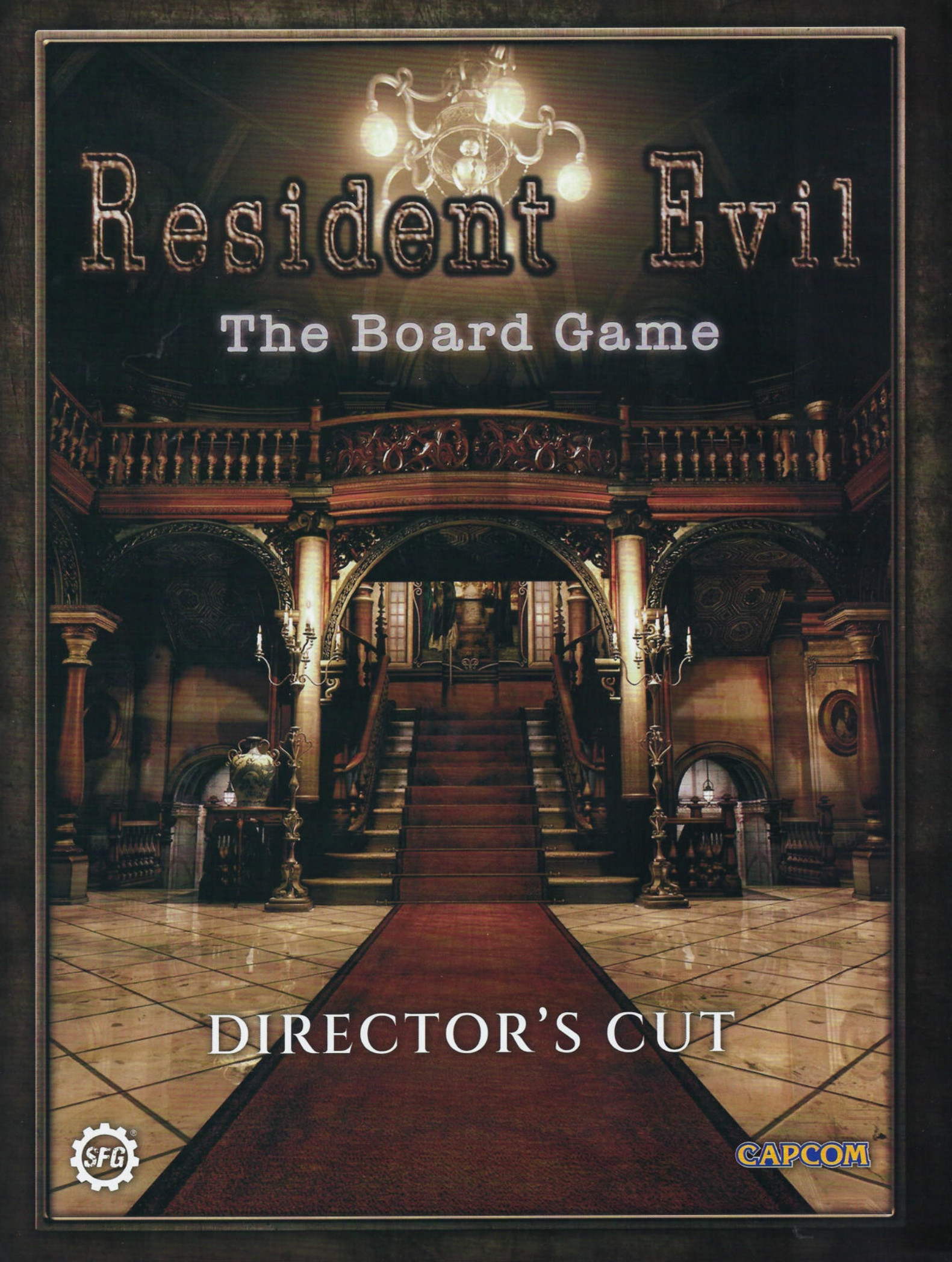




Resident Evil

The Board Game

DIRECTOR'S CUT



CAPCOM

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Resident Evil: The Board Game

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INTRODUCTION

The Special Tactics and Rescue Service was formed in 1996 as an elite law enforcement team within the Raccoon City Police Department. Amongst their ranks they counted military and police veterans, as well as highly educated scientific minds, to cover a wide range of specialities and combat scenarios.

