FIRESTORM

Tactical Card Game

Prime Edition Rulebook

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- Michael Nickoloff

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Introduction

An armada of Muero ships hovered among the stars, many of them bearing the scars of previous battles.

"The fleet is ready to attack, sir," reported Rarrkar (Captain) Draxx Narr. Narr was Primaag Lotraag's first link with the ship and the enemy. The position was anything but easy, but it was certainly fulfilling — more so, in fact, than any he had ever held before. Narr was a born tactician, a career warrior, whose ambition was only overshadowed by his pride.

Lotraag studied the wall screen, which displayed a tactical view of their target, Earth's solar system. Rich in iron and other raw materials key to the Muero war machine's success, the system was next in its path. All that stood in their way were the humans, whose internal strife held them centuries behind the other races of the known galaxy. Inconsequential, Narr mused. In weeks, if not days, they would be nothing but a hollow memory…

"What do our spies tell us?" growled the Primaag.

"The soft-skins have managed to gather a motley fleet of nearly 600 ships. Various strengths from cargo freighters to battle cruisers."

"They outnumber us three to one," the Primaag mused.

"Considering their archaic technology, they should be little match for us, Primaag. Consider them… target practice before we reach the true threat."

"The Dysori," spat Lotraag as he refocused his attention, switching the wall screen to view the Dysori home system. Only six months ago, the Muero battle fleet was repulsed at Sorvius One, the Dysori pleasure-world. The memory still

brought a bitter taste to the Primaag's mouth, one even the death of the mission's fleet commander could not remove.

"Sir, I have been informed we are preparing to exit the Firestorm."

"Very well. We cannot be turned back again, Rarrkar… Do you understand? Hail the Juggernauts, they will be leading the attack!"

"Yes, Primaag!"

Lotraag observed the pleasant sphere on the wall screen again and fought down the bile rising in his throat. Your silence is unnerving, Prosidius… What are you planning?

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"We must help the humans!" Prefect Karynn Prosidius' voice lashed the assembled Senate, gathered about her in the tall Republic amphitheater. "Our inaction can only lead to our destruction."

A Senator rose, towering above Prosidius. "Prefect, we have exhausted nearly every natural resource at our disposal. Yes, we turned back the Muero threat at Sorvius One, and we inflicted heavy casualties upon the enemy, mostly at the hand of your sister. We are grateful for your selfless defense of the planet against overwhelming odds… But now we must question your judgment. Why risk precious resources to save these… humans?"

The Prefect turned to Queen Helena, seated on her dais behind the podium. "My Queen, without action, our fate is already sealed. The Muero will strip the human system of its resources, rebuild their fleets, and attack us – this time with more power than we can possibly hope to deflect. For a time, perhaps, we might hold them off, but in the end we will be

conquered. I beg of you… we must act now!"

"Your sister would never beg!" shouted another Senator.

"My sister is gone, and vowed never to return," Prosidius responded. A shocked hush fell over the Senate. Karynn drew a crystal blade from a sheath at her waist and raised it high. "I am your Prefect, sisters! If any of you wish to challenge me, stand now and make it known!"

The blade in Karynn's hand was famous. Her family had carried it through countless campaigns over the centuries. It spoke volumes of war, pain, and sacrifice. The grumbling through the Republic chamber fell away, as all were entranced by its gleam.

"If we help the humans, we can forge an alliance. Our spies report that their situation is dire, regardless of their leaders' claims. Together, our races can drive the Muero back!"

Behind the Prefect, Queen Helena stood. "That may well be," she addressed Karynn Prosidius, "but what of the Soven?"

"As always, they are a mystery. We don't know where they stand but we don't believe they're allies with the Muero."

Queen Helena pondered the situation before her. She could hear the Senators whispering around her, some in favor, many others against. She couldn't determine where the majority lay, but she couldn't afford any more time to sway them, either.

"Prefect, I leave the decision to the Senate. Let there be a vote."

One by one, the senate called out their votes – for or against the alliance. Queen Helena watched them, mentally tabulating the results. It was a close decision, and she wasn't sure of the outcome until the very last vote.

"We will support you any way we can in order to achieve this alliance. May the gods grant you victory."

*****

The battleship War orbited the planet Mars, the lead ship in the secondary defense of Earth, with a fleet of about seventy ships. Admiral Saul Hernandez strode the bridge of the War, as he had done twice a day for the past two months. Called out of retirement by Earth's government when the Muero fleet was first spotted, Saul was still amazed by the advancements made possible by discoveries beyond the Firestorm. Given enough time, he was sure that Earth could face the Muero on equal footing, but for now, they were wildly outgunned. Without a miracle, the Muero attack would be a slaughter.

Saul's headset beeped and a young communications officer reported, "Sir, a transmission is coming in from Admiral Lowery."

"Very well, lieutenant, patch it through to the conference room," replied Saul.

The conference room screen lit up with the grizzled, bearded face of Saul's old friend Elias Lowery as he entered the room. The scar on Lowery's right cheek pulsed with the same fury as the crimson orb where his right eye should have been. "Admiral," Saul saluted. "It's good to see you again."

"No time for pleasantries, Hernandez. What's your situation? How long do we have before the shooting starts?"

Elias was never one for small talk. "Not long. They're quiet now, but if our reports are correct, they'll attack during the next sleep cycle. They seem to have picked up on our habits."

"What I wouldn't give to be on the front line, on my ship…"

Hernandez smiled at Lowery's jab. "Don't worry, Elias. If I'm right about our odds up here, we'll have plenty of Muero to deal with here on Mars — just as soon as they punch through our little reception fleet. Besides, taking your command wasn't my idea, remember?"

"Right. If we survive this, I'll have to sit down and talk with Simon about his unusual command choices. Still, I can't think of anyone better suited for the job."

"Praise Elias?" Hernandez raised his eyebrow. "From you?"

"No, just stating what should be obvious. You still don't project much chance of surviving the attack?"

"'Chance' would imply we had one, Elias. We don't. But I don't intend to go quietly."

"That's my boy…"

Saul's headset beeped again, and the communication officer's voice was patched through. "Admiral Hernandez, the Muero have exited the Firestorm. We need you on the bridge."

"On my way," Saul said, glancing down at the screen. Elias had already signed off.

What is the Firestorm?

The Firestorm is a mysterious gateway to other worlds and dimensions, in this galaxy and in others. No one is sure of the Firestorm's origin or of how to unlock all its secrets. Many races and individuals have plumbed its depths throughout history, but none of them have done more than scratch the surface. Any given pathway traveled could lead to unimagined riches, unbelievable knowledge, or terrible destruction. Do you have the resources and ingenuity to unlock the secrets of the Firestorm?

Introduction to the Rules

This rulebook is organized numerically for ease of reference during play. There are six major sections, each numbered with a whole hundred (the first section is 100, the second 200, etc.). Within each section are a series of rules that are numbered at integers (so the first rule in section 100 is rule 101, the second in section 200 is 202, etc.). Each rule may have one or more subrules, which are numbered as an integer with a single decimal place (so the first subrule of rule 101 is 101.1, the second in rule 202 is 202.2, etc.).

Throughout the rules you will frequently encounter references to other rules (for example, "See 101.2"). These references tell you where you may find more information about a particular topic.

In addition to the six main sections of the rules, this rulebook contains a glossary of various game-related terms. Throughout the rulebook, you will encounter terms in **bold type** the first time they are mentioned in the rulebook. These words or phrases appear in the glossary.

100. General Game Information

Firestorm is a game of galactic conquest and exploration. The various races of the galaxy have set out to control the Firestorm and the secrets and mysteries within it. As is usually the case with such struggles, the battle to control and explore the Firestorm has spilled over into galactic war among the various alien races as well. Will your native race triumph, will you be defeated by the military might of your neighbors, or will the uncertainties of the Firestorm be yours at last?

This section outlines how to build a deck to play *Firestorm* as well as the procedures the players need to follow to begin a game. Some of the concepts will be covered in more detail in later sections.

101. Starting the Game

Before beginning play, each player will need to construct a deck of at least 50 cards, choose an Alien race to play, and have available a number of counters and dice to keep track of various types of information while playing the game.

Deck Construction

Every player's deck must conform to the following deck construction rules:

- It must contain at least 50 cards, including the one required card (see below), but not including the Alien race choice (see 101.2 below). There is no maximum deck size, however.
- It must contain exactly one **planet** card that has the **Homeworld trait** to represent the player's home planet.
- It may contain up to one **advantage** card to represent the

player's galactic objectives. That is, every player's deck must contain either 0 or 1 advantage cards.

• It can't contain more than three copies of any other single card by cardname (including **Unique** cards and **fate** cards).
• It can't have more than one fate card for each ten cards in the deck. (For example, Jim's deck contains 50 cards, so he could have up to 5 fate cards. Julie's contains 60 cards, so she could have up to 6 fate cards).

Remember: Cards with an Alien race's symbol may only be played by playersplaying the appropriate Alien race.

Choosing an Alien Race to Play

Each player selects any Alien race he or she owns. This Alien represents that player's race in the game. All players reveal their Alien selections simultaneously. It is possible for more than one player to select and play the same Alien.

Placing Advantages

Each player searches his or her deck for the advantage card (if he or she has one) and places it face down on the table. It is possible for more than one player to select the same advantage card. If any player wishes, he or she can turn his or her advantage card face up now. Otherwise, a player may perform the following action at any point later in the game (see 201.1 for more details on actions):

• Any: Turn your advantage card face up.

Choosing and Revealing Star Systems

Each player searches his or her deck for the Homeworld planet card and up to five other planet cards to form the player's **Star System.** These cards are placed face down in front

of the player. Each planet card, including the Homeworld, has a resource cost printed on the card. The combined resource costs of the selected starting planets (including the Homeworld) can't exceed the amount printed on the player's Alien card. Note that any unused resources printed on the Alien card are lost. Those resources may only be spent on starting planets.

Every player must select his or her Homeworld as one of the starting planets, and each player can't select more than 6 planets total. Once all players have selected planets, everyone places his or her planets (still face down) on the table according to the following diagram:

(You – Alien/Advantage)
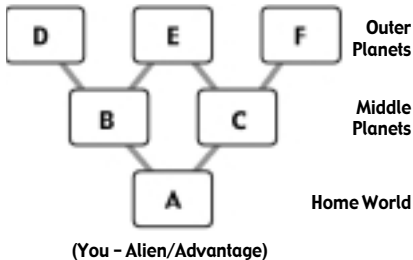
Place the Homeworld at **location** A. Then, each player places his or her other starting planets into his or her Star System starting with location B and continuing in letter order until that player has no more starting planets. Planets may be

placed in any order beginning with location B, but must be placed in letter order without leaving any location empty.

