



Resident Evil

The Board Game



RULEBOOK



CAPCOM

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Resident Evil: The Board Game

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INTRODUCTION

Bizarre murder cases have recently occurred on the outskirts of Raccoon City. There have been outlandish reports of families being attacked by a group of about ten people. Victims were apparently eaten.

The Raccoon City Police Department dispatched the Bravo Team from the Special Tactics and Rescue Service (S.T.A.R.S.) to investigate, but contact was lost shortly after arrival. In response, the Alpha Team were sent to investigate their compatriots' last known whereabouts, a forest situated at the edge of the nearby Arklay Mountains.

Bravo Team's helicopter was a derelict when they found it. The pilot's corpse was inside—it looked like he'd been badly mauled by a wild animal. Of the Bravo Team there was no sign.

The Alpha Team continued their search... but the situation quickly turned into a nightmare.

Attacked by a pack of rabid monsters, the Alpha Team were forced to flee and take refuge in a sprawling mansion, previously hidden by the dense trees.

They stand now in the mansion's eerie front hall, gasping for breath. As they begin to get their bearings, an uncomfortable truth hits them. There are only four S.T.A.R.S. members left. No-one knows whether their other teammates are alive or dead.

Is the mission still to investigate the bloody murders, and find missing teammates?

Or is it to survive and escape?



Resident Evil: The Board Game is a cooperative game of survival horror for 1–4 players set in the desolate Spencer Mansion and the surrounding wilderness. In order to survive this mysterious building, full of strange puzzles and relentless undead adversaries, players must work together. As a team they must search for a way to enter the sinister laboratory beneath the mansion, and put an end to this nightmare.

There are several paths and areas to explore, but often access will be limited by locked doors. During each scenario, the players not only need to complete the set objectives to be successful, but also find clues and campaign items allowing them to progress to the next area—and sometimes, they'll need to backtrack later on, after finding a missing key elsewhere.

Along the way every resource the players find must be carefully managed. They'll need to learn when to attack enemies and when to flee, and who is best at solving puzzles while the others watch their back. Unpredictable narrative events will force difficult decisions for how to progress; will the players save a comrade in need, if doing so means entering a dangerous location, or leave their unlucky ally to a grisly fate?

Each playthrough is unique, and tells a story defined by your decisions. It's time to enter the world of survival horror...

If you're a tabletop veteran of our Resident Evil games, welcome back! You'll definitely be familiar with some of the rules over the next few pages, but this book is still worth reading—there are plenty of new elements for you to learn!

COMPONENTS

CHARACTERS



JILL VALENTINE
1x Miniature
1x Character Profile card
1x Health Track and Marker

CHRIS REDFIELD
1x Miniature
1x Character Profile card
1x Health Track and Marker

REBECCA CHAMBERS
1x Miniature
1x Character Profile card
1x Health Track and Marker

BARRY BURTON
1x Miniature
1x Character Profile card
1x Health Track and Marker

ENEMIES



4x CERBERUS

15x ZOMBIES



3x CRIMSON HEADS

4x HUNTERS

LISA TREVOR

T-002 TYRANT

CARDS

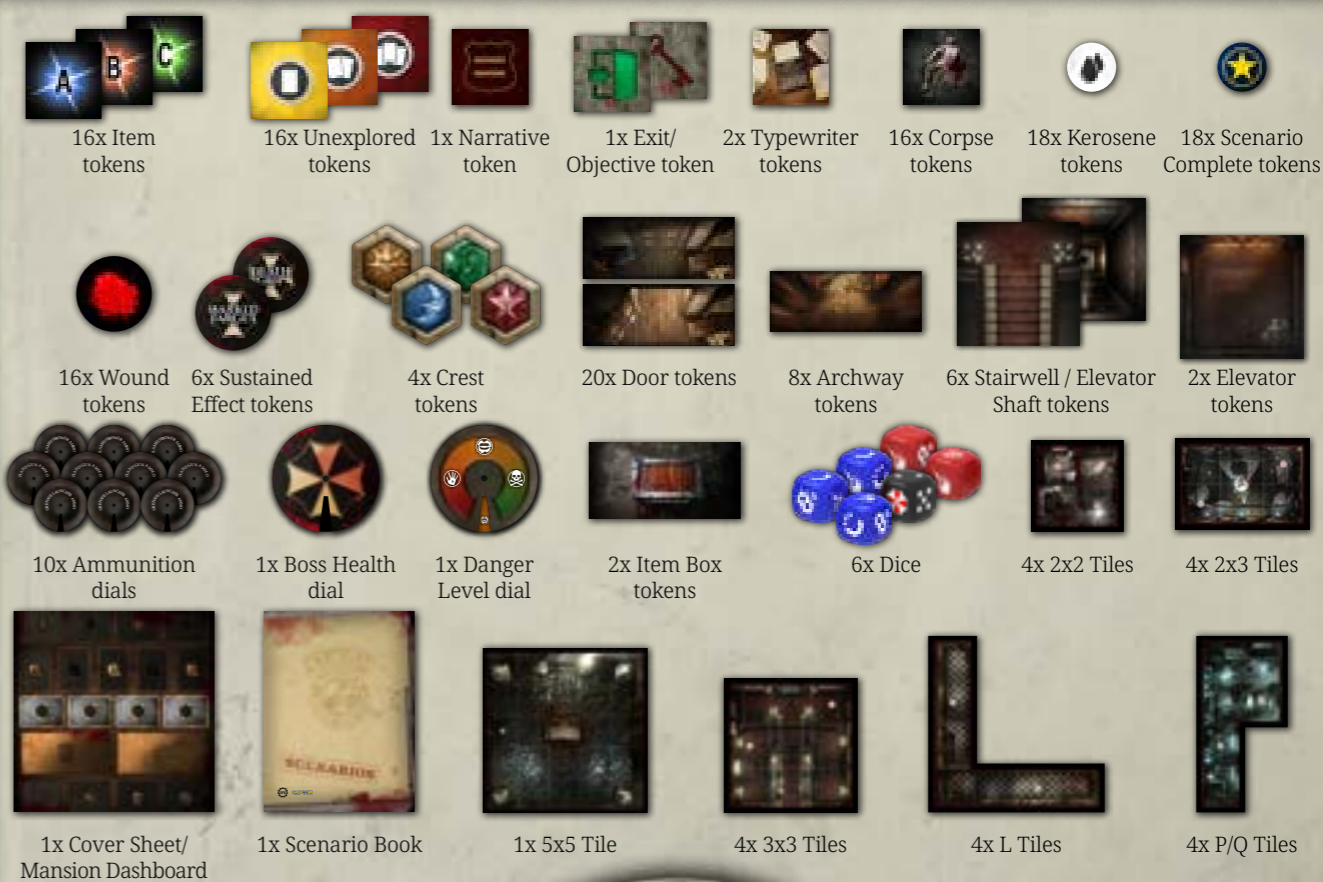


29x Item A cards 47x Item B cards 13x Item C cards 15x Item S cards 20x Locked Door cards 14x Health cards 20x Scenario cards

38x Encounter cards 84x Exploration cards 22x Mission cards 25x Narrative cards 57x Tension cards 4x Puzzle cards

4x Support Character cards 6x Enemy Reference cards 4x Boss Reference cards 30x Boss Behaviour cards

TOKENS AND GAME ELEMENTS



16x Item tokens 16x Unexplored tokens 1x Narrative token 1x Exit/Objective token 2x Typewriter tokens 16x Corpse tokens 18x Kerosene tokens 18x Scenario Complete tokens

16x Wound tokens 6x Sustained Effect tokens 4x Crest tokens 20x Door tokens 8x Archway tokens 6x Stairwell/Elevator Shaft tokens 2x Elevator tokens

10x Ammunition dials 1x Boss Health dial 1x Danger Level dial 2x Item Box tokens 6x Dice 4x 2x2 Tiles 4x 2x3 Tiles

1x Cover Sheet/Mansion Dashboard 1x Scenario Book 1x 5x5 Tile 4x 3x3 Tiles 4x L Tiles 4x P/Q Tiles

CHARACTER PROFILES

Each character in *Resident Evil: The Board Game* has a unique profile card to represent their characteristics.



PROFILE CARDS

- The character's name.
- This is how many dice the character rolls when making an evade roll.
- Each character has an **inventory limit**—the maximum number of items they can hold.
- The maximum number of **kerosene** tokens the character can have.
- Each character begins the campaign with the pictured **starting items** in their inventory.
- The character's **special rules**.

THE HEALTH TRACK AND INVENTORIES

The **health track** represents how injured a character is, and has five levels from *Fine* to *Danger*. Each time a character suffers one or more damage, move the marker right a corresponding number of levels. Each time a character is healed, move the marker left a corresponding number of levels.

A character's health track marker can't move beyond *Fine*.

INVENTORIES

Players should make a space underneath the health track to place items. This is their inventory. Any time a character searches for an item, it is placed in their inventory.

A character can discard a card from their inventory at any time during their Action Phase without spending an action. Do not resolve any text on a card discarded this way.