Yet, nothing could prepare them for this nightmare. One by one, each fell to the teeth or claws of increasingly bizarre and dangerous mutants, escaped from Umbrella's laboratories, and now roaming the grounds of the Spencer Mansion. Only the most fortunate and determined survived, their lives forever changed by their experiences, and darkened by the outbreak.

This is your opportunity to return, and change those events. To save those that once fell, and return them to the light, so they can be more than a memory; to allow the men and women of S.T.A.R.S. to shine brightly once more, ready to dispel Umbrella's foul shadow, wherever it might come to rest.

Their fates are in your hands. Proceed with caution. They're counting on you.



The Director's Cut expansion upgrades your Resident Evil: The Board Game campaign with several new gameplay elements, including new characters, enemies, narrative and mission cards, campaign rules, and alternative game modes.

Please note that a copy of Resident Evil: The Board Game is required in order to play this expansion

It's time to return to the world of tabletop survival horror once more...

COMPONENTS

CHARACTERS



ALBERT WESKER
1x Miniature
1x Character Profile card



BRAD VICKERS
1x Miniature
1x Character Profile card



JOSEPH FROST
1x Miniature
1x Character Profile card



RICHARD AIKEN
1x Miniature
1x Character Profile card



KENNETH J. SULLIVAN
1x Miniature
1x Character Profile card



FOREST SPEYER
1x Miniature
1x Character Profile card



EDWARD DEWEY
1x Miniature
1x Character Profile card



ENRICO MARINI
1x Miniature
1x Character Profile card

CARDS



25x Battle Game cards



11x Encounter cards



10x Epilogue cards



5x Mission cards



14x Narrative cards



2x Spiderlings cards



1x Tension card



7x Advanced Character cards



8x Boss cards



2x Item A cards



8x Item S cards



8x Health cards



5x Real Survival cards



16x Suspicion cards

COMPONENTS

ENEMIES



CRIMSON HEAD PROTOTYPE
1x Miniature



CRIMSON HEAD
4x Miniatures



ENEMY WESKER
1x Miniature
1x Enemy Wesker Reference card
1x Zombie Wesker Reference card
8x Enemy Wesker Behaviour cards



ZOMBIE FOREST SPEYER
1x Miniature
1x Enemy Profile card



SNAKES
4x Miniature
1x Enemy Profile card



CHIMERA
2x Miniatures
1x Enemy Profile card



CROWS
2x Miniatures
1x Enemy Profile card



WEBSPINNER
2x Miniature
1x Enemy Profile card

CHARACTERS

NEW CHARACTERS

This expansion adds eight new main characters to *Resident Evil: The Board Game*. Each character represents one of the lost members of S.T.A.R.S., trying to survive the horrors of the Spencer Mansion.

These characters replace the support characters from the core game, which are not used when playing with this expansion.

At the start of the campaign, add the new characters to the four main characters from the core game, then each player chooses which character they'd like to play as normal. Shuffle the remaining characters to create the survivor deck, then draw the top card and place it in the reserve.

RUNNING OUT OF CHARACTERS IN THE RESERVE

If a mission card is drawn and there are no characters in the reserve, immediately resolve any relevant text on the card as though the mission was abandoned.

If there are no characters in the reserve during the End Phase, the players can choose to increase the mansion danger level by 1, then draw the top card from the survivor deck and add it to the reserve. If there aren't any cards in the survivor deck, they're out of luck—all of their allies have met untimely ends and won't be coming to their aid.

ADVANCED CHARACTERS

In addition to new main characters, this expansion also includes advanced versions for some of the characters found in this expansion and *Resident Evil: The Board Game*. Advanced characters are unlocked by specific mission and narrative cards as the campaign progresses, and offer a new style of gameplay for each character, to reflect their individual narrative story.

When a character becomes advanced, replace their profile card with the corresponding advanced card. The character retains their current kerosene tokens and inventory if they have them, and their health track/health card is unaffected. Advanced characters use the same models as their normal version.

Once a character has become advanced, they can't revert to the previous version, so think carefully before replacing their normal card!



ENEMIES

NEW ENEMIES

In addition to new characters, this expansion includes several new enemy models and reference cards.

The rules for adding each enemy are below.

CROWS

During the setup of the *1st Floor East B* scenario shuffle both ⑩ encounter cards into the encounter deck.

