

FIRESTORM: An Introduction

Please view this introduction as a basic road map to the Firestorm TCG. As you begin to experience the game and learn what it is all about, use this introduction as a guide. Once you are a little more familiar with Firestorm, refer to the complete rules, much as a tourist would refer to a comprehensive tour guide.

Hopefully this introduction will open a window into the world of Firestorm and allow you to recognize what questions you want answered. The answers to those questions and many more will be found in our comprehensive rulebook.

BEFORE THE GAME:

Choose which alien race you wish to play. The back of your starter will have information on that alien race. 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. This level may increase during play.
- 3) Starting Commands
Commands are the number of commands with which you begin the game.
- 4) Special Abilities
These abilities are specific to your alien race and are representative of your alien's philosophies.

Before the game starts you may 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 Homeworld 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 each turn. When all players pass consecutively, you move into the next phase. The first phase is the Reset phase. This is where you get ready to take your turn. You unturn your cards, you collect your resources and determine the First Player for the turn. The next phase is the Main phase. This is where you do most of your playing. Here you bring cards into play, develop your ships and planets and engage in combat. The last phase is the End phase. This is where you "clean up" after your turn. You discard cards and redraw your hand here.

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 resources.

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: 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:

- 1) Play any card or perform any action that says Any or End.

Then, players perform the following actions beginning with the First Player:

Discard a card. 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.

Let's Kick Some Butt!

This section outlines how combat works. Although Firestorm has a number of winning conditions, the most viable for games with demo decks and sealed decks is military. You are considered the winner when you destroy your last opponents Homeworld. But be careful! The Homeworld, like a ship, can fire back.

COMBAT:

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.
 - a) He may move any unturned Ships at adjacent (see the play mat for adjacency) locations to have them join the combat.
 - b) He may add in any ships already at the target location.
 - c) 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 combat 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 Combat 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.
 - A) 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.
 - B) Any other reactions to damage may be taken. Like every other phase, this reaction phase continues until all players pass consecutively.
- 3) 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.

What Am I Missing?

Although you will enjoy playing the game with just the above rules and a Starter or Demo deck, it is akin to seeing a beautiful tree through a keyhole. We want you to open the door wide and walk into the garden.

By going through the full rules you will find out about:

- 1) Personal Combat between Heroes.
- 2) Exploration of new Planets.
- 3) Healing Ships, Planets and Heroes.
- 4) Alternate winning conditions.
- 5) Mercenaries who will work against their people for money.
- 6) Medics, Mechanics, Spies, Diplomats, Oracles, Scientists and Assassins that bring a large scale, tactical game to the back streets of each planet, with back room politics, and agent provocateurs that can topple a government.

And much, much more!

Firestorm is a full storyline game, with the future of the galaxy firmly in the hands of the players. You can look forward to local and national tournaments that will affect your favorite characters and watch the results in future expansions and in Firestorm fiction.

At a time when most games are geared towards bringing new players into the hobby, we are pleased to bring an exciting, strategic game to the players who understand gaming and are looking for a challenge.