For example, Phil begins with three planets, and must place them in locations A, B, and C. He can't choose to place them in locations A, B, and E.

If a player chose less than six planets for his or her Star System, note that one or more lettered locations will be empty. Even though these locations are empty, leave enough space on the table in front of that player to play cards in these locations. Even though these locations have no planet, they still exist and players can move to or through the locations.

Once everyone has placed planets, all players turn their planets face up simultaneously.

Beginning the Game

Each player shuffles the rest of his or her deck and presents it to the player to his or her left. That player may cut the deck if he or she wishes. This process will occur many times throughout the game, and is called **reshuffling.**

Each player draws six cards to form his or her starting hand. If a player draws any fate cards (see 303) in the starting hand, **recycle** them and the player draws enough new cards to bring his or her hand size up to six. Continue the process of recycling fate cards and drawing new cards until each player has six non-fate cards in his or her hand. Once everyone has a starting hand, the rest of the player's deck forms his or her **draw pile** (see 107.1).

Each player should have a counter to represent his or her Alien's **Tech** level, which is printed on the player's Alien card. All players set their counters to the appropriate starting Tech level.

Each player should have a ten-sided die to represent how many **commands** he or she has. Set them to 0 for now.

Place a number of beads or coins in the center of the table. These represent a general pool from which all players can take beads/coins to represent the **resources** in his or her **resource pool.** Everyone should begin with 0 resources.

The game is now ready to begin.

102. Turning and Unturning Cards

Many things possible under the rules as well as many **game effects** printed on the cards require a player to **turn** or **unturn** one or more cards in play.

To turn a card, tilt it 90 degrees so that it is facing sideways toward its player. This is sometimes also called "landscape orientation." Turning a card indicates it has been used this turn, and turned cards usually have limited options until they unturn.

To unturn a card, tilt it back 90 degrees so that it is facing lengthwise towards its player. This is sometimes also called "portrait orientation." Some cards and game effects unturn cards, and everyone's turned cards unturn at the beginning of each turn.

Planet cards as well as most **support** cards can't turn or unturn.

103. Winning the Game

There are a number of ways you can win a game of *Firestorm.* Two that every player may use are called the **Standard Victory Conditions.** They are:

- **Total Victory:** A player controls the last remaining unconquered Homeworld.

- **Transcendent Victory:** A player ends a turn with a Tech level of 30 or more.

Transcendent Victory is checked in **action order** during the End Phase of each turn.

A player's advantage card may also describe one or more **Alternative Victory Conditions** as well. The advantage card will describe how these Alternative Victory Conditions work, but your advantage card must be face up in order to take advantage of such a victory condition. Alternative Victory Conditions are checked, in action order, during the **End** phase at the same time Transcendent Victory is checked.

104. The Universal Rules

There are three **Universal Rules** that apply at all times during the game, and take precedence over all other rules. They are:

- **The Galactic Rule:** Whenever a card text contradicts the rules in one way or another, the card always takes precedence. If a card says you can't do something, or that a particular **action** is impossible, that text always trumps the rules as well as any card which says you can take that particular action. If more than one card changes the costs or values of something, those changes are cumulative unless they say otherwise. When multiple effects cause a value to change, apply multiplication or division (actions such as doubling or halving a value) effects before addition/subtraction effects (such as "+1" or "-1").
- **The Cosmic Rule:** Whenever the rules or a card require or allow more than one player to do something at the same time, the **first player** has the first opportunity to take the

action, or, if the first player is not involved, the player closest to the first player in the current action order has the first opportunity. In **combat,** this rule is slightly modified—the **attacking player** always has first opportunity during a combat.

- **The Solar Rule:** Whenever a player loses or leaves the game, all cards he or she owns which are currently **controlled** by an opponent remain in the game until the game ends or the opponent would lose control of the card back to the eliminated player. **Terminate** all other cards owned by the eliminated player (including planets) when the player leaves the game (The locations of any planets removed this way still exist and may be moved to normally). Recycle all cards controlled but not owned by the eliminated player when he or she leaves the game.

105. Card Names

Card names affect four aspects of the game:

- Deck construction—No player can have more than 3 copies of any card by name in his or her deck (see 101.1).
- Uniqueness—There can't be more than 1 copy of any card (by name) in play having the Unique trait (see 613).
- **Restricted**—Each player can't have more than 1 copy of any card (by name) in play having the Restricted trait (see 610).

Duplicate fate cards—Each player can only have one copy of a particular fate card resolve from his or her deck in a game (see 303).

Card names never determine **card type** or any traits a card might have. Example: *A card named "Military Support" doesn't have the trait Military unless the word "Military"*

appears in the card's trait box. It's also not a support card unless the card's type indicates this.

106. Permanency and Card Memory

If a card or game effect permanently changes the **statistics,** traits, or **text** of any card in play, such changes only apply to that particular card in play. If another copy of the same card enters play, it doesn't have the permanent changes. Note that if a card that does not enter play or a game effect makes a change and doesn't state a duration, that change is **permanent.** Cards in play that make changes and do not state a duration are **constant effects** rather than permanent.

Example: Research Facility reads, "You have + 1 Tech." Since Research Facility is a support card that remains in play, it has a constant effect. As long as Andrea controls Research Facility, she has + 1 Tech. As soon as the Facility leaves play, she loses that + 1 Tech.

Additionally, if the changed card leaves play and then later returns to play, it will "forget" any permanent changes that had been affecting it.

107. The Table Layout

In addition to each player's Star System, the center of the table is a common area known as the **Firestorm.** The Firestorm is a gateway between Star Systems as well as to undiscovered planets in the outer reaches of the galaxy. The players' Star Systems, the Firestorm, and any newly discovered planets form the **galaxy.**

In addition to the galaxy (which contains various planets as well as other cards **deployed** into play), each player has his or her Alien race and advantage card (if he or she has one), a

hand (which is kept secret from everyone except the owner), as well as three card piles.

107.1 Draw Pile

The draw pile contains all of a player's undrawn cards, face down in a random order. Whenever the rules, a card, or a game effect instructs a player to **draw**, he or she takes the top card of his or her draw pile and put it into his or her hand. Whenever the rules, a card, or a game effect instructs a player to **reveal** a card from his or her draw pile, turn the top card of his or her draw pile face up so that every player may see it, and then put the card into his or her **recycle pile.**

107.2 Terminate Pile

The **terminate pile** contains cards which have been removed from the game by other cards or game effects, any fate card which resolves or is cancelled, and any **ship, hero,** or support card that has the Unique trait and which leaves play. This pile is face up, and any player may look at another's terminate pile. The owner of the pile may change the order of the cards in the pile at anytime.

Conquered planets are handled differently. See Rule 405.3.

Whenever a fate card resolves or is **cancelled** or a ship, hero, or support card with the Unique trait leaves play, put it into the owner's terminate pile. This action is known as terminating the card, and some cards and game effects may instruct a player to terminate cards for other reasons.

Terminated cards are "out of the game" and can't be affected by anything in the game. They won't be shuffled back into the players' decks until a new game begins.

107.3 Recycle Pile

The recycle pile contains all of a player's **discarded** cards, cards revealed from a player's draw pile, played **tactical** cards, as well as any non-Unique ships, heroes, or support cards that have left play and were not terminated. This pile is face up, and any player may look at another's recycle pile at anytime; however, nobody may change the order of the cards in the recycle pile.

Whenever a player discards a card from his or her hand, reveals a card from his or her draw pile, plays a tactical card, or a ship, hero, or support card he or she owns (and which doesn't have the Unique trait) leaves play, place it face up on top of the owner's recycle pile. This action is known as recycling the card, and some cards and game effects may instruct players to recycle cards for other reasons.

If more than one card goes to a particular recycle pile as a result of a single action, the owner of the pile may put those cards into the recycle pile in any order.

Whenever a card or game effect cancels another card, the cancelled card goes to the recycle pile (even if it has the unique trait) unless it is a fate card (cancelled or resolved fate cards always are terminated).

Whenever a player's draw pile has no cards left in it, and he or she must draw or reveal a card, that player reshuffles his or her recycle pile (face down) and places it on the table to form a new draw pile. If a player has no cards in his or her recycle pile (because they are all terminated, in play, or in the player's hand) when this occurs, simply ignore the draw or reveal effect. Because the effects of some cards, game effects, and rules actions key off of the reveal or draw, this might cause another part of the effect to fail to do anything as well.

200. Anatomy of a Turn

Unlike many other collectible card games, every player may participate equally in each turn of the game in Firestorm. Every turn of the game has three phases called **Reset, Main,** and End. During each of these phases, players can or must perform a variety of actions. Each phase occurs during every turn, even if nobody can or wants to do anything during that phase.

Before explaining how a turn works, it's important to understand how to take various actions during that turn.

201. Taking Action, Timing, and Priority

Actions are those things that players may perform in order to generate effects that change the game and help players towards victory. There are three main kinds of actions a player can take:

- **Rules actions:** Actions that do not require a card in hand or the text of a card in play, and are actions that a player may perform due to one or more rules of the game. Examples include such things as moving ships and declaring attacks.
- **Card actions:** Actions that require a player to play a card from his or her hand. This includes playing tactical cards, deploying ships, heroes, planets, or support cards into play, as well as drawing and revealing fate cards.
- **Game effects:** Actions that require the text of a card already in play. This includes some text on a player's Alien or advantage, as well as on some ships, heroes, planets, or support cards.

201.1 Action Types

Most actions can only be performed at certain times during the game. The point at which an action can be performed is known as its **action type.** The following action types are possible in *Firestorm:*

- **Automatic actions** take place at a set time during every Reset and End phase (the Main phase has no automatic actions), and during the Combat subphase. These actions fall outside the normal priority order, and are usually performed by each player in action order during the appropriate phase.
- **Any** actions may be performed during any phase of a turn whenever it is the player's **chance** to do something.
- **"Phase" actions** (where "Phase" is one of the three phase names: Reset, Main, or End) may only be performed during the appropriate phase of a turn.
- **Combat actions** may only be performed during a ship combat in the Combat subphase. Only players who have a planet or ship at the combat's location or who are playing a card that enables the player to move one or more ships to the combat's location may play Combat actions.
- **React actions** can only be performed in response to another action, and only if the React's conditions are met. It is impossible to play a React "in advance"; one must wait until its conditions are true. Note that some Reacts may be further limited as to when they may be played. For example, "Combat React" (playable only during a combat) and "Main React" (playable only during the Main phase) are possible.
- **Limited actions** apply only to game effects, tactical cards

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and rule actions. A Limited game effect may only be performed once per turn. per copy of that game effect a particular player controls. A given player may only play a copy of a Limited tactical card once per turn. Each player may play a specific rules action once a turn. Limited isn't an action type unto itself, but further modifies an Any, "Phase," Combat, or React action.

