

Resident Evil 5 (the board game)

(version 0.1a)

Umbrella has collapsed but their biological weapons research is neither gone nor forgotten. You play as Chris Redfield and Sheva Alomar, two members of the Bioterrorism Security Assessment Alliance (BSAA) who are out to stop illegal black market arms deals of a bio-weapon nature. This has led you to Kijuju, Africa where a suspected deal is about to go down. As you investigate the town you discover the townspeople have already been infected.

Players: 1-3 (PvP)

Objective: Scenario Based (usually "survive the zombie swarm" or "kill all the majini")

Components:

- Game board
- 2 10-sided dice
- A handful of 6-sided dice
- Counters (beads, pennies, poker chips)
- A handful of zombie pieces (3 distinct types)
- 2 player pieces (unique)
- 8 green glass beads
- 2 red glass beads
- 2 "knife" cards reading: "Knife: does 1 pt of damage when used with an attack. Can only attack anything in the same hex. Does not count against inventory limit."
- 2 "Beretta M92F" cards reading: "Capacity: 10; Attack: 3 dice; Damage: 2; Critical Hit: If you roll a 6 damage done is 3"
- 1 "S75" card reading: "Capacity: 6; Attack: 2 dice; Damage: 6; Must be aimed in order to attack; must re-aim for each shot. Miss only if you roll 2 1s (ones, or snake-eyes)"
- 1 "Ithaca M37" card reading: "Capacity: 6; Attack: 2 dice; Damage 3; Miss only if you roll any 1s; Does 1 damage to the 2 hexes to the left and right of the targeted hex; also deals full damage to everyone in the target hex"
- 1 "VZ61 SMG" card reading: "Capacity: 50; Attack: 3 dice; Damage 1; Can attack 3 times"
- 5 "Green herb" cards reading: "Heal 3 wounds; combinable with Green Herb or Red Herb; when combined with another Green Herb heal 6 wounds"
- 5 "Red herb" cards reading: "When combined with a Green Herb fully heals hero"
- 10 "Grenade" cards reading: "When using to attack first equip then pick a hex, roll a die: odd it lands in that hex, even it rolls 1 hex beyond. Does 5 damage to anything in its hex, and 2 damage to everything in an adjacent hex; Capacity: 5"
- 4 "Handgun Ammo" cards reading: "Capacity: 50"
- 4 "Rifle Ammo" cards reading: "Capacity: 25"
- 4 "Shotgun Ammo" cards reading: "Capacity: 25"
- 4 "Machine Gun Ammo" cards reading: "Capacity: 250"

- One turn track (numbered 1-40)
- 1 "Unarmed Town Majini" card reading: "Health: 4"
- 1 "Armed Town Majini" card reading: "Health: 4; Attack: 2 dice; Damage: 2"
- 1 "Executioner Majini" card reading: "Health: infinite; Attack: 2 dice; Damage: 5 to the targeted agent, 2 to anything in the hexes left, right, and in front of it; Can be stunned if takes 7 damage; when stunned it loses 3 turns"
- Item tokens (handgun ammo, shotgun ammo, rifle ammo, machine gun ammo, green herb, red herb, grenade)

Setup

1. Choose who will play the BSAA Agents (heroes) and who will play the majini ("evil spirit" in Swahili: think zombies).
2. The majini player will choose the scenario and follow any setup rules with that scenario.
3. BSAA Agents will take any scenario equipment cards and equip one item by placing a red bead on that item card.
4. BSAA Agents will place their tokens on the game board as indicated by the scenario.
5. BSAA Agents always go first

How to Play (BSAA agents)

Each turn the BSAA agents have 2 action points (AP) to spend. Choose from the following list and declare what you will do:

- Walk (move one hex in the direction you are facing) - 1AP
- Run (move three hexes in a straight line in the direction you are facing) - 2AP
- Aim (cannot miss if you attack on your next turn) - 2AP
- Attack/Use Equipped Item - 2AP
- Turn (face a different direction) - 1AP
- Quick Equip - 1AP
- Slow Equip - 2AP
- Pick up an Item - 1AP
- Reload - 2AP
- Use Inventory Item - 2AP
- Manage Inventory - 2AP

Inventory

BSAA Agents can only carry 9 items. Items include weapons, herbs, and ammo. Ammo and grenades have a capacity. Once they reach their capacity you will have to consume another inventory slot. Four (4) items can be marked for quick equipping by placing a green bead on it. One item is always equipped, this is the one with the red bead on it. All BSAA Agents have a knife, this does not count as one of your 9 items and is always considered equipped.