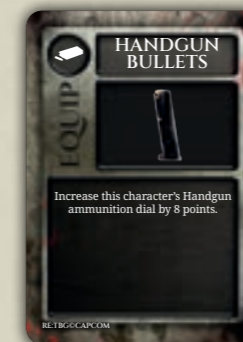
When an item is discarded it can't be collected again, so only discard an item if you're sure you won't need it again!

ITEM CARDS

Each item card belongs to a specific deck. Additionally, there are six types of item card, identifiable by a symbol in the top left corner of the card.



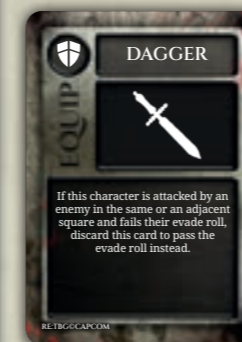
Weapons allow characters to perform attacks.



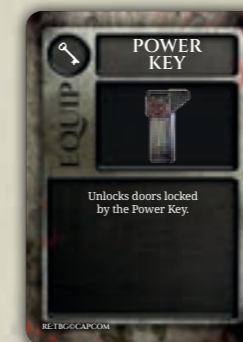
Ammunition is used to reload weapons.



Recovery items are used to heal characters.



Defence items are used when a character is attacked.



Scenario items are scenario-specific items and are discarded after completing a scenario.



Special items are important objects which are crucial to progressing through the campaign.



TILES



1. Square
2. Spawn Point
3. Wall

The **playing area** of *Resident Evil: The Board Game* is made up of a series of tiles. These tiles have rows of **squares** on them, used for determining movement and range. Each tile edge has a red line along it, indicating a wall. Models can only move between tiles by using an open door, archway, stairs, or an elevator.

SQUARE MODEL LIMITS

Multiple models can fit in the same square, provided there is sufficient space for them. If there is no space in a square, a model can't move or be pushed into it. A square can contain the following, at most:

- Four small models, **or**
- One medium model and two small models, **or**
- Two medium models, **or**
- One large model.

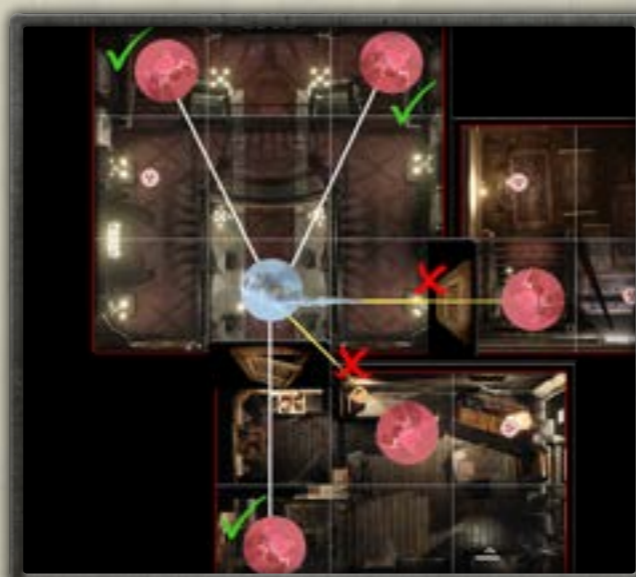


RANGE

All attacks in *Resident Evil: The Board Game* have a range, representing how many squares away they may be used. An attack with range 0 can only be used in the same square as the target, whereas a range 2 attack can be made from up to two squares away, for example.

LINE OF SIGHT

A model has line of sight (LOS) to another model if an uninterrupted line can be drawn between the centres of the squares they occupy without crossing an intervening wall, corner, or closed door.



ENEMY REFERENCE CARDS

Each enemy type has a reference card which details their characteristics.

1. This is the **type** of enemy.
2. This is the enemy's **threat level**. Enemies with higher threat level are more dangerous than enemies with a lower threat level.
3. Whenever the enemy performs a move as a reaction, it does so up to its **movement value**.
4. An enemy's **hit points** indicate how much damage it can sustain. If an enemy suffers damage equalling or exceeding this number, the enemy is killed and is removed from the playing area. When an enemy is damaged but not killed, place wound tokens next to the model to track how much damage has been sustained.
5. These are the enemy's **attacks**, listing:
 - a. The **range** of the attack.
 - b. The **effect(s)** if it hits.
6. If the enemy has **special rules**, they'll be listed here.



GAMEPLAY - THE BASICS

This rulebook is designed to teach the basics and walk you through a tutorial before introducing more advanced rules for when the campaign begins. Let's start by learning how to take a turn with your character.

PLAYER TURNS

In *Resident Evil: The Board Game*, gameplay is divided into player turns, moving clockwise around the table.

A player's turn is made up of three phases, which must be completed in the following order: **Action Phase**, **Reaction Phase**, and **Tension Phase**. During their turn, a player's character is the **active character**.

1. THE ACTION PHASE

The Action Phase is when characters interact with their environment. A character can perform up to four actions during this phase. Possible actions are:

- Move
- Open/Close Door
- Search
- Trade
- Use Item
- Attack

A character can perform an action any number of times, providing they make only four actions in total (i.e., a character can perform up to four move actions, but can't perform four move actions and then an open door action). A character can skip one or more actions unless they are in the same square as an enemy, corpse, or boss.

A character can discard a card from their inventory at any time during their Action Phase without spending an action. Don't resolve any text on a card discarded this way.

MOVE

The character is placed in any adjacent square (including diagonally) which is not blocked by an intervening wall. Characters can't cross over corners and can move between tiles only by using an open door, or archway.

OPEN/CLOSE DOOR

The character flips a door token in their square to the open or closed side.



SEARCH

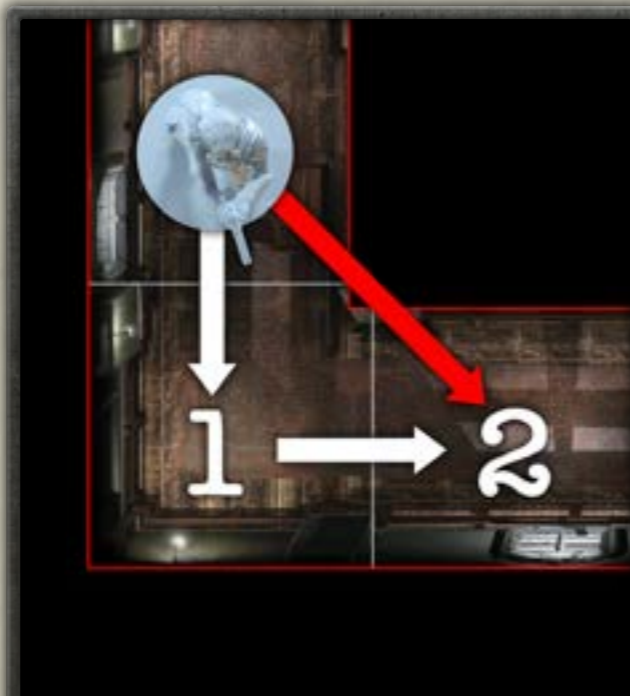
The character discards an item token in their square and draws a card from the corresponding item deck. A character can't use the search action if their inventory is full.

TRADE

If another character is in the same or an adjacent square, the character exchanges any number of items between the two characters' inventories.

USE ITEM

The character chooses an ammunition  or recovery  item in their inventory and resolves the text on the card. After doing so, the card is discarded.









Chris can use one action to move to square 1 but can't use it to move to square 2, as this would cross a corner. In order to move to square 2, Chris must use two move actions, moving first to square 1 and then to square 2.



ATTACK

The character uses a weapon in their inventory to attack an enemy. If there are one or more enemies in the same square as the character, they can only attack one of those enemies.


When performing attacks, follow the process below.




- Choose an enemy within line of sight as the target. Then, choose a weapon to make the attack. The weapon must display at least 1 point on its ammunition dial, unless it doesn't use a dial.
- Reduce the value of the weapon's ammunition dial by 1 point .
- Roll the attack dice indicated on the weapon card . If at least one ,  or  result is rolled, the attack is successful. If none of these results are rolled, the attack is unsuccessful.
- If the attack is successful, resolve the effects shown under the corresponding result(s) on the weapon card . Results and effects are cumulative, and applied only to the target model, even if there are multiple enemies in the same square.

The most common effects are shown below. A full list is shown on the quick reference sheet on the back of this rule book.




-  - The **push** effect allows the target to be placed in any adjacent square, as long as it does not cross an intervening wall or corner.
-  - A **damage** result indicates the target suffers damage equal to the number shown.

When making attacks, an enemy will always be in range if the character has line of sight to them.

The only exception is when using weapons with the  symbol. Weapons with this symbol, such as the knife, can only be used to attack an enemy in the same or an adjacent square.

See the  symbol on the Handgun card? This means it's a **rapid-fire** weapon. When making attacks with a rapid-fire weapon, a player may spend 1 additional ammunition point to roll an extra  or 2 additional ammunition points to roll an extra  during the attack.



Barry declares an attack against the Zombie using his Handgun. He decides to use the Handgun's rapid-fire rule, reducing the ammunition dial by 2 and then rolling two blue dice. The results are  and . Barry resolves the effect listed under the  symbol on the Handgun card, and pushes the Zombie into an adjacent square.