- **Only Once** actions may only be played once during a game, regardless of who plays it. Once someone has played a given Only Once tactical card, no other player can play that tactical card during the game. Each Only Once game effect may only be played once per copy of the action in play.

201.2 Timing and Priority

In order to prevent confusion and "who spoke first" conflicts, *Firestorm* uses a strict timing and priority system to determine who gets to act when.

The timing system is based on the "around the world" principle where each player gets an opportunity to perform one action, and then the next player gets a chance, and so on.

Beginning with the first player (who is determined at the beginning of each turn), each player receives a chance to perform any legal action he or she can perform or pass. If the player performs an action, that action occurs immediately unless someone wishes to play a React to the action (see below). Once the action is completed, the next player in action order receives a chance to perform an action or pass.

The current phase continues until every player passes in a row. Once this happens, the game immediately goes onto the next phase.

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When a player performs an action, it is possible to play Reacts to that action. Reacts are played in the same action order as regular actions, except the player who played the action being reacted to is given first chance to play a React. Each React occurs immediately unless someone wants to react to the React (and so on). If a React cancels the original action, that action does not occur, and the next player will be given a chance to perform an action. If the original action isn't cancelled, the player who performed it does anything necessary to make the action legal again, if possible, and if the action is still legal, it then occurs (If the action is still illegal or impossible, cancel it).

Actions (including Reacts) do not "stack" or "pile" in *Firestorm.* Every action occurs immediately unless a player Reacts to it or something causes the action to become cancelled.

Action legality is covered in more depth in Rule 401, "Costs, Conditions, and Action Legality."

202. Reset Phase

The Reset phase starts the turn and gets everyone ready for the actions that are going to occur later on. At the beginning of the Reset phase, each player performs the following automatic actions (in turn order, beginning with the first player):

1. Unturn all turned cards you control, except those which may remain turned or which an effect prevents from unturning.
2. Reset energy on all ships and planets you control to the level of their power statistic.
3. Reset your commands to their maximum (the number printed on your Alien plus any bonuses you may have).
4. Gain resources for the planets you control.

Now determine who will be the first player for this turn. Each player (simultaneously) reveals the top card of his or her draw pile and adds that card's **cosmic value** to his or her current Tech level. The player with the highest total value is the first player for this turn. If there is a tie, the tied players reveal again until the tie is broken.

Note that on the first turn of the game, there won't be a first player at the beginning of the Reset phase. During this turn, perform the Reset phase automatic actions simultaneously. Also note that fate cards can't resolve until a first player has been chosen. See 303 for more details on fate cards.

If all players agree that a first player can't be determined (usually because of a series of unbreakable ties of the cosmic value plus Tech level formula), the last turn's first player acts as first player for this turn as well.

The first player now gets a chance to perform an action, and chances to take actions then proceed in turn order. Any and Reset actions are legal during the Reset phase.

203. Main Phase

The main phase is where most of the action in the game occurs, including movement, ship combat, exploration, and the deployment of new cards.

There are no automatic actions during the main phase. The first player immediately gets a chance to take an action, and chances to take action then proceeds in turn order.

Any and Main actions are legal during the main phase. In addition, any player may perform any of the following actions:

Combat Actions:

• Main: Issue 1 command to declare an attack on target

planet or ship you don't control at the location of a ship you control. You can't attack a ship or planet that has already been attacked this turn (See section 500 for more details on ship combat.).

Movement Actions:

- Main: Repay the cost of a Retrofit you control to attach it to another ship at the same location.
- Main: Repay the cost of an Installation you control to attach it to another planet.
- Main: Attach a Gear you control to another hero at the same location.
- Main: Turn and move a ship you control. Do this only if that ship hasn't moved this turn. (That ship can't move farther than its Move: X trait value.) (See 404.2 for rules on ship movement.)
- Main: Move a hero you control to a new destination. (See 404.3 for rules on hero movement).
- Main: Issue 1 command, turn and move any number of ships you control. Do this only if none of those ships have moved this turn. Those ships can't move farther than the ship with the lowest Move: X trait value.

Combination Actions:

- Main: Issue 1 command to turn and move a ship you control. That ship may declare an attack on target planet or ship you don't control at its new location. You can't attack a ship or planet that has already been attacked this turn. Do this only if that ship hasn't moved this turn. (That ship can't move farther than its Move: X trait value.) (See 404.2 for limitations on ship movement.)

- Main: Issue 2 commands to turn and move any number of ships you control at the same location to the same new location. Those ships may declare an attack on target planet or ship you don't control at the new location. You can't attack a ship or planet that has already been attacked this turn. Do this only if none of those ships have moved this turn. Those ships can't move farther than the ship with lowest Move: X trait value. (See 404.2 for limitations on ship movement)
- Main: Issue 1 command to turn and move a ship you control with the Explorer: X trait to the location of a planet with available exploration points to remove X exploration points from that planet. You gain +X Tech. You can't gain more Tech this way than the number of available exploration points at that planet.

Empire Management Actions:

- Main: Pay 2 resources to **remove** 1 damage from target ship, planet, or hero you control.
- Limited Main: Pay 5 resources to gain +1 Tech. Seven players pay 7 resources instead of 5 to perform this action.
- Limited Main: Issue 1 command to gain 1 resource.

Deployment Actions:

- Main: Issue 1 command to deploy a ship at your Homeworld planet or at a planet you control which has the constant effect, "You may deploy ships at this location."
- Main: Issue 1 command to deploy a hero at the location of a planet you control. You must deploy this hero on the planet or a ship you control at the same location as that planet.

- Main: Issue 1 command to attach a support card to target subject you control at any location other than the Firestorm.
- Main: Issue 1 command to deploy a planet that is adjacent to the Firestorm. Put a die on that planet to indicate the number of exploration points available at that planet. This planet can't be the target of attacks until end of turn.

Exploration Action:

- Main: Turn any number of ships or heroes you control with the Explorer trait at a planet with available exploration points to remove X exploration points from that planet, where X is the combined X values of Explorer traits of the turned ships and heroes. You gain +X Tech. You can't gain more Tech this way than the number of available exploration points at that planet.

204. End Phase

The end phase is where players check to see if anyone has won the game other than by Total Victory, and where players get to discard useless cards from their hands and draw more cards.

The first player gets a chance to perform an action when this phase starts. Any and End actions are legal now. Once all players have passed in a row, instead of the phase immediately ending, each player (in action order) performs the following automatic actions in order:

1. See if you fulfill any victory conditions (Transcendent or Alternative). If you do, you win the game, and the game ends immediately.
2. Every ship that began the Main phase unturned and in the Firestorm and that is still in the Firestorm now suffers **lethal damage.** Ignore this effect for ships that moved out of the Firestorm this turn and are currently in the Firestorm.
3. Discard cards from your hand equal to the number of Homeworlds you control plus the number of Homeworld planets you have conquered. You may issue 1 command to discard an additional card from your hand. (You can't discard more than 1 additional card this way each turn.)
4. Draw cards until you reach your maximum hand size (usually 6). Resolve fate cards drawn at this time in the usual way (see 303).

300. Card Types

There are eight card types in *Firestorm.* They are alien, advantage, fate, planet (includes Homeworlds), hero, ship, support (divided into three categories: Gear, Retrofits, and Installations), and tactical. Each of the types are described in detail in this section.

Every card has some combination of statistics or text that describes the card's abilities and functions. Cards may also have one or more traits. Note that the names of traits are always capitalized, both in these rules and on the cards' game text.

Every planet, hero, ship, support, and tactical card has a resource cost printed on it in the upper left corner. This value is how many resources a player is required to spend to play or deploy that card.

Planet, hero, ship, support, and tactical cards have a cosmic value printed on them just to the right of the title. This is a random number from 0 to 4. The cosmic value is used to determine the first player of each turn (see 202), and it may also be keyed on by various traits or cards, or may serve as a

sort of "randomizer" for some cards or game effects. It's also important for **hero combat** (see 506).

Some hero, ship, support, and tactical cards have a **Tech Requirement**, which indicates the minimum Tech level a player must have to play that card. Tech Requirements are printed to the right of a card's resource cost inside a diamond-shaped box.

Every planet, hero, ship, and support card as well as some tactical cards have one or more yellow dots to the right of the resource cost (between the cost and Tech Requirement on cards which have a Tech Requirement) which indicate the number of commands a player must issue to deploy or play that card.

Planets, ships, heroes, and support cards may also have an Alien symbol (see 301 for the various Alien symbols). Cards with an Alien race's symbol may only be played by players playing the appropriate Alien race.

301. Alien Cards

The back of each starter deck box represents an alien race. A player may use the box or cut out the Alien card from the back for play. Each Alien's text describes special abilities of that Alien as well as any game effects the Alien can play. Each Alien card also has the following statistics: Resources (indicates number of starting resources the player has to spend on starting planets), Tech (player's starting Tech level), and Command (the player's base maximum commands).

302. Advantage Cards

Advantage cards represent the galactic objectives or general philosophy of a particular player's Alien race. Each play-

Alien Card

Advantage Card

Science Revolution
ADVANTAGE

Once each turn. If you would perform an action with a Tech Requirement, you may perform that action as if its Tech Requirement were 1 less instead (minimum 0).

"We can use their own technology against them." - Rupert Einstein

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Fate Card

Think Tank
FATE

You gain +1 Tech.

"They dedicate their life to the project, for the good of our people. Sometime willing, sometimes not." - Rupert Einstein

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Hero/Support – Gear Cards

Combat: Turn Aranaugh to inflict 3 piercing damage on target ship at the same location.

The Orion leader and counselor to Nipar, when standing on all four legs the top of his crown stands over 20 feet tall.

Ship/Support – Retrofit Card

Gunship may inflict combat damage on two targets, divided any way you choose.

"The Muero mistook our size for weakness. They know better now."
– Prime Telto Hintius

Planet/Support – Installation Cards

Support – Voicing Card

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Card Legend

A - Resource Cost (See Costs 401.1)

B - Command Cost Dot (See Costs 401.1) *

C - Minimum Tech Required (See Conditions 401.2) *

D - Card Title

E - Cosmic Value (see Glossary)

F - Card Type

G - Card Illustration

H - Artist Credit

I - Alien Symbol (see 301)

J - Card Traits

K - Game Effect Text

L - Flavor Text

M - Company Info

N - Set Bug and Rarity

O - Tech Statistic

P - Resource Statistic

Q - Command Statistic

R - Combat Statistic

S - Life Statistic

T - Influence Statistic

U - Structure Statistic

V - Power Statistic

* Not present on all cards.

er's advantage card begins the game face down, but he or she may turn it face up as an Any action. A player must reveal his or her advantage card to claim any Alternative Victory Condition it allows, or to take benefits from any special ability it provides, or to play any game effect it has. Advantage cards don't have statistics or traits.

