

RULES



Buffy
the Vampire Slayer™
THE BOARD GAME

FRIENDS & FRENEMIES

AN EXPANSION
TO THE GAME BY
THOMAS M. GOFTON





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Game Components



Misc. Components

Expansion Rule Book 1

Side Board 1

Standee Base 1

Cards 56

Artifact Card 1

Item Cards 6

Plot Cards 12

Military Action Cards 36

Werewolf Card 1

Punchboard Components 27

Big Bad Boards 2

Big Bad Standees 2

Character Boards 6

Character Standees 6

Initiative Base Token 1

Soldiers 10

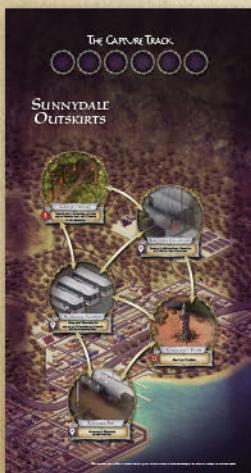
Expansion Overview

In this expansion to *Buffy the Vampire Slayer™: The Board Game, Friends & Frenemies*, you can take on the roles of 6 new iconic Characters from the television show, and work together to defeat 2 new Big Bads. To make matters worse, The Initiative's Soldiers have been deployed in force! Travel to the Sunnydale Outskirts to use new Locations, and prevent the Initiative Soldiers from capturing too many Demons and creating an army of human-demon hybrids!

Where to Start: *Friends & Frenemies* is intended to be added to *Buffy the Vampire Slayer™: The Board Game* in its entirety. However, most of the various components can be added independently. If you are not ready to play with the full expansion, consider adding just the new Characters and/or the new Big Bads to the core game.

Component Overview

This section introduces the game components that are added in *Friends & Frenemies*. Thoroughly reading it will help you to fully understand these components as you play the game.



The Side Board

The Side Board is a map that expands the Game Board to include the Sunnydale Outskirts. It also displays the Capture Track, which fills up as the Soldiers capture Demons.

Soldier Tokens

These are a new type of token that hunt Demons and even attacks Characters. They may seem harmless at first but if they capture too many Demons, the game is lost!



Initiative Base Token

This token covers the Initiative Base Location on the Game Board, giving it a new Use Action.





Expansion Characters



These new Character boards introduce 6 new Characters with unique new Special Abilities.

Expansion Big Bads



These new Big Bad boards introduce 2 new Big Bads with unique new Special Abilities and Plot Cards.

Expansion Items



These 6 new Item cards are an addition to the existing Item Deck. They give you 2 new ways to Rescue Townies and Soldiers.

Expansion Artifact



This new Artifact Card is an addition to the existing Artifact Deck. It gives you a new way to Rescue Townies and Soldiers.

Werewolf Card



This new card allows Daniel Osbourne to transform between human and werewolf.



Military Action Cards

These new cards add Soldiers to the game board. They function just like the Event Cards in the core game except that they are not used for Event Checks.

Expansion Setup

Follow the steps in this section alongside the "Setup" section in the core game's rule book to set up *Friends & Frenemies*. Once you have completed this section, you are ready to start playing!

1. Side Board

Unfold the Side Board and place it to the right of the Game Board.

3. Character Boards/ Big Bads

You can play with any combination of Character Boards and Big Bads from the core game and *Friends & Frenemies*.

2. Soldiers

Place the Soldiers in a pile beside the Baddies and Townies.

4. Initiative Base Token

Place the Initiative Base Token overtop of the Initiative Base Location on the Game Board.



5. Expansion Cards

Shuffle the new Artifact Card into the Artifact Deck, and shuffle the new Item Cards into the Item Deck.

6. Military Action Cards

After drawing and resolving Event Cards, draw and resolve 1 Military Action Card per player, placing tokens in the indicated Locations. Ignore each card's third effect.

Playing with Friends & Frenemies

Interacting with the Side Board

For the most part, the Side Board functions just like the Game Board. Characters can move to and from Side Board Locations just like Locations on the Game Board.

Tokens on the Side Board do not "see" tokens on the Game Board, and vice versa. This means that Monsters on the Game Board do not move towards Townies on the Side Board. Monsters on the Side Board do not move towards Townies on the Game Board, etc.

Some Cards differentiate between the Game Board and the Side Board by name. A card may say "replace any 1 Townie in the City of Sunnydale...", targeting the Game Board, or "replace any 1 Townie in the Sunnydale Outskirts...", targeting the Side Board.

Resolving Military Action Cards

Military Action Cards function very similarly to Event Cards with the notable exception that they can add Soldiers to the boards in addition to Townies and Baddies.

A Military Action Card must always be drawn after an Event Card is drawn but not when an Event Card is revealed as part of an Event Check.

Whenever a Military Action Card is drawn, follow the instructions on the card from top to bottom, placing Soldiers, Baddies, and Townies in the indicated Locations, and resolving any additional effects. If there are not enough tokens to follow one of the instructions on the card, ignore that instruction, and resolve the rest of the card.

Soldier Activation

Soldiers Activate each Round during Monster Activation, immediately after the Monster of the Week, and before the Baddies. When they do, each Soldier captures a Demon in its Location, if possible, or Wounds a Character in its Location, if possible. Soldiers that cannot capture a Demon or Wound a Character are removed from their Locations and returned to the supply.

Capturing Demons

When a Soldier Captures a Demon, the Soldier remains in its Location and the Demon is placed on the Capture Track.

The Capture Track consists of 6 spaces. When all 6 spaces contain Demon Tokens, the game is lost. The Initiative Base can be Used to remove a Demon from the Capture Track.