WEBSPINNERS

After completing the *Garden A* scenario shuffle both ⑪ encounter cards into the encounter deck.

SNAKES

During the setup of the *Garden A* scenario shuffle both ⑫ and the ⑬ encounter cards into the encounter deck. Additionally, if players have not done so already, shuffle two ⑭ item A cards into the item A deck at the start of this scenario.

CHIMERAS

During the setup of the *Laboratory A* scenario shuffle both ⑮ encounter cards into the encounter deck.

CRIMSON HEADS

This expansion allows more Crimson Head enemies to appear during your games.

CRIMSON HEAD PROTOTYPE

This model upgrades the Crimson Head Prototype in the core game with a dedicated model.



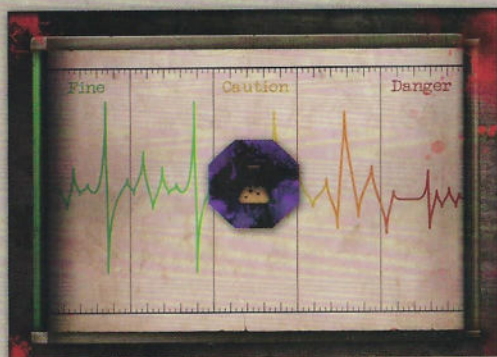
NEW GAMEPLAY RULES

POISON

In addition to claws, teeth, and unbridled ferocity, some enemies are able to use deadly poison to hasten their prey's demise. Being poisoned will slowly cripple a character—and if no antidote is found, it can even mean death!

If an enemy attack with the  effect hits a character, that character suffers the poison condition.

When a character suffers poison, flip their health track marker to the poison side. Each time a player draws a tension card with the  symbol, each character suffering poison suffers .



If a character suffering poison is cured by a *Blue Herb*, becomes unconscious, or the scenario ends, flip their health track marker back to the standard side.

PLACE EFFECTS

Some character and enemy special rules require players to move models by placing them. When a model is placed, it can be placed up to the number of squares indicated away from its current position. Models that are placed can't be placed on the opposite side of closed doors or walls.

Being placed isn't an action. When a model is placed, don't resolve out-of-sequence reactions or roll for corpses in the model's new square.

EPILOGUE CARDS

Epilogue cards add alternate endings to *Resident Evil: The Board Game*.



At the start of the campaign, take the epilogue deck and remove the cards with a numbered , returning these cards to the box. If you are playing in Traitor Mode, add the  epilogue card to the deck. If you are playing in Enemy Wesker Mode, add the  epilogue card to the deck.

Place the remaining cards face down to one side of the playing area in numerical order, with the lowest number at the top of the deck.

When the campaign ends, read the instructions on the back of the top epilogue deck card. If the top card is not revealed, discard it and repeat the process, until a card is revealed and the players learn which ending and ranking they've earned.

Once the players have revealed a card, don't look at any of the cards below it—the players will need to play the campaign again in order to reveal those endings!

I The more cards you can discard, the better ranking you'll receive—try repeated playthroughs and achieve the S Rank ending!

NEW WEAPON SPECIAL SYMBOL

This expansion includes new weapon cards for Knife Only Mode, and a new attack effect symbol.

 The **dodge** result allows the attacking character to be placed in an adjacent square.

NEW NARRATIVE AND MISSION CARDS

At the start of your campaign, separate any cards with the  or  symbol, and place them to one side—these will be added to the deck during your campaign.

Shuffle the remaining cards into the corresponding decks.

ALTERNATE GAME MODES

Alternate game modes offer exciting new ways to enjoy *Resident Evil: The Board Game*. Unless stated otherwise, alternate game modes are used during the main campaign, and can be used alongside each other to create a truly bespoke experience.

TRAITOR MODE

In this mode one of the characters might be a traitor, sent by Umbrella to destroy S.T.A.R.S. from the inside. As the campaign goes on, characters gain suspicion. If a character's suspicion level rises too high, they are revealed as the traitor.

SETTING UP

At the start of the campaign, shuffle the (5), (6), (7), (8), and (11) narrative cards into the narrative deck, then shuffle the (9) mission card into the mission deck. Additionally, place the suspicion cards by the side of the playing area.

GAMEPLAY

Suspicion Cards

In this mode, each character has a **suspicion level**, represented by the combined value of their suspicion cards.