2. THE REACTION PHASE

Enemies don't have their own turn in *Resident Evil: The Board Game*. Instead, they lurch forward to attack as nearby characters draw attention to themselves.

Once a player has completed their Action Phase, they must perform a reaction for all enemies which are on the same tile as the active character, or on a **linked** tile. Linked tiles are tiles connected to the active character's tile via one or more open doors.

Enemy reactions should be resolved one at a time, starting with the enemy with the highest threat level and then in descending order. If multiple models have the same threat level, the players choose the order in which they perform reactions.

- If a character is in the enemy's line of sight and attack range, the enemy performs an **attack** (see next page).
- If an enemy can't attack, it will **move** up to its movement value towards the closest character. Enemies observe the same limitations on movement as characters and must take the shortest route, ending in the same square as the character if possible.

Once all enemies on the same and linked tiles have performed a reaction, move on to the next phase.

Remember, during your turn only perform reactions for enemies on your character's tile, and any tiles linked to your character's tile. If another character has enemies on their tile but their tile isn't linked to your character's tile, those enemies won't react... at least, not during your turn!



Tiles A and B are connected to Barry's tile via open doors and are both therefore linked. Tile C is connected to Barry's tile via a closed door and so is not linked.

In Barry's Reaction Phase, enemies on the same tile and enemies on linked tiles will perform reactions. Because Tiles A and B are both linked to Barry's tile, enemies on those tiles will react. Enemies on Tile C will not react, as this tile is not linked.

ENEMY ATTACKS

Each enemy has at least two attack profiles listed on their reference card, each of which details the range of the attack **1** and the effects of being hit **2**.

The top attack is the enemy's basic attack, which is the attack it will make if no other conditions are met (see special attacks on the following page).

When a player's character is attacked by an enemy, they must make an **evade roll**, using the number of dice listed on their character's profile card **3**.

To successfully evade the attack, the player must roll at least one , , or . If the evade roll fails, the character is hit and suffers the effects listed on the enemy's attack profile. If a character is hit by an enemy attack and the enemy is in the same square, after resolving these effects the character can push the enemy into an adjacent square.

If the enemy is on a medium base (such as a Hunter, for example), evading it is more difficult. To successfully evade an attack from an enemy on a medium base, the player must roll at least one , or .

If multiple enemies are in range to attack a character, increase the difficulty of the evade roll by one for every additional enemy in range. This means that to evade an enemy on a small base when there is one additional model in their character's square, the player needs to roll at least one , or . If there are two additional models or the attacking model is on a medium base, the player needs to roll a to avoid being hit. An evade roll of always succeeds, no matter how many enemies are in range.

After an attack has been resolved, **don't perform a reaction this turn for any other enemies in range to attack the character**; they are considered to have used their reaction contributing to the first attack.

Dice Roll			
Successful Against	Small Base	Medium Base or Two Small Bases	Medium Base and Small Base or Three Small Bases



Rebecca is in the same square as two Zombies. During her Reaction Phase, one of them will attack her. As they both have the same threat level, Rebecca chooses one and makes an evade roll. She rolls and . Ordinarily this would be successful, as the Zombie is on a small base. Because there is an extra enemy, however, Rebecca requires a , or on at least one of these dice to evade the attack.

Unfortunately, Rebecca is hit and suffers . She moves her health track marker one level to the right, and then pushes the Zombie which attacked her into an adjacent square.

SPECIAL ATTACKS

In addition to their basic attack, each enemy also has one or more **special attacks**, identifiable by a symbol at the start of the attack profile.



When performing reactions, the enemy will make a special attack **instead** of their basic attack if the top card from the tension deck discard pile has a symbol matching the special attack's symbol. If there isn't a face up card, the enemy performs a basic attack.

Enemies always perform basic attacks during out-of-sequence reactions, even if the top tension deck card has a symbol that matches one of their special attacks.



OUT-OF-SEQUENCE REACTIONS

Although there is a specific phase for enemies to react, some enemies will perform additional reactions under specific circumstances. These are called **out-of-sequence reactions** and are listed below. If multiple enemies would perform out-of-sequence reactions, the players may resolve them in any order they choose.

PERFORMING AN ATTACK

When a character performs an attack, after the attack is resolved perform a **move reaction** for each enemy that wasn't hit by the attack and is on the same or a linked tile. An enemy already in the same square as a character will remain where it is—it will be far more concerned with its unlucky victim than chasing the sound of gunshots!

Although using a knife is much quieter than a firearm, the enemy you hit will still make plenty of noise, alerting any nearby enemies to your presence. Think carefully before committing to an attack—there isn't a silent option!

PERFORMING AN ACTION IN THE SAME SQUARE AS AN ENEMY

If a character performs any action other than an attack while in the same square as one or more enemies, before the action is resolved, the enemy with the highest threat level performs a **basic attack**.

If the character's evade roll is successful, the action is resolved as normal. If the roll fails the action is not resolved, and the character suffers the effects of the attack (the character can push the enemy after being hit as normal). Failing an action in this way still counts towards the number of actions the character has taken this turn.

ATTACKING AN ENEMY IN THE SAME SQUARE

A character performing an attack against an enemy in the same square resolves the attack as normal. If the attack is successful, enemies in the character's square don't perform reactions. If the attack is unsuccessful, the targeted enemy performs a **basic attack** which automatically hits (the character can still push the enemy after being hit as normal).

Remember that regardless of whether the attack is successful or not, because you've made an attack enemies in other squares will perform move reactions as detailed under Performing An Attack.



3. THE TENSION PHASE



Resident Evil: The Board Game utilises a unique **tension deck**, representing the growing sense of unease felt by the characters, and the unexpected events which might befall them.

During a player's Tension Phase, they must draw the top card from the tension deck and resolve any text on the card. If a player is required to draw multiple cards, resolve the cards in the order in which they were drawn.

The tension deck is made up of three types of cards: green, amber, and red.

- **Green cards** make up most of the tension deck and are non-hostile, indicating nothing presently seems to be amiss or threatens the characters.
- **Amber cards** represent strange noises, sudden movement, or an unusual situation nearby. These cards typically force players to make difficult decisions about how to proceed.
- **Red cards** include dire events such as Zombies breaking through windows or doors, or nearby enemies unexpectedly lunging into action. They nearly always spell disaster, and players will soon come to fear them!

If a player is unable to resolve the text on a tension card (for example, if a card would spawn additional enemies when none are available), discard the card and draw and resolve two more cards from the tension deck. If either of these cards are unable to be resolved, don't draw any additional cards.

Some tension cards have text with a  and/or  symbol next to it. Don't resolve this text for now – we'll cover that later!

LONGER LASTING EFFECTS

Some cards refer to an effect lasting for a **round**. A round is from the time the effect begins until the end of the current player's **next** turn.

Some cards require a **sustained effect** token to be placed on a tile or next to a character. The rules that these tokens represent remain in effect until they are removed from the playing area.

NEXT ACTIVE CHARACTER

Some cards will refer to the **next active character**. The next active character is the next character that will take their turn after the current active character.

Now you know how to resolve a turn, it's time to set up the tutorial...

TUTORIAL - THE GUNSHOT

Each of you stands unsteadily in the mansion's main hall, trying to regain your breath after the frantic escape through the forest. As you survey these eerie surroundings and try to assess what happened, a muffled gunshot echoes from behind a set of doors to your left...

You'd better investigate.

THE PLAYING AREA

Use the brief below to see which tiles are needed to make the playing area. When laying them out, don't worry about the artwork or the orientation of the tiles—the exact position of the spawn points doesn't matter.

Once the tiles have been laid out, place tokens for the exit, doors, and items in the positions shown, ensuring the door tokens have their closed side face up. Next, place Zombie models in the positions shown on the brief. When placing a model, the exact placement within the square isn't important, as long as the model is in the correct square.

 CHARACTER START

 EXIT

 ITEM A

 ZOMBIE

 DOOR

TILES NEEDED

 X1  X3  X1  X1  X1

CHOOSING CHARACTERS

Each player selects a main character (Barry Burton, Rebecca Chambers, Chris Redfield, or Jill Valentine) and places the corresponding profile card in front of them. Each player then places a health track next to their profile card with the health track marker set to *Fine*.

For this tutorial, each character begins the game with a Knife and a Handgun. Players should place a card for each of these items underneath their character profile card. Each player takes a Handgun ammunition dial and sets it to 15.



Each player then places their character on one of the two starting positions shown. It doesn't matter which characters start in each position, as long as each position has at least one character on it.

CARD DECKS

Search the item A cards for two Green Herb and two Handgun Bullets cards, then shuffle these cards together and place them face down beside the playing area. Return the rest of the item A cards to the box.

Search the tension deck for fifteen random green cards, and the Fevered Assault, Cornered, and Vigour Mortis cards. Shuffle these cards together and place them face down beside the playing area.

PLAYING THE TUTORIAL

Now that setup is complete, it's time to start the game!

To successfully complete this scenario each character must leave the playing area by spending an action while in the same square as the **SB** token. When a character has left the playing area, their player can't take any more turns—they have reached safety and can only cheer on their allies behind them.