When a Demon is removed from the Capture Track, it is Returned to the supply.

Dead Soldiers

If a Baddie Activates in a Location containing an unprotected Soldier, it kills that Soldier.

When a Soldier is killed, place it on the Apocalypse Track just like a Townie.

Activation Examples



In this example, the Soldier would Activate, Capturing 1 Demon. Then, the remaining Demon would Activate, killing the Soldier.



The Captured Demon is placed on the Capture Track. If 2 more Demons are Captured, the game is lost!



The Dead Soldiers are placed on the Apocalypse Track. Like Townies, they cannot be removed from the track - they can't even be removed with Tara's Special Ability.

Soldier Interactions

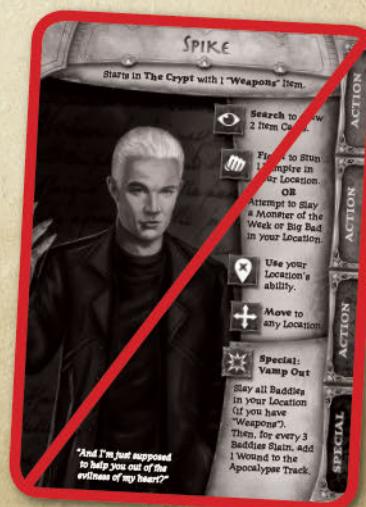
Soldiers are a unique type of token and they follow their own rules for interacting with Characters and Monsters:

- Soldiers do not prevent Characters from Activating Locations.
- Monsters treat Soldiers as Townies during Monster Activation. Monsters always kill or move towards Townies before Soldiers, if possible.
- Characters protect Soldiers during Monster Activation.
- Some Cards allow Characters to Rescue Soldiers. When a Soldier is Rescued, it is returned to the supply.



Playing with New Big Bads

The new Big Bads function exactly like the Big Bads in the core game but with 1 notable exception: You cannot play with both a Big Bad and the equivalent Character. So, When your Big Bad is Spike and Drusilla, you cannot choose Spike as a Character, and when your Big Bad is Dark Willow, you cannot choose Willow Rosenberg as a Character.





Special Rules

This section explains rules that only apply in special cases.

For a Less Difficult Game

Try any of the following adjustments:

- Return Dead Soldiers to the supply instead of placing them on the Apocalypse Track.
- Alternate between Event Cards and Military Action Cards instead of drawing both.
- Do not draw Military Actions during setup.

For a More Difficult Game

Try any of the following adjustments:

- Resolve a Military Action Card as the first step of end of Round.
- When you move out of a Location containing a Soldier, take a Wound.
- Demons that are removed from the Capture Track go to the Initiative Base instead of the supply.

Frequently Asked Questions

When I Use my Special Action Token to Activate Kingman's Bluff, do I draw an Event Card?

Yes. Using your Special Action Token for any reason requires you to draw an Event Card.

When I swap Characters with Overland Charters, do I swap Action Tokens? Do I lose my Items and Artifacts?

No. The only things that are swapped are your Character Standee, and your Character Board.

As a bonus, you gain your new Character's Starting Item.

Can I use a Location's Use Action if that Location contains a Soldier?

Yes. Soldiers are not Baddies so they don't prevent the use of a Location's Use Action.

How do I Stun or kill Soldiers?

You cannot harm Soldiers in any way.

How do I get the new Item Cards?

Use a Basic Search Action or UC Sunnydale's Use Action, and hope to draw them.



Appendix (Locations)



Sunnydale Port is one of the many harbors that dot the coastline around Sunnydale. Spend an Action here to move any 1 Character to any Location (as long as they are willing).



Overland Charters is the most reliable service for traveling to and from Sunnydale. Spend an Action here to swap your Character for any unused Character. When you do, replace your Character Board and Character Standee with your chosen Character. Then, search the Item Deck and Discard Pile for that Character's starting Item Card.



The Military Compound is the Initiative's base of operations outside of Sunnydale. Spend an Action here to remove up to 2 Soldiers from any Location, or 1 Soldier from any 2 Locations.



Kingman's Bluff is one of Sunnydale's many beautiful geographic features, and it's secretly home to the temple of Serpentica. Spend a Special Action here to slay any 2 Baddies.



Miller's Woods are one of Sunnydale's most popular hiking spots but be careful - there are more than just bunnies lurking in the dark! After Monster Activation, if there are no Demons here, add 1 Demon to this Location!

Important Reminders

Monster Activation

The Big Bad Activates first, followed by the Monster of the Week. Then the Soldiers Activate, and finally the Baddies Activate.

Soldiers perform the first possible option in the following list:

- Capture a Demon (and move it to the Capture Track).
- Wound a Character.
- Return to the Supply.

Baddies perform the first possible option in the following list:

- Kill an unprotected Townie.
- Kill an unprotected Soldier.
- Wound a Character
- Move to:
 - An adjacent Location with an unprotected Townie.
 - An adjacent Location with a protected Townie.
 - An adjacent Location with a Soldier.
 - An adjacent Location with a Character.
 - Vampires move 1 Location towards the nearest Townie.
Demons move 2 Locations towards the nearest Townie.
 - Vampires move 1 Location towards the nearest Soldier.
Demons move 2 Locations towards the nearest Soldier.
- Do nothing.

Side Board Rules

Moving to or from a Side Board Location is the same as moving to or from any other Location.

Monsters on the Game Board do not see Townies on the Side Board, and Monsters on the Side Board do not see Townies on the Game Board during Monster Activation.

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