At the start of the campaign, each character begins at suspicion level zero, with no cards.

Suspicion cards have two sides—a side showing one suspicion, and a side showing two suspicion. If a character's suspicion level increases, place suspicion cards matching the value by which it increased next to their profile card.



Suspicion And Going On A Mission

If a character with a suspicion level of one or higher is assigned to a mission, roll a d6. If the result is 1, 2, or 3, or equal to or lower than their suspicion level, the character immediately abandons the mission without drawing any cards, and is returned to the reserve.

Abandoning Missions

If a character abandons a mission, increase their suspicion level by one.

Removing Suspicion

When a character's suspicion level is reduced, discard suspicion cards until the value of their cards match their suspicion level.

Suspicion level can be reduced in the following ways.

- If an encounter card with the (8) symbol is drawn during a mission, the assigned character reduces their suspicion level by one.
- During the End Phase, reduce the suspicion level of each player's character by one.

In addition, some narrative and mission cards will also reduce a character's suspicion level.

Revealing A Traitor

If a character's suspicion level reaches five, they are revealed as the traitor!

If this occurs, remove the character from the game. They can never be returned to the game under any circumstances.

Search the narrative and mission decks, and remove the (5), (6), (7), (8), (11), and (9) cards, if they haven't already been removed. Then shuffle the (9) and (10) narrative cards into the narrative deck, the (8) card into the mission deck, and the (22) card into the tension deck.

Finally, discard any suspicion cards in play, reducing each character's suspicion level to zero. For the rest of the campaign, ignore any effects that increase character suspicion levels.

ENEMY WESKER MODE

In Enemy Wesker mode, the traitor has already been unveiled as Albert Wesker. Albert Wesker can appear during any scenario, providing a unique enemy that is hostile to both the players and other enemies within the Spencer Mansion.

Enemy Wesker mode is not compatible with Traitor Mode.

SETTING UP

During campaign setup, shuffle the ⑨ encounter card into the encounter deck.

Additionally, before players choose their starting characters, remove the Albert Wesker profile card from the game.



GAMEPLAY

Spawning Enemy Wesker

When Enemy Wesker is spawned, shuffle the Enemy Wesker behaviour deck and place it to the side of the playing area. If the deck runs out during a scenario, shuffle the discard pile to refresh the deck.

Enemy Wesker Turns

When he is on the playing area, Enemy Wesker takes a turn at the start of each Reaction Phase, before any enemies perform reactions.

When Enemy Wesker takes a turn, draw a card from his behaviour deck. Each card lists what activity Enemy Wesker performs during his turn. The player whose turn it is then takes control of Enemy Wesker and tries to achieve that.

I During his turn, always move Wesker in a way that is beneficial to Wesker, and not the characters!

When Enemy Wesker moves, he performs up to four actions in the same way as a character, using the move, and if necessary, open door actions.

Enemy Wesker is ignored by other enemies when determining their reactions, and his actions don't trigger out-of-sequence reactions.

Enemy Wesker doesn't contribute to the difficulty of other enemy evade rolls.

Attacking Enemy Wesker

Enemy Wesker can be attacked by characters in the same way as a normal enemy. If Enemy Wesker is killed, search the encounter deck for the ⑨ card, and remove it from the game. Then, remove Enemy Wesker from the game.

ONE DANGEROUS ZOMBIE MODE

In this mode, the characters are hunted by a unique zombie with a bandoleer of explosives strapped to its chest. Not only is this zombie faster and more lethal than the other zombies, it will also explode if it's attacked, killing the characters!

To play One Dangerous Zombie mode, shuffle the (E) encounter card into the encounter deck at the start of the campaign.



HARD MODE

Hard mode is an optional difficulty setting, designed for veteran players who want to be challenged.

To play in this mode, make the following adjustments.

- When a character first finds a new weapon, instead of setting the weapon's ammunition dial to the weapon's maximum capacity, roll (D6), and set the dial to the result. If (X) is rolled, the dial is set to 1.
- When the mansion danger level first reaches (E), draw from the tension deck until two green cards have been revealed. Remove the two cards from the game, then reshuffle the deck.
- When the mansion danger level first reaches (S), draw from the tension deck until two green cards have been revealed. Remove the two cards from the game, then reshuffle the deck.