303. Fate Cards

Fate cards represent random cosmic and galactic events (some small, some large) that happen during the game. Fate cards don't have statistics or traits.

Except when drawing cards for your starting hand and during the first Reset phase until a first player has been selected (see 202), any time a player draws or reveals a fate card (including during the End phase), stop whatever else is occurring in the game. If that particular fate card hasn't yet resolved for its owner this game, follow its instructions immediately and then terminate the fate card. Once the fate card has been dealt with, continue with whatever was occurring before the fate card was drawn or revealed (**Note:** Merely looking at a fate card in a player's draw pile won't set it off. It must be specifically drawn or revealed by an action.)

Every fate card (by name) may resolve only once per game for each player. If a player reveals a second copy of a given fate card, cancel and terminate it with no effect. (Note that a fate card that is cancelled by other means the first time it appears for the player may still resolve later, as it hasn't resolved once yet. The cancelled copy is still terminated, however.)

If multiple fate cards are drawn or revealed during a single action (such as during the resolution of an action that involves

everyone revealing a card), resolve them in action order. If multiple fate cards are drawn or revealed by the same player during a single action, resolve them in the order they were drawn or revealed from the draw pile.

304. Planets and Homeworlds

Planets are both the backbone of the economy in Firestorm, as well as the objective of conquest and exploration. Each player begins the game with one to six planets (one of which has the Homeworld trait) in his or her Star System. Planets may have text representing abilities or game effects as well as one or more traits. Each planet has the following statistics: Resources (determines how many resources that planet produces each turn); **structure** (represents how much damage the planet can take before being conquered); and Tech (determines how many exploration points are available there if it is deployed outside of a player's Star System).

Note that some planets also have combat and power statistics as ships do (see 306 below). Unlike other statistics (and only on planets), these values will appear in the area where the list of traits normally appears, and they are written as "COM: number/number."

Homeworlds are special planets that represent the planet on which a player's Alien race originated. Each player can't have more than one homeworld in his or her deck. All home worlds are assumed to have the text "You may deploy ships at this location" in addition to whatever other text they may have.

Each player begins the game only with the planets in his or her Star System. If a player deploys planets for exploration during the game, once all exploration points have been removed from that planet, it begins producing resources for that player as if it were in his or her Star System.

305. Hero Cards

Hero cards represent influential characters or groups in the *Firestorm* universe. Heroes can fight, aid in exploration, or provide bonuses to other cards. Every hero has the following statistics: Combat (represents how effectively the hero fights in combat), **influence** (represents how adept the hero is at directing or manipulating others); and life (represents how much damage the hero can sustain).

Most heroes also have at least one trait. See Section 600 for a description of the various traits.

Heroes with an influence of 3 or more also have the following action:

- Any: Turn this hero to gain 1 command. This may increase your commands beyond their maximum.

306. Ship Cards

Ships are the main forces in the conquest and exploration of other planets, and they form the backbone of each player's military force. Ships have the following statistics: Combat (two numbers separated by a slash—determines how well the ship can inflict [the number before the slash, also called offensive combat or **guns**] and withstand [the number after the slash, also called defensive combat or **shields**] damage; structure (indicates how much damage the ship can take as well as how many support cards can attach to it); and power (determines how much **energy** the ship gets each turn to inflict and prevent damage)

Each ship is considered to have the following two game effects printed on it:

- Combat: Remove 1 energy from this ship to have it inflict

damage equal to its guns to target ship in the opposing fleet.

- React: Remove 1 energy from this ship to prevent up to X damage to this ship, where X is the ship's shields. (Extra points you could prevent above the amount of damage the ship would suffer are lost.)

Ships can have any of a number of traits (see section 600), and all include a trait describing the ship's primary function.

When a ship enters play, put a die on it indicating how much energy the ship has (this is equal to the ship's power statistic by default, but other cards and game effects can increase or decrease this number).

All ships also have the Move:X trait, which determines how many locations that ship can move each turn.

A ship (other than a Fighter, see 605) may have Retrofit support cards or Fighters attached to it up to its current structure. If the ship's structure falls below the number of support cards on it, the controller must recycle support cards to get down to the limit. Note that each Fighter aboard a ship counts as a support card for this purpose.

307. Support Cards

Support cards must **attach** to another card in play. To attach one card to another, slide the attaching card underneath the card to which it is attached. The card to which a support card is currently attached is called its **subject**. Support cards allow a player to modify planets, ships, or heroes to give them special bonuses or to allow them to generate additional game effects. Unless they say otherwise, newly deployed support cards can only attach to a subject the owner of the support card controls.

Support cards come in three types, each of which is indicated by a trait on the card. The three types are Gear (attaches to heroes), Installations (attaches to planets), and Retrofits (attaches to ships).

Support cards have some special rules:

1. For each Installation beyond the first a player wants to attach to a planet, he or she must pay 2 additional resources for each Installation already attached to the planet.
2. A particular planet, ship, or hero can't have more than one copy a particular Installation, Retrofit, or Gear card attached to it.
3. Support cards (except those with the Fixed trait) can be moved from one subject to another. Moving Gear is free, but you must repay the resource cost to move an Installation or Retrofit, and you must pay the additional resource (see #1 above) to move an installation. See 404.4 for more details on moving support cards.

308. Tactical Cards

Tactical cards provide bonuses or special abilities, some of which have durations, some of which are permanent. Tactical cards always indicate when they can be played as well as what special ability they grant or what game effect they have. This will also frequently indicate the duration of their effect. If a tactical card doesn't state a duration, its effects are permanent.

Every tactical card indicates at what times it can be played. See 201.1 for details on action types.

400. Key Game Concepts

This section covers other important rules for playing

Firestorm, including how to pay costs and meet conditions necessary to perform certain actions, resources, commands, **adjacency** of locations, movement of cards in play, damage and its removal, and special rules for the Firestorm location.

401. Costs, Conditions, and Action Legality

Many actions a player can perform, both under the rules and using cards or game effects, require paying certain **costs** in order to perform that action. Some actions also require that certain **conditions** be true in the game in order for the action to be performed and to have an effect.

401.1 Costs

At the time a player wants to perform an action, he or she needs to be able to pay any costs associated with that action. What the cost for the particular action is will be described on the card or game effect which allows that action, or described somewhere in these rules. The most common costs are turning cards, paying resources from the player's pool, or issuing commands.

To take an action with a cost, the player announces it when it's his or her chance, and then immediately pay all costs for the action. If Reacts later increase or add additional costs, the player performing the action must pay those costs at the time the action would occur. If the player can't or doesn't want to pay the additional costs, cancel the action. If the action doesn't occur due to Reacts, invalid conditions (see 401.2 below), being cancelled or not paying additional costs, the acting player doesn't get a refund of any costs already spent, including resources.

Costs for an action can be described in one of three ways:

1. They appear as the printed resource cost of a card (in the left corner) or the printed needed commands (the dots to the right of the resource cost). This is the cost to play or deploy that card. All planets, ships, heroes, support, and tactical costs have a printed resource cost, though some of them are 0. Most planets, ships, heroes, and support cards require a command, as do some tactical cards. Some require more than one.

2. They are described in the rules. This includes all the rules actions (actions nobody needs a card to perform), such as movement, initiating a ship combat, or using a trait.

3. They are described in the text of the card or game effect being played. Such costs are always written as, "Pay some cost to do some effect." You must successfully pay the cost before the "to" in order for the effect after the "to" to occur.

If an action requires a player to turn a card as part of its cost, he or she must turn an unturned card. A player can't turn a card that is already turned to pay a cost.

If an action requires a player to spend resources or issue commands, he or she must have the correct amounts available when he or she performs the action. Partial payments aren't allowed. If a player can't pay the entire resource cost or issue that many commands, he or she can't perform the action. If a React or other effect causes the acting player to be unable to fully pay a cost for an action, all payments made so far are lost and the action is cancelled.

If an action requires a player to **sacrifice** something, he or she chooses an appropriate card in play that he or she controls, and recycles it (or terminate it if it has the Unique trait).

If an action requires a player to discard cards from his or her hand, choose an appropriate number of cards from the hand and put them into the owner's recycle pile. Some effects also force random discards (in which case, determine randomly using a die what card to discard), or allow an opponent to choose what a player discards.

Some cards and game effects increase or decrease various costs before the action is performed. If more than one such card or game effect increases or decreases the cost, add all of them together to arrive at the final cost modifier.

Example: The Muero Alien card reads, "Limited Any: You may deploy a Military card at –1 resource cost (minimum 0)." War Effort reads, "Until the end of the next turn, players may play Military cards for –1 resource cost (minimum 0)." If Lauren uses the Muero ability to play a Destroyer, the Destroyer costs 2 fewer resources, one for the Muero ability, and one because of War Effort.

401.2 Conditions

Many actions have conditions that must be true before the action can occur. At the time the player wishes to perform an action, all of its conditions must be true. If Reacts make any condition untrue when the action would occur, cancel the action.

The most common condition is a Tech Requirement. In order to perform an action or deploy a card with a Tech Requirement, the acting player must have a Tech level greater than or equal to the Tech Requirement. If he or she doesn't, the player can't perform the action.

All Reacts also have conditions that determine when that particular react can be played. These will be clearly stated on

the card or in the rules.

Some game effects also have conditions. These are written on the cards using the key phrase, "Do this." The conditions following "do this" must be true at the same a player performs the action.

Example: Trohh Grozz reads, "React: Turn Trohh Grozz as an opponent plays a card to increase that card's cost by +1 resource. Do this only if Grozz is at the location of a planet that opponent controls." Because the key phrase "do this" appears, Greg can only play Grozz's ability if Grozz is at the opponent's planet.

401.3 Targeting

Targeting has a very specific meaning in *Firestorm.* Only cards in play in the galaxy (ships, planets, heroes, and support) and players can be targeted. It's not possible to target cards in a player's hand, draw pile, recycle pile, or terminate pile, nor can anyone target the Firestorm location or a location in a Star System (though a player can, of course, target the planet at a particular location). An action must meet one or more of the following requirements to be targeted:

- Initiating a ship combat always targets whatever a player is attacking.
- Using a ship to inflict damage in combat always targets the ship receiving the damage.
- A support card being deployed targets its intended subject.
- Cards, game effects, and rules actions that use the word "target" in their text are targeted. *Example: D14 Missile reads, "Sacrifice D14 Missile to have it inflict 2 piercing damage on target ship." Because it uses the word target, D14 Missile has a targeted action. Hidden Resources*

reads, "Gain 1 resource." Because it doesn't use the word "target," it's not a targeted action even though a player is gaining the resource.

