shows a version of the city, and by extension the world, as being more advanced than what was possible in 1998. As such, you will find that this radio set can receive and transmit signals from locations where normal radios wouldn't work. These locations can include underground research bases or locations with heavy electromagnetic interference.

- **EMP Device (-400 OP) –** When trying to cover one's tracks, a company like Umbrella will do anything to do it. To that end, they have developed a specialized man-portable Electromagnetic Pulse Device. When used in a central power plant, this device can knock out an entire city's power grid, no matter how large the city is. Upon use, a new EMP Device will reappear the next day.

- **Deployable Barricades (-400 OP) –** When the Raccoon City Outbreak occurred, National Guard units were called in to rescue survivors and hold back BOWs that encroached on their positions. While sustained firing lines and barriers like roadblocks would be good in a normal scenario when BOWs are bearing down on your position you

need something more stable and faster. This is where this device comes in. You have a portable steel-barrier system that can be easily deployed across entranceways. It can hold off most BOWs present in Raccoon City and when used, a new system will be available within only a few minutes.

- **NEST (-600 OP) –** Well this is quite the facility. Upon purchase, you will receive a copy of the Raccoon City NEST. This facility was focused on Umbrella's viral research projects and has a great deal of beneficial and cutting-edge security measures. Unlike the original facility, this purchased version comes with some additional security measures. Specifically, an automated system that checks the credentials of those who enter. Should these individuals not be cleared by either yourself, a companion, or a dedicated follower, an alarm system will sound out, calling down a sizable detachment of armed security to dispatch them. In addition, these armed security forces are quite receptive to viral testing and augmentation should you wish it.

- **Parthenus Rifle (-600 OP) –** Considering the technological advancements on display here, it would be no surprise that you would have the opportunity to get your hands on something that evens the playing field tremendously. Based on the Parthenus Man-Portable Railgun, this rail rifle is a smaller and less powerful variant. The rounds fired from this weapon can still easily tear through powerful BOWs. Do note, however, that while ammunition is not a problem with this weapon, due to its experimental nature, it suffers from a charge-up time. Time which you may not have…

Companions

- **Blank Squad (-50 OP to -250 OP) –** The squad members for each major team may not be necessarily to your liking. Maybe they're too edgy or too goody-two-shoes, but something about them doesn't sit right with you. Regardless of your issues with them, you can choose to instead import up to five companions to fill out a 6-man squad with you as Squad Leader. Each imported companion may choose a class of their own choice, receive half the OP you receive, and can replace a canon team member.
    - Should you choose the U.S.S. Delta Tea: Wolfpack as your faction and choose to take the scenario 'Gunpoint Choice', all your companions will follow you in your decision. Should your combined numbers be greater than the opposing force, a set of generic U.S.S. agents will bolster their team.

- **Delta Team (FREE for Delta Squad Choice, -400 OP to Keep) –** As a member of the U.S.S. you have been assigned to the Delta Team: Wolfpack as its seventh member. This team will be your backup if you choose the Umbrella route for this gauntlet. This team consists of Lupo, Vector, Bertha, Spectre, Beltway, and Four Eyes. Each member has

their full dedicated class tree and the starting weapons indicative of their class. Post-Gauntlet, this team will be considered a singular companion option.

- **Echo Team (FREE for Echo Six Choice, -400 OP to Keep) –** As a member of the U.S. Special Forces you have been assigned to the Echo Six as its seventh member. This team will be your backup if you choose the Special Forces route for this gauntlet. This team consists of Dee-Ay, Willow, Harley, Party Girl, Shona, and Tweed. Each member has their full dedicated class tree and the starting weapons indicative of their class. Post-Gauntlet, this team will be considered a singular companion option.

General Reward

- **Mementos from a Lost City –** I have no doubt your time in Raccoon City wasn't an easy one. While I cannot offer you too much in the vein of rewards, I hope that this helps in future situations that may be like the one you just faced. The offensive equipment that you managed to have on you when you completed your mission will be upgraded with special properties. The main one is that your offensive equipment will not require maintenance or care, as it can be used and abused to a hellish degree without fear of breaking. The other property is that said equipment may be imported or merged into other similar items as you desire. In doing so, they will optimize the abilities of the resulting item while allowing you to choose how they appear. This could be either as the original item, the new item, or a blend of the two. If you have purchased the 'Parthenus Rifle,' this General Reward will apply to it too.