When playing this tutorial, ignore the *Tough Hide* rule on the Zombie reference card.

If the tension deck runs out during this scenario, shuffle the discard pile and place it face down to refresh the deck.

Resident Evil: The Board Game is a fully cooperative game. If any character's health track marker drops below *Danger*, the players fail the tutorial and must reset and try again—so they have to work together to make sure that doesn't happen, by keeping enemies away from each other as best they can during their turns.

Pick a player to go first, and using the rules you've learned so far, see if the characters can make it to safety!

Resident Evil: The Board Game is a game of survival horror, meaning that defeating enemies isn't the only way to survive. Sometimes, the best option is to avoid dangerous situations...you don't always have to go into every room in a scenario or eliminate every enemy!

EQUIDISTANT TARGETS AND RULES CONFLICTS

On occasion, two or more characters will be within an enemy's attack range, or the same distance away from an enemy performing a move reaction.

In situations like these, the active character is always prioritised as the target. If the conflict can't be resolved this way, the player whose turn it is may choose how to proceed, selecting one of the available options so the game can keep moving.



During Rebecca's Reaction Phase, the Zombie will perform a move reaction, but is equally close to Rebecca and Chris. Because Rebecca is the active character however, the Zombie will move towards her.

REROLLING DICE

Some rules allow a player to reroll a roll. If a roll is rerolled, the player must accept the new result. If multiple dice were used in the original roll, the player must reroll them all.

ADDITIONAL GAME RULES

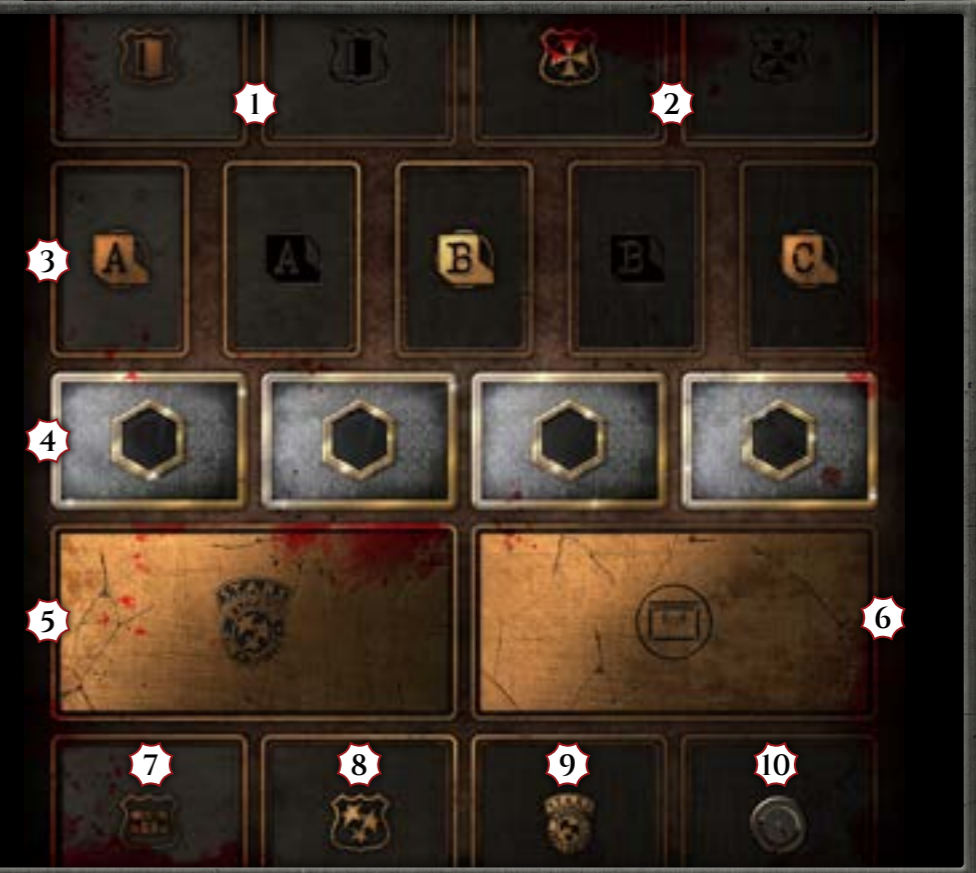
Well done! Looks like you've taken your first steps into the world of survival horror and survived to tell the tale. It's time to regroup and learn some more advanced rules, in preparation for the opening scenarios.

THE MANSION DASHBOARD

Resident Evil: The Board Game includes a dashboard on the reverse of the cover sheet that provides positions for the various cards and decks needed during gameplay.

After being placed on the dashboard, decks and cards remain there throughout the campaign, and should only be shuffled or discarded during or after a scenario if a rule instructs the players to do so.

1. Tension deck and discard pile.
2. Encounter deck and discard pile.
3. Item decks and discard piles
4. Puzzle track
5. Character Reserve
6. Item Box cards
7. Narrative deck
8. Mission deck
9. Survivor deck
10. Exploration cards



PUZZLE CARDS

Enemies aren't the mansion's only hinderance. Mysterious puzzles await in several areas, which must be solved before the characters can advance.

Individual rules and setup for each puzzle are identified in the relevant scenario briefs, although most use the **puzzle track** on the dashboard, and the **puzzle cards** shown on the right. At the end of a scenario involving puzzle cards, the puzzle cards are discarded.



CHARACTERS AND ITEMS

Exploring the mansion is dangerous—and it's entirely possible a character might find themselves overcome by the trials ahead. Let's take a closer look at some more detailed rules for characters.

THE HEALTH TRACK

The health track represents how injured a character is, and has five levels from *Fine* to *Danger*. Each time a character suffers one or more damage, move the marker right a corresponding number of levels. Each time a character is healed, move the marker left a corresponding number of levels. A character's health track marker can't move beyond *Fine*.



If a character's health track marker moves beyond *Danger*, they become **unconscious**. Their model is placed on its side, and their player skips their turn until the character is **resuscitated**. If a character becomes unconscious during their turn, the turn ends immediately. While unconscious the character still occupies the same space in a square, but enemies and bosses ignore them when resolving reactions and behaviour cards.

A character in the same or an adjacent square to an unconscious character can still perform the trade action to exchange items between inventories.

RESUSCITATION AND FAILING SCENARIOS

A character in the same or an adjacent square to an unconscious character can resuscitate them with a **First-Aid Spray**. The resuscitated character is immediately stood up, and their health track marker is placed on *Caution*. Their player may resume taking turns as normal from this point on.

The players can't successfully complete a scenario if one or more characters are **unconscious**—they'll have to resuscitate their allies first!

If an unconscious character can't be resuscitated (because none of the characters have a First-Aid Spray and there are none left in the item B deck), the players fail the scenario.

KEROSENE TOKENS

Kerosene is an important resource, used as ammunition or with certain items to burn corpses.


Each character has a kerosene limit on their profile card, which is the maximum number of tokens they can have at any time. When a token is spent, discard it from their profile.



ITEMS

Characters will find a wide variety of items as they explore, each part of an item deck. In order to survive, characters must scavenge for these invaluable resources—without them, the way forward might be impassable or the enemies too strong to overcome.

HERB ITEMS

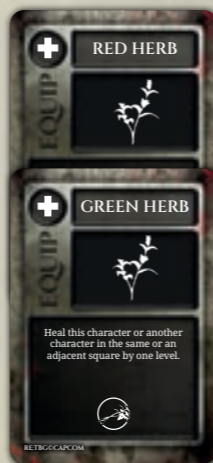
The majority of recovery items are **herbs**, identified by the  symbol.

Unlike other items, multiple herb items can be placed in a character's inventory as a single item, in a stack. Herbs placed in an inventory this way are considered to be mixed and can't be separated again. If a character uses a mixed herb, apply the effects of each card and then discard the entire stack.

Characters can mix herb items in their inventory during their Action Phase without spending an action.

DEFENCE ITEMS

Defence items are a unique item type which can't be used by an action, and are instead played when a character is attacked by an enemy.



WEAPONS

Weapons are used to make attacks and are more complicated than other items. They are essential to survival, but players should think carefully about when to use them. Ammunition is limited, and even the most accurate character can't defeat every enemy they encounter.

Each weapon is unique, based on its ammunition capacity, accuracy, and stopping power.

1. Each weapon has an **ammunition capacity**. When a weapon is first placed in a character's inventory, take the corresponding ammunition dial and adjust it to the number shown on the card. If the weapon is reloaded, it can't exceed this number, and any ammunition points in excess of its ammunition capacity are wasted.

If a weapon is traded or stored in/retrieved from an item box, the ammunition dial isn't reset.

2. **Attack dice** indicates the colour and quantity of dice rolled when the weapon is used to attack.
3. **Hit effects** indicate the effect(s) suffered by the target when the corresponding result is rolled. Results and effects are cumulative, and are shown on the reference sheet on the back of this rulebook.
4. **Special symbols** indicate a weapon has unique rules. These symbols and their rules are shown on the reference sheet on the back of this rulebook.

Weapons are always considered to be in range if the character has line of sight to the target.