In order to perform an action that requires a target, the acting player must be able to select legal target(s) as he or she performs the action. If the player can't select all the necessary targets when he or she wants to perform the action, the player can't perform the action. If one or more of the targets become illegal before the effect occurs (i.e., due to Reacts), the action still affects any remaining targets as well as allowing any untargeted parts of the effect to occur. Note that even if all the targets are illegal or no longer there when the action would occur, non-targeted parts of the action can and will still occur.

If something targets an opponent, the acting player must select a player other than himself or herself. If something targets a player, the acting player may select any player, including himself or herself.

402. Resources and the Resource Pool

Each player needs a number of counters, beads, coins, or dice to represent his or her resources. Place a large pile of whatever counting device the players mutually agree upon in the center of the table to form the **general pool.**

402.1 Resource Pool

The total number of resources to which a player has access is called his or her resource pool. Each player should place all his or her resources in a handy pile near the draw pile. Be careful not to mix up resources and commands (We recommend using beads or coins to track resources and a die to track commands).

402.2 Spending and Gaining Resources

Many actions in Firestorm require spending resources, either as a cost (see 401.1) or part of the effect. Whenever something instructs a player to spend resources, the player removes the appropriate amount of resources from his or her pool and returns them to the general pool.

A player can gain new resources in various ways:
- During the Reset phase, every player gains resources for each planet he or she controls. How many resources a planet or home world produces is printed on the card as the resource statistic, and may be modified by Installations attached to the planet. At the appropriate time during the Reset phase (see 202), each player simply adds the resources to his or her pool.
- Whenever a player conquers a planet, he or she immediately gain resources equal to the amount the conquered planet would produce during the Reset phase (printed plus any modifications). See 405.3 for more details on conquering planets.
- Many cards and game effects can also produce resources.

403. Commands

Many actions in *Firestorm* require a player to issue commands in order to perform those actions. Each player should use a ten-sided die to track the number of issuable commands he or she has available (Any other counting method with a zero on it will also suffice).

403.1 Maximum Commands

During the Reset phase of each turn, each player will reset

his or her available commands to their maximum (see 202). A player's base maximum commands total is printed as the command statistic on his or her Alien race card. Cards and game effects may permanently or temporarily increase or decrease a player's maximum Commands as well.

403.2 Issuing Commands

Each of the following actions requires the acting player to issue 1 command as an additional cost for taking that action (see 401.1):

- Deploying a ship, hero, planet, or support card (see 203).
- Initiating a combat against a single target with one or more ships (see 203 & 501).
- Enabling your ships to retreat from a combat (see 505).
- Discarding an additional card during the End phase (see 204).
- Converting a command to a resource during the Main phase (see 203).

Some tactical cards also require issuing 1 or more commands as part of their cost.

Cards requiring a command as part of their cost will have one or more yellow dots to the right of the card's printed resource cost indicating how many orders must be expended. Game effects and rules actions requiring the issuance of a command will describe this in their text.

Some cards and game effects may also cause a player to issue commands with no effect.

404. Adjacency and Movement

One of the unique aspects of *Firestorm* is the ships and heroes move around a "game board" consisting of the various

players' Star Systems, the Firestorm, and newly discovered planets in the outer reaches of the galaxy.

404.1 Adjacency of Locations

Each lettered area in a player's Star System (see below) is a location, even if there is no planet in that lettered area. The Firestorm is also a location. Additional planets any player deploys during the Main phase (see 203) also create a location. Every location consists of an **orbit**, where ships are when at that location, and possibly a planet as well.

Not all locations in *Firestorm* are adjacent, or "next to," to one another. This concept restricts movement of ships and heroes. The following rules outline which locations are adjacent to which other locations:

- Location A in a Star System is only adjacent to locations B and C in the same Star System
- Location B in a Star System is only adjacent to locations A, D, and E in the same Star System.
- Location C in a Star System is only adjacent to locations A, E, and F in the same Star System.
- Location D in a Star System is only adjacent to location B in the same Star System as well as the Firestorm.
- Location E in a Star System is only adjacent to locations B and C in the same Star System, as well as the Firestorm.
- Location F in a Star System is only adjacent to location C in the same Star System as well as the Firestorm.
- Locations in the same row of a Star System are not adjacent to one another.
- No location in one player's Star System is adjacent to any

location in another player's Star System (that is, a ship must travel through the Firestorm to reach an opponent's Star System).

- Newly deployed Planets are each only adjacent to the Firestorm, and form their own independent Star System (which has only a single location). That is, these locations may only be reached by travel through the Firestorm.

404.2 Ship Movement

All ships have the Move: X trait, where X is a number representing how many adjacent locations that ship can move each turn. Unturned ships can move as a Limited Main action as follows:

Ships with Move: 0 can't move normally (although cards and game effects may move them). These ships must remain in the location where they were originally deployed.

A ship with Move: 1 can move from its current location to any adjacent location.

A ship with Move: 2 or Move: 3 can move from its current location across an appropriate number of consecutive adjacent locations (1 or 2) to reach its final destination.

Ships may move either individually, or together as a single action. To move more than one ship as a single action, each of the ships must start their movement in the same location and finish their movement in the same new location, and none of them must have previously moved during this turn.

Note that a turned ship can't move (unless it somehow becomes unturned), and no ship can move more than once during a Main phase, regardless of whether or not it is turned. Ships with Move: 2 or Move: 3 that elect to only move one

location earlier in the main phase, can't move a second location during a later time in the same Main phase.

If there is one more than one "path" or option for a ship with Move: 2 or Move: 3 to move, the player moving the ship decides which path the ship follows. If more than one ship moves during a single action, all the moving ships must follow the same path.

Example: Two ships with Move: 2 wish to move from Sam's Homeworld (at location A in his Star System) to a planet at location E in Sam's Star System. Sam can move these ships from A to B to E or from A to C to E, his choice, but both ships must follow the same path.

Ships with Move: 2 or Move: 3 that move across locations in this are considered to have entered and been in those locations, but only momentarily. This will cause things to trigger on entering or leaving a location to occur, and it will invoke the Firestorm rules requiring a ship to exit into a different Star System than the one from which it entered the Firestorm (see 407).

There are two additional restrictions on ship movement:

- If a player's ship would move across any location not in the player's Star System (and not counting the Firestorm) where there are one or more ships controlled by an opponent, that ship must stop (it can't continue its movement until the next turn).
- If a ship moves into the Firestorm, when it moves out again, it must move to a Star System other than one from which it entered the Firestorm.

See Rule 407 for additional details about the Firestorm location.

404.3 Hero Movement

An unturned hero on a ship or planet at any location can move as a Main action in any of the following ways:

- Main: Move any number of heroes you control at the same location to a ship or planet at the same location.
- Main: Turn any number of heroes you control at the same location to move them to the same planet or ship at an adjacent location other than the Firestorm.

If a hero is on a ship, and that ship moves, the hero moves wherever the ship does. This kind of "riding" movement doesn't affect the hero's ability to move using any of the Main phase actions described above. Fighter attached to another ship as support cards move in the same way.

404.4 Support Card Movement

Any of the following actions can be performed to move support cards from one subject to another:

- Main: Repay the cost of a Retrofit you control to attach it to another ship you control at the same location.
- Main: Repay the cost of an Installation you control to attach it to another planet you control.
- Main: Attach a Gear you control to another hero you control at the same location.

Note that any support card with the Fixed trait can't be moved using these actions.

405. Damage and Repair

405.1 Structure and Life

Every planet, ship, and hero has a statistic (called structure for ships and planets and life for heroes) that represents the

amount of **damage** it can sustain. Planets, ships, and heroes can be damaged in a variety of ways—through ship combat, through hero combat, or via tactical cards and game effects.

Every 1 damage dealt to a ship, planet, or hero subtracts 1 from that card's structure or life statistic. Indicate damage on a ship, planet, or hero using beads or dice (be sure to differentiate damage from energy on ships).

405.2 Lethal Damage

When a planet, ship, or hero's structure or life reaches 0 (or less), it has sustained lethal damage. Planets that sustain lethal damage in a ship combat at their location are conquered (see 405.3 below). A ship or hero that sustains lethal damage is recycled (terminated if it has the Unique trait) and any attached support cards are recycled. Additionally, whenever a ship carrying heroes sustains lethal damage, the heroes on the ship also immediately sustain lethal damage.

405.3 Conquering Planets

Whenever a planet sustains lethal damage during a ship combat occurring at its location, the attacking player conquers the planet. When a planet is conquered, all of the following actions occur:

1. The conquerer immediately gains resources equal to the planet's resource statistic (**printed value** plus any modifiers).
2. Recycle any ships at the planet's location with the Move: 0 trait.
3. Recycle any support cards attached to the planet.
4. Heroes on the planet suffer lethal damage.
5. Flip the planet over so it is face down on the table. It is

now considered out of play for the remainder of the game, though its location still exists and may be moved to/through normally.

If due to planets leaving play (via conquest or lethal damage), a player has the last remaining Homeworld in play, that player achieves Total Victory and wins the game immediately.

If a planet suffers lethal damage during a time other than a ship combat at its location, the planet is not considered conquered. Simply perform actions 2-4 listed above.

405.4 Preventing and Removing Damage

There are two ways to avoid damage, prevention and removal.

If damage is prevented, it is considered never to have been inflicted on the ship, hero, or planet in question.

Damage can normally be prevented by using various Reacts or by using a ship's shields React (see 306). However, some damage is **piercing damage.** Piercing damage can't be prevented using the shields React, though other cards and game effects can prevent it normally.

Damage can also be removed from ships, planets, and heroes after it has been inflicted by using a variety of methods, including the two Main phase actions (see 203), use of the Medic or Mechanic traits, or through the use of some cards and game effects.

Actions that prevent damage cannot be used to remove damage already on a ship, planet, or hero. Actions that remove damage cannot be used to prevent damage from being inflicted on a ship, planet, or hero. That is, prevention can only be used before the damage is inflicted while removal can only be used after it has been inflicted.

406. Exploration

For the more peaceful races, exploration is preferable to battle on the road to galactic domination. Every race may increase its Tech Level by discovering and exploring new planets.

Whenever a player deploys a new planet (see 203), he or she should place a die on that planet equal to the planet's tech statistic. This represents the number of available exploration points the intrepid adventurer may find there. Note that planets in a player's Star System don't have available exploration points, and can't be explored.