Scenario Rewards

- **Data Collection (No Restrictions) –** Throughout Raccoon City, you will begin to find various forms of paperwork, discs, and recordings that have incidental evidence that help implicate Umbrella. For collecting all the pieces of evidence during your time here, you will receive one of two perks. If you take the Special Scenario "Two Sides of Every Tale," you take this scenario a second time to get the other perk you did not choose upon first completion.
    - **Proof of Guilt –** You may have collected a great deal of evidence during your time here and shifting through it may be difficult. That was before this perk came into play. You now can easily pick out the most damning and effective evidence to make a case against individuals or organizations who may attempt to escape the consequences of their actions.
    - **Burning the Past –** Upon collecting all the evidence that was present in the city, you were tasked with destroying it. Upon doing so, you have discovered a unique effect when performing similar actions going forward. When destroying evidence

of criminal actions, you will find that it's nearly impossible for any investigation to create a case against you or your employers.

- **Security Destruction (No Restrictions) –** Throughout the various missions you will be attached to during this Gauntlet, you will find security cameras that may capture your image and mission progress. It would be a good idea to destroy as many of these cameras as possible. Destroying every camera during your time here will net you an interesting reward.
    - **Off The Record –** In the world of ever-advancing surveillance, keeping yourself off security footage is a truly great thing. You now can choose whether you wish to appear on security camera footage or not appear. A perfect way to handle clandestine operations without being seen.

- **Gone Rogue (Restricted to Delta Squad) –** It's no secret that Umbrella doesn't tolerate failure. Unfortunately for you, they also tolerate incompetent administrators. During your time here, you will fail in a relatively simple elimination mission. This will cause your handler to not only disavow your employment but also send BOWs after you. Seems like a bad deal, right? Well, maybe not. Over the course of the night after this event, you must cause thousands upon thousands of monetary damages to Umbrella through the destruction of their precious BOWs and research materials. Properly doing so will force Umbrella to come to the table and renegotiate your working contract.
    - **Please Stop! –** For forcing Umbrella to take you back, you found you can renegotiate your standing and benefits with a previous employer from a position of extreme power. This will result in you receiving far more from them than they would normally be willing to give you. More importantly, the shock and terror you caused to reach this point of negotiation will also prevent this previous employer from considering any acts of reprisal against you.

- **Gunpoint Choice (Restricted to Delta Team) –** At the end of Delta Team's mission, Umbrella Command ordered them to eliminate two survivors and retrieve a young girl in their company. I don't think I need to tell you who those individuals are, but Delta Team faced a schism here. You see, one-half of the team wanted to remain fully loyal to Umbrella with an additional monetary bonus, and the other half of the team was fed up with Command's overbearing nature and told them to go pound sand. This splits the team into two groups of three. To complete this scenario, you must choose a side and eliminate your opposition.
    - **The Fate of Others –** Originally, Leon, Claire, and Sherry were supposed to go their separate ways after the destruction of NEST. Your involvement could have changed that greatly. As such, you now can change the established fate of individuals you come across during your travels.

- **An Adversary (Restricted to Echo Six) –** Throughout the course of Echo Six's time in Raccoon City, they encountered the Tyrant known as Nemesis several times. Each time they did, the team managed to inflict grievous, but still recoverable, harm to the BOW. To complete this scenario, you must survive all four encounters with the Nemesis-T-Type, before destroying it in your final encounter.
    - **Persistent Wounds –** Dealing with a tyrant like this so many times has imparted onto you a unique ability. When fighting a regenerating foe or any foe beyond this point, you may choose to prevent any wounds your foes accrue from healing in any way. This will, naturally, make subsequent battles against repeat encounters far easier in the long run.

- **The Place We're Meant to Die (Restricted To Echo Six) –** Echo Six faced one hell of a challenge late upon infiltrating the Dead Factory. Beset on all sides by T-103s unleashed by Delta Team member, Four Eyes, Echo Six utilized a portable rail gun to eliminate the horde of T-103s. Here's the thing though, they weren't supposed to survive this encounter. In fact, in another timeline, Jill Valentine would find the remains of Echo Six just before Nemesis T-Type consumes a downed T-103 to restore itself. The goal of this scenario is simple. Assist Echo Six in this pivotal battle and change their fate.
    - **The Fate of Oneself –** As said before, Echo Six was supposed to die at the Dead Factory. Your aid changed that fate and for that, you have received quite the gift. Fate and other forms of predestination cannot preside over you, nor can they interfere with the results of your actions. Please be aware that this means that the success or failure of your actions is entirely in your hands.