TILES AND ENCOUNTERS

Now the players are familiar with moving characters and enemies around, it's time to look at exploration in more detail.

EXPLORING

The Spencer Mansion is a vast and confusing place, where characters will never know quite what to expect around the next corner. To represent this, only a small section of the map is visible at the start of any scenario, with several doors leading off the playing area. As the characters step through them and into the unknown, they'll add new tiles, slowly building out the playing area.

Each door that leads off the playing area has an exploration card number. When a character moves through one of these doors, their player draws the corresponding exploration card, then places the tiles, tokens, and enemies shown on the card, paying close attention to how the new card links with the previous card.

If the new tiles have doors that lead off the playing area, leave the exploration card next to one of the doors for future reference.

Once everything has been added, the character is placed on the new tile connected to the tile they just left, in the same square as the door they've just passed through. The character's turn then resumes.

Enemies can't move or be pushed off the playing area.

If an exploration card shows an S, this links to the starting area shown on the scenario brief instead of a card.

When placing tiles, the artwork and position of spawn points isn't important, only the orientation and any walls which are present on the tile.



ENCOUNTER CARDS

When some tiles are added to the playing area, they are unexplored, represented by the , or symbols. When adding an unexplored tile to the playing area, place a token with the corresponding symbol on the unexplored tile.

When a character is placed on an unexplored tile, remove the tile's unexplored token and draw the corresponding number of encounter cards to see what awaits them. When drawing multiple cards, resolve them in the order they were drawn.



There are two different types of encounter card entries.

The spawn symbol indicates that enemies or corpses are added to the playing area. When spawning them, use the squares on the tile with a , starting with the square closest to the character and dividing enemies as equally as possible between each .

Don't spawn enemies in the same square as the active character unless there's only one on the tile, and the character is unlucky enough to be in the same square.

The special symbol is always accompanied by special rules.

If a card has multiple entries, resolve each entry in order, from top to bottom. If an encounter card can't be fully resolved, resolve as much as possible. If the card can't be resolved at all, draw a replacement card instead.

If there isn't enough room to place an enemy in the correct square when it's spawned, spawn it in an adjacent square to that square instead.

Once an unexplored tile's token has been removed, it is considered explored for the remainder of the scenario and there's no need to draw additional encounter cards when a character is placed on it.

If the encounter deck runs out, shuffle the discard pile and place it face down to refresh the deck.

Each encounter card also has at least one **mission symbol** along its top edge, but don't worry about them for the moment...

Chris is placed on an unexplored tile, which has a token. He draws a single encounter card, and resolves the spawn entry, placing a Zombie on the closest .



TERRAIN ELEMENTS

Some tiles contain terrain elements. These range from commonplace doors, stairs, and walls, to much more sinister hazards.

1. DOORS

All doors are closed when placed at the start of a scenario, or by an exploration card. In addition, some doors begin **locked** and require a character to have a specific item in their inventory in order to open them. These doors should have the corresponding locked card slid beneath them.

Once a locked door has been opened, discard the locked card and treat the door as a standard door for the rest of the scenario. Opening a locked door doesn't cost an extra action in addition to the open door action or cause the corresponding item to be discarded.

Enemies can't open doors.

2. ONE-WAY DOORS

One-way doors are a special type of locked door that are locked on one side, and can only be opened from the opposite side. Place their locked card in the same way as a locked door, ensuring it has the correct orientation shown on the brief or encounter card.

Once a one-way door has been opened, its locked card is discarded the same as a normal locked card.

3. ARCHWAYS

Archways represent a frame with a missing door, or an arch that connects two tiles together as a single long corridor. Archways function in the same way as an open door, but can't be closed. Two tiles connected by an archway are permanently linked.

4. STAIRS

Stairs are always in connected pairs, and allow characters to move between areas of the map. A character in the same square as stairs can spend an action to leave the tile they're on and be placed on the connected stairs. If using stairs leads to a new encounter card, the encounter card number will be listed next to the stairs.

Enemies can't use stairs.



5. ELEVATOR

The **elevator** is a single square tile that characters and enemies can enter as normal. Scenarios that include the elevator show the position the elevator starts on, and the positions the elevator can move to, which are single square **shaft** tiles. Models can't move or be pushed onto a shaft. A character on the elevator can spend an action to switch the position of the elevator and a shaft of their choice. Any models on the elevator remain on the tile when it moves. A character in the same square as a door leading to a shaft can spend an action to move the elevator as described above.

If a character is on the elevator and draws a tension card that spawns enemies, place the enemies on the adjacent tile. If using the elevator leads to a new encounter card, the encounter card number will be listed next to the elevator.

6. WALLS

Walls are shown on a tile by a thick black line with a red border. An intervening wall between two squares prevents any model from moving or being pushed across it. Walls block line of sight.

If an enemy must move towards a character that is obstructed by an intervening wall, they will move around the wall in a way which reduces the total distance between the two models.

7. ITEM BOXES

A character in the same or an adjacent square to an item box can spend an action to place any number of items from their inventory into the item box. Place the cards for these items in the item box slot on the mansion dashboard (see page 17), along with any corresponding ammunition dials.

A character in the same or an adjacent square to an item box can take any number of items from it into their inventory by making a search action.

An item box counts as a medium model, and can store any number of cards.

8. CORPSES

If a character is in the same square as one or more corpses after performing an action, roll \blacklozenge . If the result is \blackstar , replace each corpse in the square with a Zombie.

If a character's attack causes a corpse to be placed in their square, the character doesn't roll the encounter die after resolving the attack.

A corpse counts as a small base. If an effect would cause a square to have four corpses in it, place one of these corpses in an adjacent square, to keep the square clear for models to move through.



THE CHARACTER RESERVE AND MISSIONS

As the characters explore, they'll inevitably discover other survivors from either the S.T.A.R.S. Alpha or Bravo team.

THE RESERVE

The **reserve** is where characters that have been found are placed, if they're not taking part in the current scenario.

If the players are instructed to draw a card from the survivor deck, after revealing the character, place their card face up in the reserve. Characters that are added to the reserve this way don't begin with kerosene tokens or their starting items.

TRACKING HEALTH

Characters in the reserve use **health cards** to track their damage, rather than a health track. If a character in the reserve suffers damage or heals, place a health card with their total number of wounds next to their profile. If a character in the reserve has suffered five or more wounds, they are killed and removed from the game.

EXHAUSTING RESERVE CHARACTERS

Some rules will exhaust characters in the reserve. To show a character is exhausted turn their card 90° clockwise. Exhausted characters will not heal at the end of scenarios.

SWITCHING CHARACTERS

There are two different types of character—**main characters** (Barry Burton, Rebecca Chambers, Chris Redfield, and Jill Valentine), and **support characters** (Richard Aiken, Enrico Marini, Brad Vickers, and Albert Wesker).

If one or more **main** characters are in the reserve at the start of a scenario, a player can switch characters, placing their current character's profile card in the reserve, then replacing it with one of these cards.

Place any number of items from the current character's inventory in the new character's inventory, then place any remaining items in the item box. Transfer any kerosene tokens from the current character up to the new character's kerosene limit, and discard any excess tokens.

If the current character has suffered any damage, place a wound card matching the amount of damage with their profile card. If the new character has a wound card, place the health track marker to the level shown on the card, then discard the card.

Support characters can't be used for scenarios, and must remain in the reserve.



Main Character card



Support Character card



MISSIONS

As the players undertake scenarios, certain rules will require them to draw a mission card.

Missions represent a character from the reserve exploring the mansion on their own. They might be foraging for supplies, searching for other survivors, or hunting down enemies, but one thing is true regardless—members of S.T.A.R.S. won't simply wait around until their compatriots return!

RESOLVING A MISSION

A mission interrupts play, and is resolved immediately. The player whose turn it is must choose a character in the reserve, and place their profile card next to the mission card. That character is **assigned** to the mission.

Any character in the reserve can be assigned to a mission—it doesn't matter whether they're a main or support character.

The rules text on the card is then resolved.

Most missions require the player to draw from the encounter deck, and resolve the mission symbols along the top edge of the card. Cards are drawn one at a time and are resolved as they are drawn. When resolving cards only resolve the symbols on the top edge and **don't resolve the spawn or special entries**—these are not used during missions.

The mission symbols and their rules are shown below. After resolving a card, place it to one side to keep track of what has been drawn.

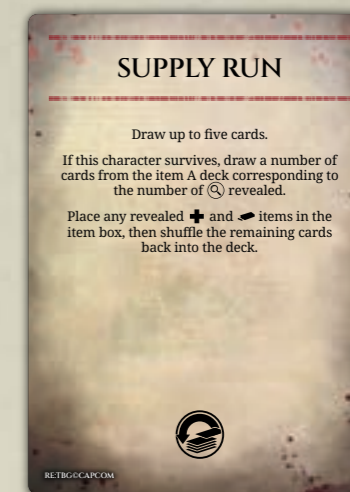
- Clue** - Clues have no immediate effect, but are required to successfully resolve several missions.
- Wound** - The assigned character suffers a wound.
- Heal** - The assigned character heals by one level.
- Item** - Draw an item A card and add it to the item box.
- S.T.A.R.S.** - The S.T.A.R.S. symbol has no immediate effect, but may be required to successfully resolve several missions, and may interact with some character special rules.
- New Orders** - Discard the encounter cards drawn so far, then shuffle the current mission card back into the deck and draw a replacement.