REAL SURVIVAL MODE

Real Survival mode takes hard mode and turns it into even more of a challenge, including a revised turn order and dedicated item boxes for each area of the mansion. Be warned—this mode is not for the faint of heart!

To play in this mode, follow the adjustments listed under hard mode, as well as the adjustments listed below.

- When setting up the campaign, place the five Real Survival item box cards by the dashboard. Then, retrieve the  mission card and place it next to the reserve.
- When a character interacts with the item box during a scenario, instead of using the normal item box, they place or retrieve cards from the item box that lists the scenario they are currently playing.
- If a character accesses the item box during the End Phase, they use the item box for the scenario they just played.
- At any time during a player's turn or during the End Phase, they can interrupt play to begin the *Travel To Item Box* mission, assigning a character from the reserve as normal. If there are no characters in the reserve, increase the mansion danger level by 1 instead, then transfer any number of items between the current item box and another item box of the player's choice.
- During each character's turn, revise the turn order to the following:
 - a. Action Phase
 - b. Tension Phase
 - c. Reaction Phase
- After completing a scenario, skip step 6 of the End Phase.

Best of luck—you're going to need it!



KNIFE ONLY MODE

A legendary challenge from the *Resident Evil* series, knife only mode has made its way into the world of tabletop survival horror. To play in this mode, make the following adjustments.

- Replace each character's starting items with a Knife Only card from this expansion, and a First-Aid Spray.
- Remove all ammunition and defence item cards from the item A deck.
- During setup for each scenario, ignore any instruction to add ammunition or defence item cards to the item A deck.
- Characters can't perform attacks with any weapon other than the Knife.
- If a player draws a weapon card from any deck, remove the card from the game and draw a card from the item A deck instead.

Remember to check out the new **Dodge** weapon symbol—it's essential for survival!





BATTLE GAME MODE

Battle Game Mode is a challenging and immersive alternate play mode for *Resident Evil: The Board Game*. It is a solo play mode that sees a single character try to kill as many enemies as possible before the tension deck runs out.

Battle Game mode is a standalone experience and not part of the core game campaign.

SETTING UP

At the start of the game, the player selects a character and places the corresponding profile card face up in front of them. The player then places a health track next to their profile card with the health track marker set to *Fine*. Place the following item cards in their inventory:

- First-Aid Spray
- Knife
- Handgun
- Shotgun

Take the corresponding ammunition dials and set them to the ammunition capacity indicated on the weapon cards.

Take the Battle Game encounter cards and separate them according to the numbering on their backs. Shuffle the stage four cards and place them face down to the side of the playing area. Shuffle the stage three cards and place them face down on top of the stage four cards. Then repeat this for the stage two cards, and then the stage one cards, to create the encounter deck.