- **Two Sides of Every Tale (SPECIAL) –** You must have seen the wasted potential this universe had too, didn't you? Maybe you want to spend a little more time here than this Gauntlet would normally allow? Well, this may help you. By agreeing to this scenario, you must complete both sides of Operation: Raccoon City as the seventh member of Delta Team and Echo Six. In addition, you may also complete the other side's scenarios should you choose it.
    - **Alternate Scenario –** By completing both sides of this story you have received an interesting perk. This perk allows you to witness an enemy force's actions as they directly relate to your efforts while in a combat scenario. It will let you understand their current situation, orders, and relations with the commanding officers. This will, in turn, give you a great degree of enemy intelligence and insight. As a final note, you may switch the motif of your uniform to either a more heroic look or a more villainous look.

General Drawbacks

- **Gears of Evil (+100 OP) –** It's somewhat easy to tell that ORC took some inspiration from the cover shooters that were prevalent at the time. Now they all had some easy-to-understand mechanics with their cover systems and now, so do you! You will find that whenever you get well and truly close to any object or wall that can provide cover, you will automatically stack up against it.

- **What the Fuck is That!?/The Edge! (+100 OP) –** So, I would assume that your prior military career was more colorful than most. Perhaps you saw some things during your time-in that left a mark on you, or maybe you didn't. Regardless, you will find that your personality has been slightly… tweaked to accommodate that. This can manifest in one of two ways. The first is that you are surprisingly good-natured but damn if you don't have the mouth of a sailor. The second is that you are extremely cold and taciturn, taking everything far too seriously while maintaining an almost comical degree of seriousness with your language.

- **Woes of Command/Woes of the Squad (+100 OP) –** A proper degree of communication is one of the cornerstones of a successful operation. Something has happened to make that communication worse. Upon taking drawback, you can either choose to have it where Command is either incredibly overbearing and stringent with your team or have it where your team goes out of their way to perform specific actions, much to the consternation of Command.

- **Chaotic Overdrive (+200 OP) –** By the time either team made it into Raccoon City, the city was already deep in the throes of chaos. However, in gameplay terms, the stronger BOWs would not readily make themselves apparent immediately. That's changed now. Expect to see all manners of BOWs like Lickers, and Hunters intermixing with the undead hordes regularly.

- **Leg Prosthesis (+200 OP) –** Before joining your current team, you suffered an accident. The specifics of that accident are unimportant. What is important is the fact that you lost a leg because of it. While you did receive a well-made prosthesis to compensate for the loss, you will find that you now move, run, and operate with a noticeable limp. This, as you might expect, will impact your overall movement speed.

- **V-Act Mania (+200 OP) –** It's curious isn't it, that one of the scariest enemies in Resident Evil history only appeared in the games directly dealing with the Spencer Mansion and this one? I am of course referring to the Crimson Heads. While there was always a chance that zombies slain in hectic firefights could experience the V-Act effect,

now that chance has greatly increased. Expect nothing less than multiple hordes of Crimson Heads developing throughout your time here.

- **Cross Chatter (+400 OP) –** With all the chaos erupting in the city, and the firefights between U.S.S. and National Guard forces, you'd expect that radio silence and security would be a high priority. It is… just not for you. You see, your frequency is going to be picked up by enemy forces allowing them to get an idea of your orders and missions. Expect more resistance from these forces from here on out Jumper.

- **City of The Dead (+400 OP) –** A commonality shared fact with both Delta Team and Echo Six is that their true missions started well after the Raccoon City Outbreak was in full swing. It would be nice to be with your team from the start, right? Well, that won't be happening. Instead, you will begin this Gauntlet the night the outbreak begins and must fight your way through Raccoon City to your rally point. The Gauntlet won't truly start until after your team arrives.

- **Parasitic Infestation (+400 OP) –** The Umbrella in and around Raccoon City had been experimenting with the Nemesis parasite sometime before the outbreak occurred. Due to a lack of manpower, structural damages, and other woes created by escaping specimens, these parasites managed to escape their containment. In doing so, they began to latch onto the backs of the nearest humanoid entities. While these mainly consist of zombies, the resulting parasitoid creatures are faster, more durable, and smarter than their non-infected counterparts. Expect to see these parasites and their hosts all throughout your time here.