After the player has finished drawing cards, resolve any remaining text on the mission card, then the assigned character's profile card is returned to the reserve, and any encounter cards that have been drawn are discarded. Remove the mission card from the game, unless it has the symbol, in which case it is shuffled back into the deck.

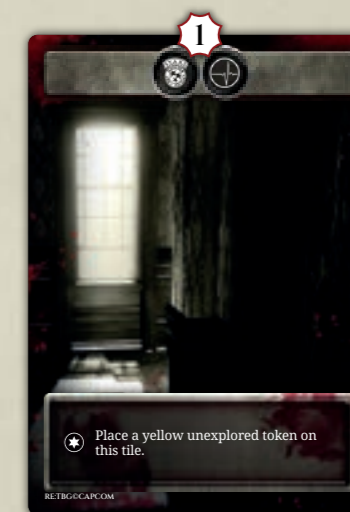
ABANDONING MISSIONS

After resolving an encounter card, the assigned character can **abandon** the mission. If a character abandons the mission, the character's profile card is returned to the reserve, and any encounter cards that have been drawn are discarded.

Resolve any text on the card that refers to the mission being abandoned, and then remove the mission card from the game, unless it has the symbol, in which case it is shuffled back into the deck.



Mission card



Encounter card

CHARACTER DEATH DURING MISSIONS

If the assigned character is killed during the mission, their profile card is removed from the game, and any encounter cards that have been drawn are discarded.

The mission card is then removed from the game, unless it has the symbol, in which case it is shuffled back into the deck.

LONG MISSIONS

If the mission card states to place it to one side of the playing area, it is not resolved in the same way as other mission cards, and after assigning a character, the player resumes their turn as normal. Any rules on the card will remain in effect for the rest of the scenario, or until it is removed from play.

At the end of the scenario, if the card is still in play, return the assigned character's profile card to the reserve, and then remove the mission card from the game, unless it has the symbol, in which case it is shuffled back into the deck.

NARRATIVE EVENTS

As the characters progress through the mansion they'll frequently experience unique events—whether investigating the whereabouts of their missing comrades, finding a valuable document, or escaping a horde of enemies, the path ahead will seldom be simple.

Instances like these are represented by **narrative events**.

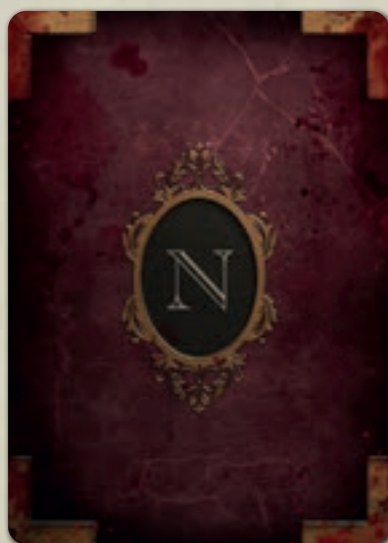
A narrative event interrupts play, and can occur in one of two different ways.

The first is when a character is placed in the same square as the narrative token. When this happens the player whose turn it is discards the token, then refers to the scenario brief.



Narrative token

The second is when a player is instructed to draw a narrative card. When this happens the player whose turn it is draws a card from the narrative deck.



Narrative card

RESOLVING NARRATIVE EVENTS

Narrative events reflect a variety of situations, but their resolution is always the same. Like a tension card, each event features a title, a flavour description for the event, and rules text for how to resolve it.



Firstly, the player reads the title and event description aloud to the other players, then the rules text is resolved. Enemies spawned by narrative events are placed as detailed in the encounter card section, distributed evenly across the ☠ symbols on the active character's tile, starting with the square closest to the character.

If the event features a decision, the players can discuss the options amongst themselves, but the player whose turn it is has final say on which option is resolved.

Once a narrative card has been resolved, it is removed from the game unless it has the ♻ symbol, in which case it is shuffled back into the deck.

THE DANGER LEVEL

The Spencer Mansion is not only a strange and mysterious location, but also one fraught with danger. Terrifying foes prowl the eerie corridors and seemingly endless rooms, and even as the survivors put one foe down in the struggle for survival, another two might step into its place.

With every passing moment the remaining S.T.A.R.S. officers know their chances of survival diminish further, and the need to make their escape grows.

THE DANGER LEVEL DIAL

A **danger level dial** tracks how dire the situation has become. At the start of the campaign, the danger level is placed at the starting position as shown in the image opposite, but it won't stay there for long.

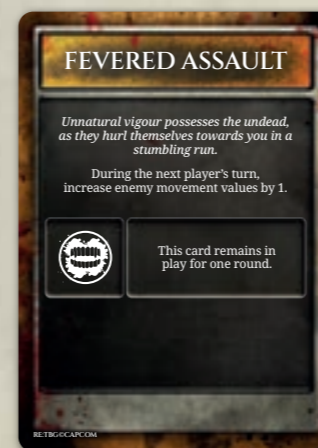


As the campaign progresses effects from a variety of sources will increase or decrease the level, indicating by how many levels when doing so. Changes to the danger level are always resolved immediately.

ADDITIONAL TENSION CARD EFFECTS

Players use the same tension deck throughout the campaign—but should be aware that the deck will evolve over time, steadily becoming more dangerous.

Some tension cards will have additional text if the danger level has reached its second or third tier, respectively indicated by the ☠ and ☠ symbols. If one of these cards is drawn and the danger level matches the symbol next to the text, resolve the additional text as well as the normal text.



Additional text is cumulative—if a card has both second and third tier text, and the danger level is in the third tier, resolve the text next to both icons.

REMOVING CARDS FROM THE GAME

Some cards are **removed from the game** after being resolved. If a card is removed from the game, it's returned to the game box and can't be used for the rest of the campaign, unless a rule specifically states to return it again.

LOSING THE CAMPAIGN

If the danger level moves all the way around and returns to the starting position, the players have until the end of their current scenario to try and reduce it. If they can't do so, they lose the campaign and must start all over again—the mansion has been overrun by enemies, and there is nowhere left to hide!

During the game, players will be able to reduce the danger level through certain effects, but these choices will almost always be accompanied by less-than-desirable alternatives. Think carefully about how to proceed, before finding that you have to make dangerous decisions just to stay alive!



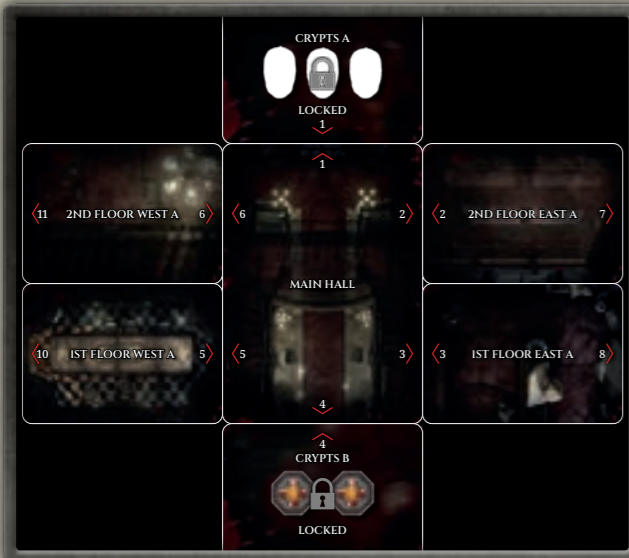
THE MANSION MAP

There isn't a correct order in which to play scenarios during the campaign—in fact, depending on which items the characters find and in which order, this will be different every time.

Initially, the players can only choose from four scenarios, but as they explore the mansion they'll be able to access new areas and attempt new scenarios.

SETTING UP THE MANSION MAP

At the start of the campaign, place the Main Hall card to one side where each player can see it, with enough space to build out a mansion map surrounding it. Position the *1st Floor West A*, *2nd Floor West A*, *1st Floor East A*, and *2nd Floor East A* cards as shown below, matching the numbered arrows on the cards. Then, place the *Crypts A* and *Crypts B* cards, ensuring both cards have the **locked** side face up.



ADDING NEW SCENARIO CARDS

When a scenario is completed, the players will typically add one or more new scenario cards to the map. When scenario cards are added, they are placed adjacent to the scenario card with the matching numbered arrow. Scenario cards with a **locked** side are always placed with their locked side face up.

LOCKED SCENARIOS

Some scenarios begin locked, and can't be attempted until the characters find one or more specific items. Locked scenarios always show the item(s) required to unlock them on their locked side.