Planets newly deployed by a player during the Main phase (those that are adjacent to the Firestorm) can't be the target of ship attacks until they begin a turn in play.

In order to explore a planet, a player must first deploy or move a ship or hero with the Explorer: X trait to the location of the unexplored planet.

To explore a planet, perform the following Main action:

• Main: Turn any number of ships or heroes you control with the Explorer: X trait at a planet with available exploration points to remove X exploration points from that planet, where X is the combined X values of Explorer traits of the turned ships and heroes. You gain +X Tech. You can't gain more Tech this way than the number of available exploration points at that planet.

If a player ends any turn with a Tech level of 30 or more, he or she achieves a Transcendent victory and wins the game.

407. The Firestorm

The Firestorm is a truly mysterious place that few understand. The following special rules apply to the Firestorm location:

- Players can't deploy support cards on ships or heroes in the Firestorm.
- Players can't deploy heroes in the Firestorm.
- Unless the hero has the Spy trait or is aboard a ship, a hero can't move into the Firestorm.
- Players can't target ships, heroes, or support cards in the Firestorm with targeted actions (including attacks).
- Unturned ships that begin a Main phase in the Firestorm must move out of the Firestorm by the end of the Main phase. Any such ships still in the Firestorm when the End phase of the same turn ends suffer lethal damage.
- When a ship in the Firestorm moves out of the Firestorm, it must move to a Star System other than the one from which it originally entered the Firestorm. Note that this also governs retreating from a ship combat.

500. Combat

Ship-to-ship combat is one of the most exciting aspects of *Firestorm;* however, it is also one of the most complicated. This section will cover in depth all the rules for attacking another player's ship or planet. It also covers (in Rule 506) hero combat.

Whenever a player uses one of the Main phase actions to initiate a **ship combat** (see 203), the Main phase "pauses" and a special Combat subphase begins. While the Combat subphase is initiated from the Main phase, it's not part of the Main phase, and Main actions and only actions that can only occur during the Main phase can't be performed during Combat.

A series of automatic actions now occur. These automatic actions are described in the following rules:

501. Attack and Attacker Declaration

1. **Initiate the combat:** A player performs one of the Main phase actions to initiate a ship combat. (See 203) for the various attack declaration actions). The player who performs this action becomes the attacking player for the combat.
2. **Gather attacking forces:** The attacking player chooses any number of unturned ships he or she control that are currently at adjacent locations. Turn those ships and move them to the location of the combat. Remember that any ships in the Firestorm moved this way can't move back into the Star System from which they originally entered the Firestorm (see 407).
3. **Determine attacking forces:** The attacking player chooses any number of ships he or she controls at the target's location (other than those you just moved into the location). The chosen ships plus all ships moved in step 2 above form the attacking fleet.

502. Attacker Support

1. **Ask for support:** Beginning with the player to his or her left, the attacking player may ask each opponent except for controller of the target of the attack (**the defending player**) for support in the combat. To ask for support, the attacking player asks the first player to his or her left for support. If he or she accepts, the player performs actions 2 and 3 below immediately. If that player declines or after he or she has performed actions 2 and 3 below, the attacking player repeats the process with the next player. Continue repeating this process until all potential supporters have either accepted and performed actions 2 and 3 below, or declined.

2. **Gather supporting forces:** The supporter chooses any number of unturned ships he or she controls at adjacent locations. He or she turns and moves those ships to the location of the combat. Remember that any ships in the Firestorm moved this way can't move back into the Star System from which they originally entered the Firestorm (see 407).

3. **Determine supporting forces:** The supporter chooses any number of ships at the target's location (other than those he or she just moved into the location). The chosen ships plus all ships moved in step 2 above join the attacking fleet.

503. Defense Declaration

1. **Gather defending forces:** The defending player chooses any number of unturned ships he or she controls at adjacent locations. He or she turns and moves those ships to the location of the target. Remember that any ships in the Firestorm moved this way can't move back into the Star System from which they originally entered the Firestorm (see 407).

2. **Determine defending forces:** The defending player chooses any number of ships at the target's location (other than those he or she just moved into the location). The chosen ships plus all ships moved in step 1 form the defending fleet. Note that if the target of the attack is a ship, it may join the defending fleet, but it doesn't have to join.

504. Defender Support

1. **Ask for support:** Beginning with the player to his or her left, the defending player may ask each opponent except the attacking player for support in the combat. To ask for support, the defending player asks the first player to his or her left for support. If he or she accepts, the player performs actions 2 and 3 below immediately. If that player declines or after he or she has performed actions 2 and 3 below, the defending player repeats the process with the next player. Continue repeating this process until all potential supporters have either accepted and performed actions 2 and 3 below, or declined.

2. **Gather supporting forces:** The supporter chooses any number of unturned ships he or she controls at adjacent locations. He or she turns and moves those ships to the location of the target. Remember that any ships in the Firestorm moved this way can't move back into the Star System from which they originally entered the Firestorm (see 407).

3. **Determine supporting forces:** The supporter chooses any number of ships at the target's location (other than those he or she just moved into the location). The chosen ships plus all ships moved in step 2 above join the defending fleet.

Note that it is possible for the same player to support both the attacking player and the defending player. This doesn't allow such a player to inflict damage on his or her own ships, nor does it allow the same ship to be in both fleets.

505. Combat Actions

Beginning with the attacking player and proceeding in order to his or her left, each player may launch any number of Fighters (any amount between "none" and "all") attached to ships with the Carrier trait he or she controls in the combat. Every Fighter launched this way joins the same fleet as the Carrier (even if the supporter has ships in both fleets, the Fighters always join the same fleet as their originating Carrier).

Note that ships with attached Fighters that lack the Carrier trait can only launch their Fighters as a Combat action during the combat. They cannot automatically launch now.

The attacking player now receives a chance to perform an action. Chances then proceed in action order just as normal actions would, except only the attacking player, defending player, and any player who controls at least one ship or planet at the combat's location, or who wants to play an action to enable one or more ships to move into either fleet may perform actions.

Any and Combat actions are both legal now, as well as any of the following actions:

- Any ship in either fleet may perform its Combat action to inflict damage with its guns (see 306). If a hero aboard the ship inflicting damage this way can perform a React to increase the damage, only one such increasing action may be performed as a React to this action (regardless of the number of heroes aboard the ship).
- Any ship in either fleet may use its shield React to prevent damage that will be inflicted upon it.
- Combat: Issue 1 command to enable ships you control to retreat from this combat.
- Combat: Retreat a ship you control to an adjacent location that is in the direction of your Homeworld (you can retreat to the Firestorm if necessary). This ship is no longer in the combat. Do this only if you have issued a command to allow retreating. (If the combat is occurring at the location of your Homeworld, you can't retreat.)
- Any: Launch a Fighter from any ship you control. That Fighter joins the same fleet as the ship that launched it.

- Any: Target Fighter you control in the combat lands on target ship you control at the same location. (You can land on a ship in the opposing fleet as long as you control it.)

Note that you cannot perform a combat damage-inflicting action against a ship you control, even if that ship is in the opposing fleet. You can inflict non-combat damage on ships you control normally, however. *(For example, by using a game effect such as D14 Missile.)*

Important: Heroes riding aboard ships in a combat cannot move from ship to ship in the combat unless a game effect or Tactical card allows them to do so. If the ship a hero is aboard is destroyed or retreats, that hero is also destroyed or retreats, as appropriate.

If an action asks someone to do something to the opposing fleet or to a ship in the opposing fleet, observe the following rules:

- If you are the attacking player or supporting the attacking player only, the action affects the defending fleet.
- If you are the defending player or supporting the defending player only, the action affects the attacking fleet.
- If you are supporting both the attacking and defending player, or the only ships or planet you control at the location of the combat isn't in either fleet, the action affects whichever fleet you choose (but it can't affect both, nor can this allow you to get around the prohibition against damaging your own ships with the combat damage action).

Combat continues until all players pass in a row or until only one fleet remains. If every ship in the defending fleet is destroyed or retreated, and the target of the attack was the planet or a ship not in the defending fleet at this location, combat continues and the remaining ships in the attacking

fleet may inflict damage on the target (assuming those ships have any energy remaining). If this happens, combat continues until the target is conquered or destroyed, all ships in the attacking fleet are destroyed or retreated, or until every player passes in a row.

If a combat ends due to every player passing in a row, no further ship movement occurs, and the ships just remain at the location of the target. Turn all ships that participated in the combat. Note that if the target was a ship, and the ship didn't join the defending fleet, it won't turn, nor will any other ships at the location that didn't join a fleet.

506. Hero Combat

Heroes can fight other heroes. This usually occurs using the Assassin and Spy traits, but some tactical cards and game effects may enable one hero to attack another at the same location.

To resolve a hero combat, perform the following actions in order. During a hero combat, only Reacts may be performed, regardless of what phase the hero combat occurs in:

1. Turn the hero that is initiating the attack. This is the **attacking hero.**
2. The attacking hero's controller places the top card of his or her draw pile face down (without looking at it) on top of the attacking hero.
3. The **defending hero's** controller may choose a card from his or her hand and place it face down on top of the defending hero.
4. Reveal both cards. Add the cosmic value of the attacking hero's card to that hero's combat statistic, then subtract the cosmic value of the defending hero's card (if there is one)

from that value. This is the amount of damage the attacking hero will inflict.

5. Any player may play Reacts to the inflicting of the damage (usually these will be damage prevention Reacts).
6. The defending hero suffers the appropriate amount of damage. Now choose the appropriate choice from the list below:
   • If the defending hero now has lethal damage, and the attacking hero has the Assassin trait, recycle or terminate (as appropriate) the defending hero and hero combat ends.
   • If the defending hero now has lethal damage (and the attacking hero doesn't have the Assassin trait), play a single round with the roles reversed as below, except the attacking hero can't retreat and it is recycled or terminate, as appropriate, following the single round).
   • If the defending hero doesn't have lethal damage, reverse roles (attacking hero becomes defending hero and vice versa), and go onto step 7 below.
7. The attacking hero may retreat. If it does, hero combat ends. Otherwise, repeat steps 2-5 above (remembering that the heroes' roles are now reversed).
8. If the defending hero suffers lethal damage, recycle or terminate it as appropriate and hero combat ends. If the attacking hero suffered lethal damage on the first round (see 6 above), recycle or terminate it now, and hero combat ends. If both heroes are still alive, reverse roles again, and repeat step 7.

If a hero retreats from the combat, turn it. It may immediately move to another ship or the planet at the same location or stay where it is.