Items may be swapped between Chris and Sheva. To do so they must be in the same hex or adjacent hexes. Each exchange will cost 2AP (i.e. Giving Sheva ammo will cost Chris 2AP. Sheva giving Chris ammo in exchange for a weapon will cost Sheva 2AP, but Chris spends nothing).

Health

BSAA Agents start with 10 health. Place a 10-side die with the 10 (or 0) face up in front of each agent. If at any time an agent loses all their health the other agent has 1 turn to move into the same hex as the dying agent; the agent doesn't die but is at 1 health. If this does not happen the agent dies and the majini win. Game over.

If an agent uses a green herb to heal the other agent will also be healed the same amount only if they are in the same hex or an adjacent hex. You may use a green herb without equipping it.

Attack

Declare which majini you are attacking. Roll the number of dice indicated by the weapon card. Unless otherwise noted any 1s or 2s rolled results in an automatic miss. If you do not miss subtract the damage amount listed on the card from the majini. Friendly fire does not count. You may shoot through an agent's hex. (Variant: friendly fire does damage. Always subtract 2 from the agent you accidentally shot)

Reloading

Keep counters on your weapons cards indicating how much ammo you have. When you take a shot remove the counter and place it back in the box. When you reload take counters from your ammo in your inventory. Do not exceed your weapon's capacity. When you are out of ammo remove the card from your inventory. (Suggested counters: spent bullet casings)

If you initiate a reload and a majini moves into your hex the same turn, or attacks and hits you, your reload fails.

Turn

For 1AP you may rotate your agent to face *any* direction.

How to Play (Majini)

Movement

All unarmed majini move toward a BSAA Agent on its turn. If they move into a hex with a hero they will automatically attack doing one point of damage. If they start their turn in a hex with an agent they will immediately do 2 points of damage, then roll 1 die; if you roll a 6 the agent dies unless the other agent is in an adjacent, or same, hex, in which case the majini automatically dies.

Majini will only attack one agent at a time, even if they are in the same hex.

Sprint

Majini may sprint as their action. They move 2 hexes in any direction. They do not attack.

Attack

Majini with weapons do not feel compelled to move toward and agent. They may move or attack. Roll the dice listed with the majini. Only 1s and 2s are misses. Subtract the damage listed with the majini. Assume unlimited ammo with no need to reload.

Scenario

Chris and Sheva have met with their contact. Now armed they make their way to a town meeting only to discover it is a public execution! On the chopping block is their contact, the butcher. Shortly after his beheading they are spotted. The townsfolk, all of them infected, swarm the BSAA agents. Help is on the way in the form of air support, but it will take 40 turns to arrive. Chris and Sheva must stay alive!

Goal: Survive for 40 turns.

Beginning Equipment: Each BSAA Agent gets a Beretta M92F, the choice of one other weapon (each fully loaded), an extra set of ammo for each weapon, green herbs between them, and 1 grenade.

Setup:

Separate 5 green herbs, 5 handgun ammo, and 3 each of the ammo for the other chosen weapons (shotgun, machine gun, or rifle), and 4 grenades. Shuffle these and place one each at: A13, A17, A23, B10, B14, B24, B30, B34, D20, D32, D33, G33, H32, H34, I15, J14, J24, K13, K25, I25.

Remove all item tokens that cannot be used by the agents and randomize the item pile.

Place Chris and Sheva at A35. When they reach any hex in the C column the majini appear and swarm them.

Place in groups of three (3) one armed and 2 unarmed in the hexes 28-30 from C to I and H24-27 until you have 8 hexes full.

Movement Rule: You cannot move through a bold black line. All other movement is unrestricted.

When an agent kills a majini roll a die. Odd = they leave an item behind (place an item from the item token pile where the majini was). Even = no item drop.

Majini Player Instructions

The Executioner Majini will appear at F32 after 10 turns.

Majini refresh by appearing from the black areas onto the game board from the black zones nearest an agent. They appear 3 at a time, 1 armed and 2 unarmed. There should always be no fewer than 2 town majini on the map at all times. When there is less, at the end of a turn roll a die to determine how many join the fight: odd = 1, even = 2.

Map