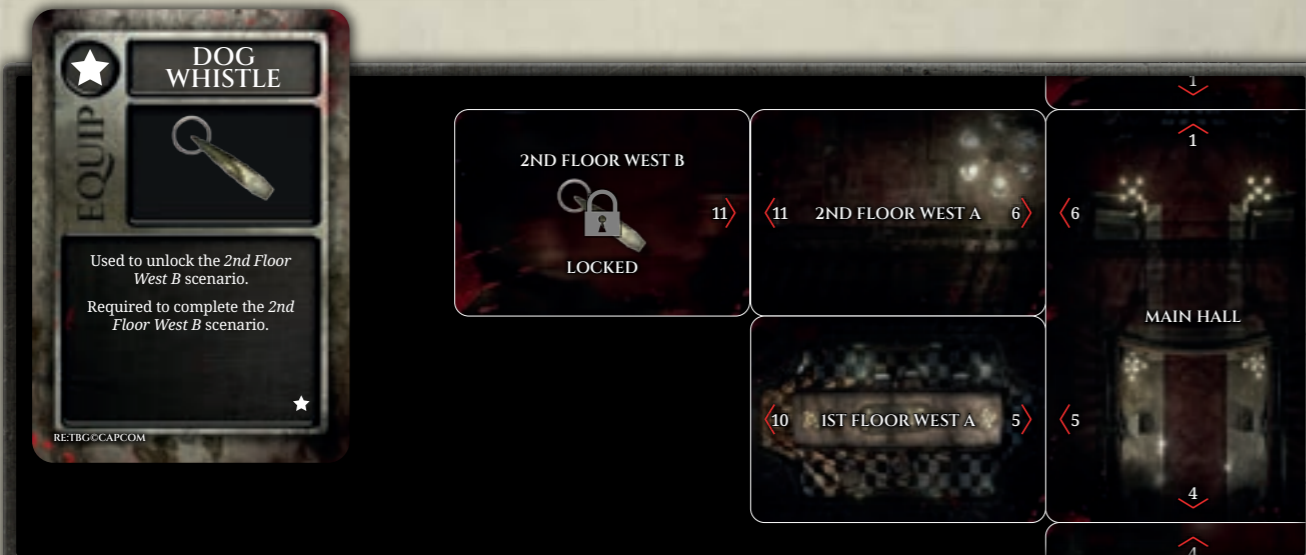
Once the required items have been found, flip the locked card to its unlocked side. It can then be attempted as normal.

COMPLETING SCENARIOS

Once a scenario has been successfully completed, a scenario complete token is placed on it. Scenarios with a scenario complete token can't be played again.

If the players successfully complete the Helipad scenario, they have completed the campaign and survived!

Remember that while you're exploring, you'll always be racing against the danger level. If the dial reaches the end before you're able to complete the Helipad scenario, the campaign is lost and you'll have to start all over again, as the mansion is completely overrun!



The players have successfully completed their first scenario, *2nd Floor West A*. After doing so the scenario brief instructed them to add the *2nd Floor West B* scenario card to the map. Because this card has a locked side, it's placed with that side face up. It looks like in order to play the new scenario, they'll need to find the Dog Whistle elsewhere in the mansion...



STARTING THE CAMPAIGN

Now that you know the additional rules you'll need, it's time to begin the campaign!

SETTING UP

Resident Evil: The Board Game is a campaign game that allows players to choose which path to take as they explore, building their own narrative. There is no set order for playing each scenario—and because the location of every item is randomised, it will be different for each playthrough.

The campaign will take a long time to complete in its entirety, so unless players have a few days set aside, we recommend taking a more relaxed pace and playing over several sessions, tackling a scenario or two at a time.

CHOOSING CHARACTERS

Each player selects a main character (Barry Burton, Rebecca Chambers, Chris Redfield, or Jill Valentine) and places the corresponding profile card **1** face up in front of them. Each player then places a health track **2** next to their profile card with the health track marker set to *Fine* **3**.

Each character begins the game with the starting items **4** listed on their character card. Players should place a card for each of these items underneath their character's profile card. Each player takes a Handgun ammunition dial and sets it to 15 **5**, and places it next to their character's Handgun card.

Finally, each player places a number of kerosene tokens equal to their character's kerosene limit on their character's profile card **6**.



SUPPORT CHARACTERS

In addition to the four main characters, *Resident Evil: The Board Game* includes four support characters (Richard Aiken, Enrico Marini, Brad Vickers, and Albert Wesker).

Place the Brad Vickers card face up in the character reserve, then shuffle the profile cards for the remaining support characters with the cards for any main characters that aren't being used, to create the **survivor deck**. Place the deck face down on the corresponding slot on the dashboard.

CARD DECKS

Place the dashboard to one side of the playing area, within easy reach of each player. Then, set the danger level dial to its starting position and place it next to the dashboard.

Search the narrative, encounter, item A, item B, mission, and tension decks for cards with the □, ○, △, ▽, ◇ and ⊙ symbols, and return these cards to the box—these cards do not start off in any deck, and will be added as the campaign goes on.

Shuffle the remaining narrative, encounter, item A, mission, and tension cards, and place each deck face down in the corresponding dashboard slot.

Take the item C cards and separate them into tiers using the symbols at the bottom of each card. Shuffle the ★★ tier four cards and place them face down in the dashboard's item C slot. Shuffle the ★ tier three cards and place them face down on top of the tier four cards. Repeat this for the ★ tier two cards, and then the ★ tier one cards to create the item C deck.

Under no circumstances should the item C deck be shuffled during the campaign! Doing so might mean the players are unable to access vital areas of the mansion...



GETTING STARTED

There isn't a correct order in which to play scenarios during the campaign. Initially, the players can choose from four scenarios—*1st Floor West A*, *2nd Floor West A*, *1st Floor East A*, and *2nd Floor East A*. The briefs for these scenarios are included in the scenario booklet. If the players are beginners to the world of tabletop survival horror, we recommend starting with *1st Floor West A*.

Once the players have decided which scenario they'd like to attempt first, they should set up the playing area as shown in the corresponding scenario brief. Remember to place unexplored tokens on each unexplored tile, and slide the corresponding locked cards under any locked doors, ensuring the correct side is face up.

Find the item B cards listed in the scenario brief. Shuffle them together, and place them in the item B slot on the dashboard. Then, find the exploration cards listed in the scenario brief, and place them in the corresponding dashboard slot, in numeric order for ease of reference.

At the start of subsequent scenarios, there might be cards left over in the item B and exploration slots. Discard these cards before adding any new cards during set up.

Each player places their character on one of the two starting positions shown on the scenario brief. It doesn't matter which characters start in each position, as long as each position has at least one character on it.

If a scenario has a single starting position, all the characters must start in that position.

PLAYING A SCENARIO

No matter which scenario the players select, gameplay is just like before, beginning with the first player to take their turn and then moving clockwise around the table.

Each scenario brief will inform players how to complete the scenario.

Be wary—from here on out scenarios will be longer and more difficult experiences than the tutorial scenario, so good luck!

If you fail the scenario, don't worry! The campaign will continue, so read on to the next section...



ADVANCED RULES




Congratulations—whether you completed or failed your first scenario, you've taken your first steps of the campaign. It's time to learn the last rules you'll need to know...

THE END PHASE

At the end of each scenario, the End Phase begins. Players should follow the steps in one of the tables below, depending on whether they completed or failed the scenario.

SCENARIO COMPLETED

If the players completed the scenario, follow the steps below, in order.

- 1 Increase the mansion danger level by 1.
- 2 If there are five or more corpses on the playing area, shuffle a ① card into the encounter deck. If all four ① encounter cards have already been added to the deck, increase the mansion danger level by 1 instead.
- 3 If there are five or more Zombies on the playing area, increase the danger level by 1. If there are ten or more Zombies, increase the mansion danger level by 2 instead.
- 4 Discard any  items in character inventories and the item box. Then, each character can use the item box to store or retrieve any number of items.
- 5 Reset each Handgun ammunition dial to 15, then increase each other ammunition dial by 2. Characters can then use  items in their inventories to increase the corresponding weapon ammunition dials by the printed amount.
- 6 Heal each player's character by one level. Characters can then use  items in their inventories to heal by the printed amount.
- 7 Heal each non-exhausted character in the reserve by two levels. Return exhausted character cards to their standard orientation.
- 8 Shuffle any discarded item A, tension, and encounter cards back into their respective decks.
- 9 Discard any remaining ink ribbons.

After resolving the End Phase, the players can choose their next scenario. After choosing but before setting up, players can switch characters, trade items, and use the item box to store or retrieve items.

SCENARIO FAILED

If the players failed the scenario, follow the steps below, in order.

- 1 Increase the mansion danger level by 1.
- 2 Each character discards any item B cards they collected during the scenario. Then, each character can use the item box to store or retrieve any number of items.
- 3 Reset each ammunition dial to the maximum capacity shown on the weapon's card.
- 4 Heal each player's character to *Fine*.
- 5 If any characters from the reserve were killed during the scenario, return their profile cards to the reserve. Then, discard any wound cards on characters in the reserve. Return exhausted character cards to their standard orientation.
- 6 Shuffle any discarded item A, tension, and encounter cards back into their respective decks.
- 7 Discard any remaining ink ribbons.

The players can now either choose to attempt this scenario again, or attempt another scenario instead. If the players choose to retry this scenario, set up the scenario as normal. After choosing but before setting up, players can switch characters, trade items, and use the item box to store or retrieve items.