600. Traits

All planets, ships, and heroes have one or more traits that represent who or what that planet, ship, or hero is, as well as what special abilities it may possess. The section describes the abilities and actions granted by the various traits in the game.

601. Occupation, Function, and Alien Traits

Some traits do not grant special powers, but instead serve to describe the planet, ship, or hero. While these traits do not grant abilities in and of themselves, cards and game effects may key off certain traits.

These traits are divided into three general types:

- **Occupation traits** describe a hero's job or philosophy. These include such things as: Diplomat, Admiral, Engineer, Oracle, Scientist, or Researcher.
- **Function traits** describe the intended purpose of a ship or non-sentient hero. These include such things as: Destroyer, Platform, or Battleship.
- **Alien traits** describe the race a hero belongs to or the race that generally builds and uses a particular ship type. These are the same as the alien races in the game (Human, Soven, Muero, and Dysori). Note that Alien traits do not affect who can play a particular card—that is the function of the Alien symbols (see 300).

There is also one special trait—Homeworld. This trait is discussed in Rule 304. Every player must have a Homeworld planet in order to play the game.

If a card somehow gains more than one copy of a particular trait, one of the following occurs:

- If the trait contains an X value, the combined X values of

each copy combine into one larger X value.
- If the trait doesn't have an X value, the second copy of the trait doesn't do anything.

The following rules describe all of the traits that grant special powers:

602. Assassin

Assassins are trained to kill other heroes. Assassins have the following abilities:

- Assassins may be deployed at any planet.
- Limited Main: This hero begins a hero combat with target hero at the same location. (see 506).
- Assassins have a "first strike" ability in hero combat—If the Assassin inflicts lethal damage on the first shot of a hero combat it initiated, the defending hero gets no chance to strike back before dying.

603. Carrier

A Carrier is a very large ship designed to manufacture and carry Fighters. Carriers have the following abilities:

- Its controller may deploy ships with the Fighter trait directly onto the Carrier, regardless of the Carrier's location (unless it is in the Firestorm). Essentially, the Carrier is building the Fighter.
- Fighters loaded onto Carriers that join a ship combat may be automatically launched just prior to combat actions commencing during the combat. These launched Fighters join the Carrier's fleet.

604. Explorer: X

Explorers find new planets and treasures on far flung worlds. Explorers have the following ability:

Main: Turn this Explorer and any number of other ships or heroes you control with the Explorer: X trait at a planet with available exploration points to remove X exploration points from that planet, where X is the combined X values of Explorer traits of the turned ships and heroes. You gain +X Tech. You can't gain more Tech this way than the number of available exploration points at that planet.

605. Fighter

A Fighter is a small, extremely maneuverable ship. Fighters have the following abilities:

- Fighters can carry only one hero.
- Fighters can't be the subject of support cards.
- A fighter can board another ship to "ride" with it as though the Fighter were a support card attached to the ship. Fighters board and disembark from ships as an Any action. (They may also launch automatically from Carriers that enter into combat. See 505.)
- Combat React: Sacrifice this Fighter as damage is being inflicted on a ship you control to prevent 1 damage to that ship.

606. Fixed

Support cards with the Fixed trait can't be moved from one subject to another. Once a Fixed support card deploys onto a subject, it can't be moved unless it leaves play and is deployed again.

607. Medic and Mechanic

Medics are heroes who are adept at healing other heroes. Mechanics are heroes skilled in art of repairing ships.

A Medic has the following ability:

- Any: Turn this Medic to remove X damage from target hero at the same location, where X is the Medic's influence.

A Mechanic has the following ability:

- Any: Turn this Mechanic to remove X damage from target ship at the same location, where X is the Mechanic's influence.

608. Military

Military heroes are trained in ship-to-ship combat. They have the following abilities:

- Combat React: Turn this hero as its ship inflicts damage with its guns to inflict +X damage, where X is the hero's combat.
- Combat React: Turn this hero as its ship would suffer damage to prevent up to X of that damage, where X is the hero's combat.

609. Move: X

Move: X represents how far a ship can move each turn. For more details on ship movement, see 404.2.

610. Restricted

Any individual player can't control more than one copy of a Restricted card at one time. If an action would cause a player to gain control of a second copy of a Restricted card, cancel that action and recycle any cards played as part of that action.

611. Spy

Spies have all the abilities of an Assassin (see 602), except that heroes they attack are allowed a counterattack even if the Spy's initial strike inflicts lethal damage. Spies also have the ability to move as though they were a ship with Move: 1. Spies can move from location to location and enter the Firestorm. Spies also have the following action:

• Limited Main: Discard two cards at random from your hand to destroy target support card at this Spy's location.

612. Sync

Sync allows two ships to fire at once as though they were a single ship. During a ship combat, the two ships may deal damage as a single action. To do this, remove an energy from both ships, and add the two ship's guns statistics together. Then, inflict that much damage on the target.

Note that Sync only allows two ships to fire together at once. Sync won't allow three or more ships to fire together.

613. Unique

There can't be more than one copy of a Unique card in play at a time. If an action would bring a second copy of a Unique card into play, cancel that action and recycle any cards played as part of that action.

614. Voicing

Some hero and Gear cards have the Voicing trait. Voicing Gear requires a special talent to use, which only heroes with the Voicing trait possess. A hero with Voicing can have up to X Voicing Gear cards attached to it, where X is the hero's influence.

Gear with Voicing can't be attached to a hero without Voicing. If an action would cause a hero with Voicing to have too many Voicing cards attached to it, the hero's controller chooses one—Cancel the action and recycle any cards played as part of that action; or sacrifice any number of attached Voicing cards until the action becomes legal.

Glossary of Terms

Action: Anything the rules, a card, or a game effect allow a player to perform. Actions are performed, reacted to, and then generate effects which alter the game.

Action Order: The order in which players receive chances to perform an action, beginning with the turn's first player, and proceeding clockwise around the table. See Rule 201.2.

Action Type: Determines when a particular action may be performed. See Rule 201.1 for more information on action types.

Actual Value: The current value of a statistic or trait, including the printed value, plus all modifications due to effects (constant, permanent, or duration), plus (specifically for structure or life) modifications due to inflicted damage. The opposite of printed value.

Adjacency: The set of rules that determine which locations in the galaxy are next to one another. See Rule 404.1 for complete details on adjacency.

Advantage: One of the eight card types. Advantage cards represent a race's philosophy or objectives. See Rule 302.

Alien: 1) A card type on the back of each starter deck box representing the different races a player may play in Firestorm. 2) The Alien race to which a card belongs or which most commonly uses it. See Rule 301 for descriptions of Alien cards. Also see Rule 601.

Alternative Victory Conditions: Ways to win the game described by a player's advantage card. See Rule 103 for information on winning the game.

Any: An action type which may be performed during any phase or during combat. See Rule 201.1.

Attach: A support card attaches to its subject to indicate to which card the support card belongs. See Rule 307 for more information on support cards.

Attacking Hero: The hero inflicting damage during a hero combat. See Rule 506 for hero combat details. Also see Rules 602 and 611.

Attacking Player: The player who initiated a ship combat. See Rules 501 and 506.

Automatic Action: An action that every player must perform at a given time during the game. The Reset and End phases each have automatic actions, as does the Combat subphase. See Rule 201.1 for information on action types. See Rules 202, 204, and 501 for details on the automatic actions of various phases.

Cancel: To prevent the effects of an action, usually by using some sort of React. If a cancelled action involves playing cards from someone's hand, those cards are recycled. See Rule 107.2 for details on cancelling and recycling.

Card Type: The category to which a card belongs and which describes its basic function. There are eight card types in Firestorm. See Section 300 for details.

Combat: 1) Ship combat between two opposing fleets of ships, where the intention is to destroy a particular ship or conquer a certain planet. See Rules 501-505. 2) Hand-to-hand combat between two heroes. See Rule 506 for details. 3) An action type playable only during a ship combat. See Rule 505.

Commands: An indicator of how much work the people of your race can perform each turn. Commands must be issued to perform certain actions. See Rule 403.

Condition: One or more states that must be true in order to perform an action. See Rule 401.2

Conquer: To destroy a planet controlled by an opponent during a ship combat. See Rule 405.3.

Constant Effect: An effect, usually generated by a card in play, which is "always on," and doesn't require the performance of an action to occur. Constant effects don't have a duration, but instead end when whatever is generating them leaves play.

Controller: The player who currently has the ability to utilize a particular card in play. The owner always begins as the controller of a card when it enters play, but effects may change the controller later on.

Cosmic Value: The random value from 0 to 4 printed on all cards except for Alien, advantage, and fate cards. The cosmic value serves as a randomizer in various aspects of the game.

Cost: Things a player must expend in order to perform a particular action. See Rule 401.1.

Damage: Reductions to a ship, planet, or hero's structure or life statistic caused by ship combat, hero combat, cards, or game effects. See Rule 405.

Deck: The selection of cards with which a player begins the game. See Rule 101.1 for rules on how to build decks.

Defending Hero: The hero who suffers damage in a hero combat. See Rule 506 for details on hero combat.

Defending Player: The player who controls the target of a ship combat initiated by an opponent. See Rule 503.

Deploy: To put a planet, ship, hero, or support card into play from a player's hand. Deploying requires issuing a command and is a Main phase action. See Rules 203 and 403.2.

Discard: To choose a card from one's hand and place it into the recycle pile. All discards are the player's choice unless the effect forcing the discard specifies otherwise. See Rule 107.3.

Draw: To take the top card of one's draw pile and put it into one's hand. See Rule 107.1.

Draw Pile: The face down, random pile of all undrawn, unused cards belonging to a particular player. When depleted, the player's recycle pile is shuffled to form a new draw pile. See Rule 107.1.

Effect: The end result or results of performing an action. See Rule 201.

End: The last of the three phases that occur during every turn. See Rule 204.

Energy: A representation of the fuel and resources of a ship. Every ship has a power statistic that determines how much energy it receives each turn. Energy can be spent to perform various actions, notably firing a ship's guns or preventing damage with its shields. See Rule 306.

Exploration: To increase your Tech by using ships and heroes with the Explorer: X trait. See Rules 203, 406 and 604.

Exploration Points: The amount of Tech available for players to earn at a particular planet. See Rules 103, 203, 406, and 604.

Fate: One of the eight card types. Fate cards represent random cosmic events. No fate card (by name) can resolve more than once per game for each player. See Rule 303.

Firestorm: The space in the center of the galaxy that ships must move through to reach other Star Systems. A truly mysterious place few understand. Many ships that have entered the

Firestorm have never been heard from again. See Rule 407.

First Player: The player who receives the first chance to perform an action in the action order during each phase. The first player is determined during the Reset phase each turn. See Rules 201.2 and 202.