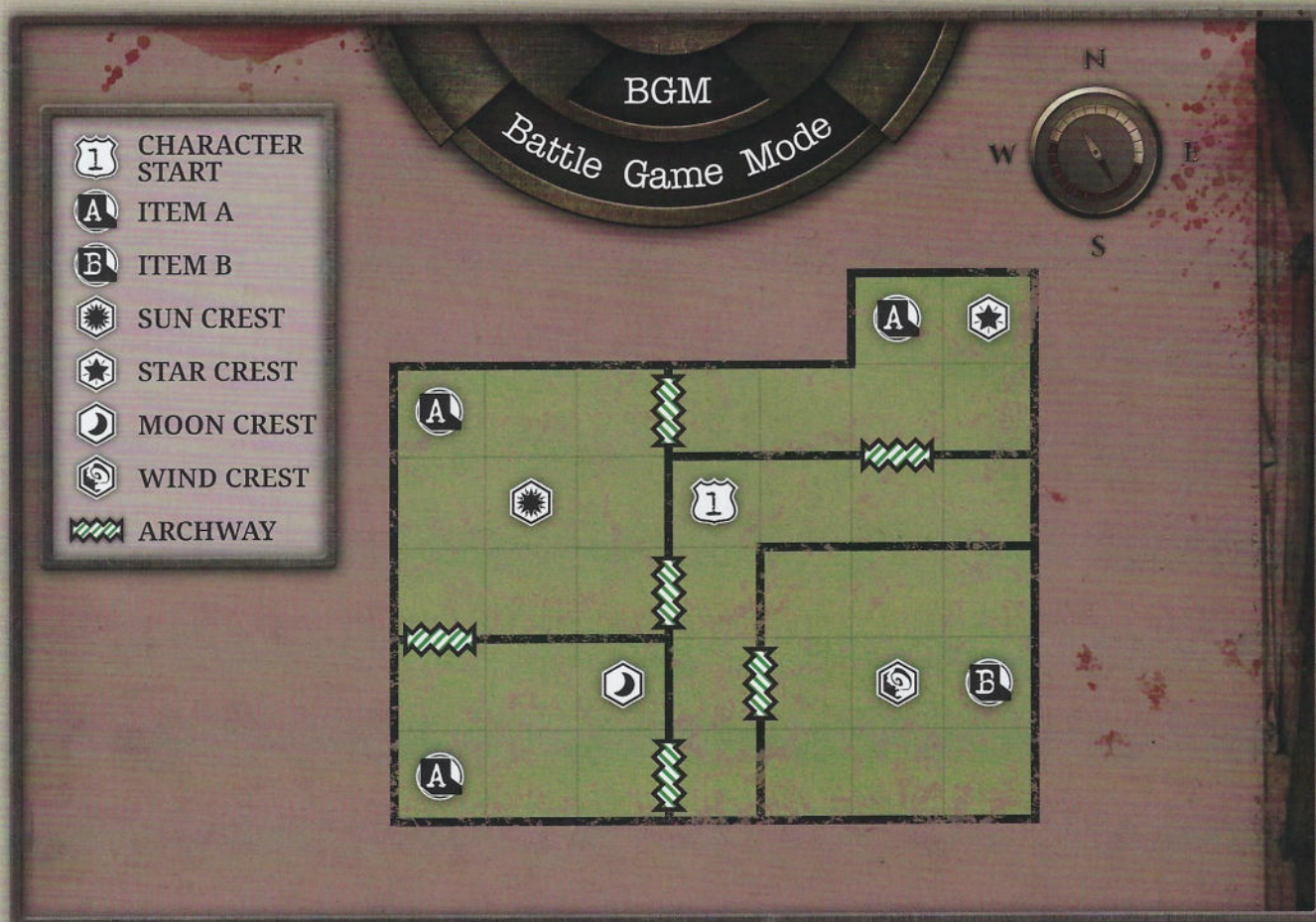
Shuffle the puzzle cards, then place them face down to create the puzzle deck.

Shuffle the green tension cards from the core game, then place them face down to create the tension deck.

Search the item A cards for three Green Herb cards, one Red Herb Card, three Handgun Bullets cards, one Shotgun Shells card, one Grenade Rounds card, two Dagger cards, and one Magnum Bullets card. Shuffle these cards together, then place them face down to create an item A deck.

Search the item B cards for one First-Aid Spray card, one Grenade Launcher card, one Magnum card, and one Flamethrower card. Shuffle these cards together, then place them face down to create the item B deck.

Set up the playing area as shown below:



PLAYING THE GAME

Battle Game uses the standard rules from the core game, with the following exceptions.

The Tension Phase

At the end of each Tension Phase after drawing a tension card, first draw a puzzle card, then draw an encounter card. If the encounter card has a spawn entry, spawn the enemies on the tile with the crest token that matches the puzzle card.

If the encounter card's special entry instructs to refresh items, replace any item tokens that have been removed from the playing area, in the same positions shown on the brief.

If a deck runs out during Battle Game, shuffle the discard pile and place it face down to refresh the deck.

Killing Enemies

During the game, when an enemy is killed, place it to the side of the playing area. These enemies can't be returned to the game.

Tough Hide

The *Tough Hide* special rule is ignored during Battle Mode.

Gold Tyrant

Use the T-002 Tyrant from the core game to represent the Gold Tyrant.

Completing Battle Mode and Scoring Points

If the player draws the final card from the tension deck, they have successfully completed Battle Mode. Instead of resolving the End Phase, they calculate their final score using the table below to determine the value of each killed enemy, and then add them together.

ENEMY	POINTS
Zombie	1
Crow	2
Cerberus	3
Webspinner	5
Hunter	8
Chimera	9
Zombie Wesker	15
Gold Tyrant	30

The objective of Battle Mode is to earn as high a score as possible—once you've worked out your score, try to beat it on successive runs!

Failing Battle Mode

If the character is killed before the final tension card is drawn, Battle Mode immediately ends in failure, and the player doesn't calculate their score. Better luck next time!