If players added cards to the item A, tension, and encounter decks at the start of a scenario and then failed the scenario, remove the cards from the decks and return them to the box.

After resolving the End Phase, if you decide to take a break from the action, use the campaign sheet on the back page of the scenario booklet to record the position of each character's health track, any items they have in their inventory, and any items currently in the item box.

When packing away, be careful not to shuffle the item C deck, and to keep the narrative, encounter, item A, mission, and tension decks separate from any cards that haven't yet been added to them.

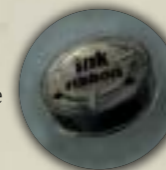
THE TENSION DECK AND RUNNING OUT OF TIME

When the tension deck ran out during the tutorial and your first scenario, the discarded cards were simply shuffled and placed face down to create a new draw pile. From now on however, if a player has to draw from the tension deck and there are no cards left, the scenario immediately ends in failure—the characters have spent too long exploring, and have attracted a horde of undead which they'll have to retreat from.

To prevent this happening, characters can use ink ribbons to refresh the tension deck, provided they're near a typewriter.

INK RIBBONS

Ink ribbons are generated at the start of each scenario, and placed by the side of the playing area. They are a communal resource and can be used by any player during their turn.



The number of ink ribbons the players begin each scenario with depends on the number of characters taking part in the scenario. If there are one, two, or three characters, the players begin with one ink ribbon. If there are four characters, the players begin with two ink ribbons.

TYPEWRITERS

Typewriters are a terrain element and are identified on scenario briefs and exploration cards. A typewriter counts as a small base.



A character in the same or an adjacent square as a typewriter can spend an action to discard an ink ribbon, then shuffle the tension deck draw and discard piles together, and place the deck face down on the dashboard's tension deck slot. After a typewriter has been used to refresh the deck, it is discarded.



BOSSSES

Bosses are significantly more powerful than the other creatures stalking through the shadows. Players should always approach bosses with great care—they are formidable and resilient foes, and are capable of making extremely powerful attacks.

There are two bosses in *Resident Evil: The Board Game*—Lisa Trevor, and the T-002 Tyrant. Boss encounters each have unique scenarios and rules, but the following universal rules apply to bosses at all times.

- Bosses don't perform reactions.
- Bosses can't be pushed.
- If one or more models block a boss's movement into a square, place the boss in the destination square and resolve a push against all other models in the square.
- When a boss suffers damage, record it on the **boss health dial** by counting down instead of using wound tokens. When a boss's health dial reaches 0, the boss is killed.
- The players don't fail and can still complete the scenario if a character is made unconscious as result of a boss's attack and there's no way to revive them.

When moving, if a boss moves into the same square as its target, after resolving any pushes, it will still keep moving until its movement has been spent. This might mean a character is pushed several squares during the movement.

Like enemies, each boss has a reference card listing its hit points **1**, and special rules **2**. Bosses can be targeted by and suffer effects from attacks in the same way as enemies.



Lisa Trevor

On most occasions the characters encounter Lisa Trevor, she will be an enemy rather than a boss, and the rules above are not applied. Encounters where Lisa Trevor appears as a boss will be clearly identified in the scenario brief.

T-002 Tyrant

The T-002 tyrant has three reference cards and two sets of behaviour cards. Which cards to use when facing the T-002 Tyrant will be clearly identified with the scenario brief.

BOSS BEHAVIOUR DECKS AND ACTIONS

Instead of performing reactions, each boss has a unique **behaviour deck** which dictates how it moves and attacks. When a character is on the same tile as a boss, instead of drawing from the tension deck in the Tension Phase, their player draws from the behaviour deck instead, and resolves the sequence of actions on the card. Resolve behaviour cards in vertical order, from the top of the card working downwards.

+ **Movement** actions indicate the number of squares the boss moves, and which character or token it moves towards.

👁 **Attack** actions indicate the attack range **1**, evade difficulty **2**, and effects if the attack hits **3**.

Unlike normal enemy attacks, boss attacks don't use base sizes to determine the results required to evade them, and instead list an evade difficulty. This is the minimum result a character must roll in order to successfully evade the attack.

If the range includes the **👁** symbol, the attack is made against every character in range.

! **Special** actions cover a wide variety of rules, which are detailed in the text box.

If a boss's behaviour deck is exhausted, shuffle the discard pile and place the cards face down to refresh the deck.



ALTERNATE GAME MODES

Resident Evil: The Board Game is designed to be playable in a variety of different game modes and will provide hours of enjoyment however you wish to play.

EASY MODE

This game mode is designed for those unfamiliar with the series or new to tabletop gaming. It allows players to play through *Resident Evil: The Board Game* at a more relaxed pace and increases ammunition and healing to improve character survivability.

If the players are playing in easy mode, make any number of the following adjustments to the core rules.

- At the start of a scenario, generate one additional ink ribbon.
- Don't remove typewriters from the playing area after using them.
- When using an ammunition item to reload a weapon, restore the weapon to its maximum capacity instead of increasing it by the printed amount.
- When using a First-Aid Spray to heal a character, restore the character to *Fine*.
- After failing an evade roll, a character can push every enemy in their square, instead of only the model which made the attack.
- When a scenario is completed, heal each character by an additional level.

Easy mode is fully compatible with both solo play mode and all expansions.

STANDALONE MODE

Although *Resident Evil: The Board Game* has been designed with campaign play in mind, each scenario can be played as a standalone game.

When setting up for a standalone game, take each of the individual decks and remove any cards showing a numbered **1**, **2**, **3**, **4**, **5**, **6**, **7**, **8**, **9**, or **10** symbol. Add any cards to the relevant decks indicated by the standalone section on the scenario brief, before shuffling them. The standalone section will also detail any item cards and weapons the characters will have at their disposal in addition to their starting items.

Once players have selected their characters, place the Brad Vickers card face up in the reserve.

When playing standalone scenarios, players follow the rules as normal, including how to successfully complete and fail a scenario.

SOLO PLAY MODE

This game mode allows a player to play on their own with only one character, so they can fully immerse themselves in the survival horror experience. It adjusts the health level of the bosses so that they can be defeated by a single character.

If a player is playing in solo play mode, make the following adjustments to the rules.

- Reduce the T-002 Tyrant, Yawn (Second Encounter), Plant 42, and Black Tiger health values by 10.
- The character begins each scenario in square **1**, and square **2** is not used.
- Double each character's kerosene limit, and increase their inventory size by two.
- Any attack or effect with the **👁** symbol reduces the character's health track to *Danger* instead, unless their health track is already on *Danger*.
- Certain scenarios will have further instructions for solo play listed in their scenario brief.

Solo play mode is fully compatible with all expansions.



QUICK REFERENCE

ACTION PHASE

Characters may perform up to four actions during their Action Phase.

Move

Place the character in an adjacent square, without crossing a wall or corner.

Attack

Perform an attack with a weapon in the character's inventory.

Open/Close Door

Flip a door token to open or closed.

Search

Discard an item token in the same square and draw an item card.

Trade

Exchange any number of items with another character in the same/adjacent square.

Use Item

Resolve the text on an item card, then discard the card.

Discarding a card during the Action Phase without effect does not cost an action.

REACTION PHASE

Resolve a reaction for any enemy on the same or linked tiles.

If a character is in range and line of sight, the enemy will perform an attack.

If the enemy model is not in range to attack, it will move towards the closest character.

When performing an attack, remember to check the symbol on the current tension deck card.

TENSION PHASE

Draw and resolve a card from the tension deck.

OUT-OF-SEQUENCE REACTIONS

Reactions which occur during a character's Action Phase.

- **Making an Attack:**
Each enemy on the same or linked tiles performs a **move** reaction.
- **Making an Action in the Same Square as an Enemy:**
The enemy performs an attack. If the evade roll fails, the action is not resolved, but still counts as having been spent.
- **Attacking an Enemy in the Same Square:**
If the attack is not successful, the character is automatically hit by the target's basic attack.

EVADE ROLLS

Target results vs. models in the character's square.

Dice Roll			
Successful Against	Small Base	Medium Base <i>or</i> Two Small Bases	Medium Base and Small Base <i>or</i> Three Small Bases

ATTACK EFFECT SYMBOLS

Symbols used by characters and enemies during attacks.

- **Damage** – The target suffers damage equal to the number shown.
- **Push** – The target is pushed into an adjacent square of the player's choice.
- **Area of Effect** – Apply the result's other effects to the target and each other enemy in the target's square.
- **Unconscious** – The target is rendered unconscious.
- **Dead** – The target is killed.
- **Assault** – After resolving the attack, place the enemy in the same square as the target, or an adjacent square if the target's square is already full.

ATTACK SPECIAL RULES

- **Decapitation** – This attack ignores the *Tough Hide* special rule.
- **Kerosene Fueled** – A character with this weapon in their inventory can spend an action to discard any number of their kerosene tokens, and increase the weapon's ammunition dial by 3 per token discarded.
- **Rapid Fire** – The character can spend 1 additional ammunition point to roll an extra , or 2 additional ammunition points to roll an extra during the attack.
- **Limited Range** – This weapon can only be used to attack enemies in the same or an adjacent square.
- **Sweep** – This attack is made against each character in range.