- **Showdown (+600 OP) –** It's the end of the road Jumper. Just a few more minutes and you can leave this dying city. Except, you see a group of armed individuals up ahead. You know them as the opposing team. Whether it is Delta Team or Echo Six, you will have to fight this opposing team to death before you can finally leave this Gauntlet. Should you take the "Two Sides of Every Tale" Scenario, you will have to go through this battle twice.

- **Your Old Friend (+600 OP) –** Even during the Outbreak, some people have ulterior motives. One of these individuals must have been after combat data for various BOWs. To facilitate this, they hired a UBCS operative named Nicholai Zinoviev. Now Nicholai is going to be regularly harrying you with traps and altered BOWs, as well as impeding your progress. If you can manage it or are lucky enough, killing the mercenary will bring an end to his threat. However, this man is known to be incredibly difficult to kill.

- **All Nightmare Long (+600 OP) –** At the end of the Echo Six storyline, the team is told that they still have missions to complete within Raccoon City. While their story is never

expanded upon past this point in the original game, in this Gauntlet it technically can. See; by taking this drawback, you and your team will remain in Raccoon City for the duration of the outbreak, only being allowed to leave upon the final day of the city's existence. Best of luck to you.

Special Drawbacks

- **Merging Lines (+0 OP) –** Operation Raccoon City was a blending of many of the storylines and enemies that were present in Raccoon City. In a wider sense, one could say that the very nature of this Gauntlet is a blending of mediums. As such, you can choose one other Gauntlet to merge with this setting as either a supplement or a crossover. There are some caveats to this though.
    - The first is that the other Gauntlet must be either from another part of Resident Evil or be Zombie-themed.
    - If taken as a Supplement, the second Gauntlet's drawbacks will still impact you during the events of ORC.
    - If taken as a Crossover, then you must flip a coin to decide your total time spent within the Gauntlet with a "Heads" dictating ORC, and a "Tails" dictating the second Gauntlet. Upon beginning this Gauntlet, the elements of the second will influence and merge with the setting of ORC.

- **The Consequences of Your Actions (+1,000 OP) –** So, you want to spend a longer time here? That's fair, I won't deny that Resident Evil is an interesting setting. By taking this drawback, you will agree to convert this Gauntlet into a proper Jump and will be awarded with +1,000 OP. However, as you might have guessed there are some additional caveats to consider. The first is that you must spend the Ten Years in this universe. The second is that you will be denied both the General Reward and the Scenario Rewards. Lastly, you must understand that in this time and place, your actions can have far-reaching consequences than you may at first realize. So, take heed and be careful Jumper.

Notes

Weapon Selection

Below is the list of the available weapons present in this Gauntlet. You may choose to have them appear in their real-world states or in the manner that ORC depicts them.

- **Pistols**
    - FREE
        - Beretta 92 FS/Inox
        - Sig P226

    - -50 CP
        - HK VP70M
        - Beretta 92 SE
    - -100 CP
        - IMI Desert Eagle
        - FN Five-Seven Machine Pistol
- **Sub-Machine Guns (FREE)**
    - MAC-11
    - HK MP7A1
    - HK MP5A5
    - HK UMP 9
    - TDI Vector
- **Shotguns (FREE)**
    - Remington 870
    - Remington SPR220 Cowboy
    - Franchi Spas 12
    - Benelli M4 Super 90
    - Daewoo USAS 12
    - Fictional Drum Mag Shotgun
    - Fictional Double Barrel Shotgun
- **Assault Rifles (-50 OP)**
    - M4A1
    - C7A2
    - AK-103
    - HK G36K
    - HK 416
    - SCAR-L
- **Precision Rifles (-50 OP)**
    - HK G3A3
    - M110A1 SDMR
    - HK PSG-1
    - Remington 700
    - Semi-Automatic Anti-Material Rifle
- **Light Machine Guns (-100 OP)**
    - M249-E2 SAW
    - HK MG4
    - M60E3
    - Thompson M1A1
- **Special Weapons (-100 OP)**
    - Spencer Mansion Flamethrower

    - DefTech1315/M79 Hybrid Grenade Launcher
    - Brugger & Thomet GL-06/AI Arctic Warfare Hybrid Grenade Launcher

Changelog

- 7/6/2024 – Version .9 Created.
- 7/11/2024 – Version 1.0 Created
    - I'd like to thank Rshuki Ishita, Ozy Person, Luis Felipe, Kaori Malaguld, Fallout10mm, and the Anonymous Users who offered their advice and questions.