Galaxy: The play area consisting of each player's Star System, the Firestorm, and any newly discovered planets.

Game Effects: Actions that can be performed due to the text of a card in play. See Rule 201.

Gear: The type of support card that attaches to a hero. See Rule 307.

General Pool: The pile of beads or coins in the center of the table from which all players can take tokens to represent their resources. See Rule 402.

Guns: The first number (before the slash) of a ship's power statistic. Used to inflict damage in ship combat. See Rule 306.

Hand: The cards that a player has drawn but not yet played. A player's hand is secret from all opponents.

Hero: One of the eight card types. Heroes represent powerful and influential personalities in the world of Firestorm. See Rule 305.

Hero Combat: A battle between two heroes. Rules 602 and 611 describe two ways to start one; Rule 506 illustrates how to finish one.

HomeWorld: A trait describing a special kind of planet card that represents an alien race's place of origin. Every player must have a Homeworld card in his or her deck. See Rules 304 and 101.1.

Influence: A statistic representing how well a hero sways or controls others. The Medic, Mechanic, and Voicing traits all key off a hero's influence. See Rule 305.

Installation: The type of support card that attaches to a planet. See Rule 307.

Lethal Damage: A planet, ship, or hero whose structure or life has been reduced to 0. A ship or hero suffering lethal damage is recycled (terminated if Unique) and a planet suffering lethal damage in a ship combat is conquered. See Rules 405.2 and 405.3.

Limited: An action type modifier indicating that a given action can only be performed once per turn. See Rule 201.1.

Location: A "space" on the game board. A location consists of a planet (if there is one there) and all the space surrounding it, called the orbit. Every player has a Star System with 6 locations. The Firestorm is also a location. Newly deployed planets also form a location. See Rule 101.4.

Main: The second of the three phases that occurs every turn. See Rule 203.

Only Once: An action type modifier indicating that a particular action can only be performed a single time during the entire game. See Rule 201.1.

Orbit: The area of space surrounding a planet at any given location. All ships at a location are assumed to be in orbit, even if the location does not have a planet.

Owner: The player who began the game with a particular card in his or her deck. The owner is always the initial controller of a card that enters play; however, some effects can change the controller.

Permanent: A change or effect that has no set duration. A

permanent effect continues until the game ends or until whatever it is affecting leaves play. See Rule 106.

Piercing Damage: Damage that can't be prevented by shields. See Rule 405.4.

Planet: One of the eight card types. Planets represent celestial bodies in the galaxy. See Rule 304.

Power: A statistic that determines how much energy a ship receives at the beginning of each turn. See Rules 306 and 505.

Prevent: To stop damage to a ship, planet, or hero before it is inflicted. The opposite of Remove. See Rule 405.4

Printed Value: The actual number printed on the physical card for purposes of the value of a particular statistic or trait. Some cards key off printed value rather than actual value (printed value plus all modifications from support cards and game effects). The opposite of actual value.

React: A special action type that requires certain conditions to be met in order to play it. See Rule 201.1.

Recycle: To put one or more cards into a player's recycle pile. See Rule 107.3.

Recycle Pile: Where a player's discarded and revealed cards go, as well as non-Unique cards which leave play. When a player's draw pile is exhausted, the recycle pile is reshuffled to form a new draw pile. See Rule 107.3.

Remove: To heal or repair damage to a ship, planet, or hero after it has been inflicted. Common ways to remove damage include two Main phase actions and the use of the Medic and Mechanic traits. The opposite of Prevent. See Rule 405.4

Reset: The first phase that occurs every turn. See Rule 202.

Reshuffle: To shuffle one's draw pile face down and then present it to the player to one's left for a cut. See Rule 101.5.

Resource: A representation of the buying power of a player's race.

Resource Pool: The total number of resources at a player's disposal.

Restricted: A trait indicating that a particular player cannot have more than one copy of that card under his or her control. See Rule 610.

Retrofit: The type of support card that attaches to a ship. See Rule 307.

Reveal: 1) To turn the top card of one's draw pile face up and then recycle it, usually for purposes of identifying the card's galactic value. See Rule 107.1. 2) To show a card in your hand to all players.

Sacrifice: To recycle or terminate a card in play one controls in order to pay a cost to perform an action. See Rule 401.1.

Shields: A special React which any ship may perform which allows the ship to expend 1 power point to prevent damage to itself up to its defensive combat statistic. See Rule 306.

Ship: One of the eight card types. Ships represent the bulk of the military forces in the galaxy. See Rule 306.

Ship Combat: A battle between two opposing fleets of ships with the objective of destroying a ship or conquering a planet controlled by one fleet. See Section 500.

Standard Victory Conditions: The two ways in which any player may win the game. They are listed in Rule 103.

Star System: The six locations, lettered A through F, on a

player's side. One or more of these locations will contain planets. See Rule 101.4. A newly deployed planet also forms a Star System.

Statistics: Values representing various things printed as numbers on cards. See Rule 106.

Structure: A statistic representing how much damage a ship or planet can sustain. See Rules 304 & 306.

Subject: The ship, hero, or planet to which a support card is attached. When the support card is first played, it can only attach to a subject controlled by the same player who is deploying the support card. See Rule 307.

Support: One of the eight card types. Support cards represent improvements to ships, planets, and heroes. See Rule 307.

Tactical: One of the eight card types. Tactical cards represent an edge one race may gain over another. See Rule 308.

Target: An action which keys on a particular card in play or player. See Rule 401.3.

Tech: A representation of your race's overall knowledge and technological savvy in the game. Tech is useful to meet requirements to play certain cards, and a player who ends a turn with a Tech of 30 or higher wins the game. See Rule 401.2.

Terminate: To place a card into one's terminate pile. See Rule 107.2.

Terminate Pile: Cards that have been removed from the game. See Rule 107.2.

Text: A description of the powers and abilities of a particular card. Text appears in a box on every card type. See Rule 106.

Trait: A keyword representing special abilities or features of a card. They're always capitalized in both the rules and card text. See Section 600.

Turn: To indicate a card is used by turn it 90 degrees so that it faces sideways toward its controller. The opposite of Unturned. See Rule 102.

Unique: A trait indicating that there cannot be more than one copy of that card in play at any given moment. See Rule 613.

Universal Rules: The three rules of the game that override all other rules. They are listed in Rule 104.

Unturn: To indicate a card is available for use by turning it 90 degrees to that it faces lengthwise toward its controller. The opposite of Turned. See Rule 102.

Alien Symbols:

Human

Dysori

Muero

Sovan

Unaligned

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FIRESTORM: Quick Start

Choose a starter with the Alien race you wish to play. Your Alien will have four distinctions of note:

1. Resources: Resources are used throughout the game and are used as a monetary unit. Resources accumulate turn to turn, with the exception of the starting Alien Resources that are used to pay for Planets.

2. Starting Technology Level: Technology Level is a threshold to be met. The Level may increase during play.

3. Starting Command Level: Command Level is the number of commands with which you begin the game.

4. Special Abilities

Before the game starts you spend your Resources on Planets to populate your Solar System. Your first purchase must be your Homeworld. You may have no more than six Planets when you start. You may have as few as one (being your Homeworld). It is suggested that you spend all of your Resources as you lose all unspent starting Resources as soon as the game begins.

You may now choose an Advantage card. This card will grant you an additional ability or modify your Alien card in some way.

Lay out your Planets on the play mat, starting with your Home World in slot A and filling each slot in order.

Shuffle your deck and deal yourself six cards. Place any Fate cards in your initial Hand into the Recycle pile and draw back up to six. Repeat if necessary.

Let's start playing!

Firestorm has three phases (Reset, Main, End) of each

turn. When all players pass consecutively, you move into the next phase.

Example:

Reset Phase: all players perform the following automatic actions beginning with the First Player:

1. Unturn all cards

2. Reset all Power

3. Reset your number of Commands to its starting level.

4. Collect your Resources: Your Resources will be found on Planets and Installations under the designation RES.

Select First Player: Turn over a card and add its Fate value to your Technology level. The player with the highest total goes first next turn.

Then starting with the First player, players may take turns playing cards:

6) Play any cards or perform any actions that say Any or Reset.

Main Phase: You may, in no particular order and beginning with the First Player:

1. Deploy a Hero (who may be placed on any of your Planets).

2. Deploy a Ship (which must be placed on your Homeworld).

3. Move a Ship a number of locations up to its Move rate.

4. Declare combat.

5. Attach a Support card to a Hero, Planet or Ship

6. Play any card or perform any action that says Any or Main.

End Phase: Play any card or perform any action that says Any or End.

You may discard a second card by issuing a Command.

Draw up to fill your Hand, resolving Fate cards as they come up.

Remember: Anytime a player draws or reveals a Fate card, stop play, perform the effects of the Fate card and then resume play.

Combat:

This section outlines how combat works. *Firestorm* has a number of winning conditions, the most viable for sealed decks is military. You are considered the winner when you destroy your last opponents Homeworld.

Attacker:

1) The Attacker issues a Command and either declares he is attacking a planet or ship where he is located, or moves into a different legal location and declares he is attacking either a ship or planet in that location.

1. He may move any unturned Ships at adjacent (see the play mat for adjacency) locations to have them join the combat.

2. He may add in any ships already at the target location.

3. He may ask each player, moving clockwise, to join him in the attack. Any supporter may follow steps A & B and are considered part of the Attacking Fleet.

Defender:

1. If the Defender chooses to intercept the Attacker, he may perform the actions seen above to form the Defending Fleet.

Battle:

Before the Battle starts, each player (starting with the attacker and moving clockwise) may "launch" any Fighters they have attached to Ships with the Carrier trait. If Ships have Fighters attached but do not have the Carrier trait, they must release them as a Battle Action.

Starting with the Attacker and moving clockwise, you may:

1. Perform any Combat or Any actions.

2. Spend a point of energy to inflict Damage equal to the first number in its Combat score.

3. This causes an immediate Reaction Phase. In this Phase the recipient of the Damage may spend a point of energy to activate his Shields. This will stop as many points of damage as the second value listed under Combat on the Defending ship or Planet. You can React as many times as needed (and if energy is available) to prevent damage.

4. Any other Reactions to Damage may be taken. Like every other Phase, this Reaction Phase continues until all players pass consecutively.

5. Launch a Fighter. This Fighter joins the Fleet of the Ship that launched it.

As with every other Phase, Combat lasts until all players pass consecutively. You must pass if you have no other legal action to take.

These are the basics of *Firestorm*. There are many other aspects of the game that you can be found in the main rules. Go ahead, explore the rulebook and enjoy the world of Firestorm!