
LEGENDARY®
Encounters
Rule Book
A firefly™ Deck Building Game
UPPER D·E·C·K®

"You got a job, we can do it. Don't much care what it is." – Captain Malcolm Reynolds

Game Summary

Welcome to *Legendary*® Encounters: A Firefly™ Deck Building Game. In this fully cooperative game for 1-5 players, you'll take on the role of Mal, Zoe or one of the other crew members.

You start with a deck of basic cards and a special Talent card. At the start of your turn, take a card from the Episode deck and place it face-down onto the board. It could be an outlaw thug, an alliance ship, or even a reaver raiding party. You'll play cards from your hand to generate Attack, Recruit Points, and special abilities. You'll use Attack to defeat enemies and to scan hidden cards. You'll use Recruit Points to gain new character cards for your deck. At the end of your turn, if there are any Enemies in the Combat Zone, they will strike you or Serenity. Whenever your deck runs out of cards, shuffle your discard pile to make a new deck, including all of the new characters you recruited. This allows your deck to get stronger over time. But beware – the enemies and challenges also get tougher as you go.

How to Win

During each game, you'll play through three episodes of the Firefly TV show. Players must work together to complete a set of Objectives for each episode, such as "Defeat Patience," "Impress Warwick Harrow," or "Snatch the Pills." The better you do, the more Credits you'll earn that allow you to repair or upgrade Serenity. If you complete the final episode, then you win the game.

As the game progresses, enemies will attack and wound the players. If you take damage equal to or greater than your health, then you're defeated. Don't worry though – another player can heal you back into the game. But if everyone gets defeated at the same time, then you lose.

Some enemies attack Serenity herself. If she takes too many hits, then it's all over.

Your First Game

For your first game, follow the setup rules on Page 3, using the specific card stacks listed there. This will allow you to play the Pilot Episode "Serenity" and "The Train Job." (Note: The Pilot episode is split into two separate Episode Decks.)

After your first game, you can play through all 14 Episodes of the series or mix and match Episodes to play them in a different order.

Sorting Guide

You'll find 500 cards in addition to the playmat. Here are some suggestions on how to initially sort your cards.

Note: Each of the following card groups is made up of similar-looking cards.

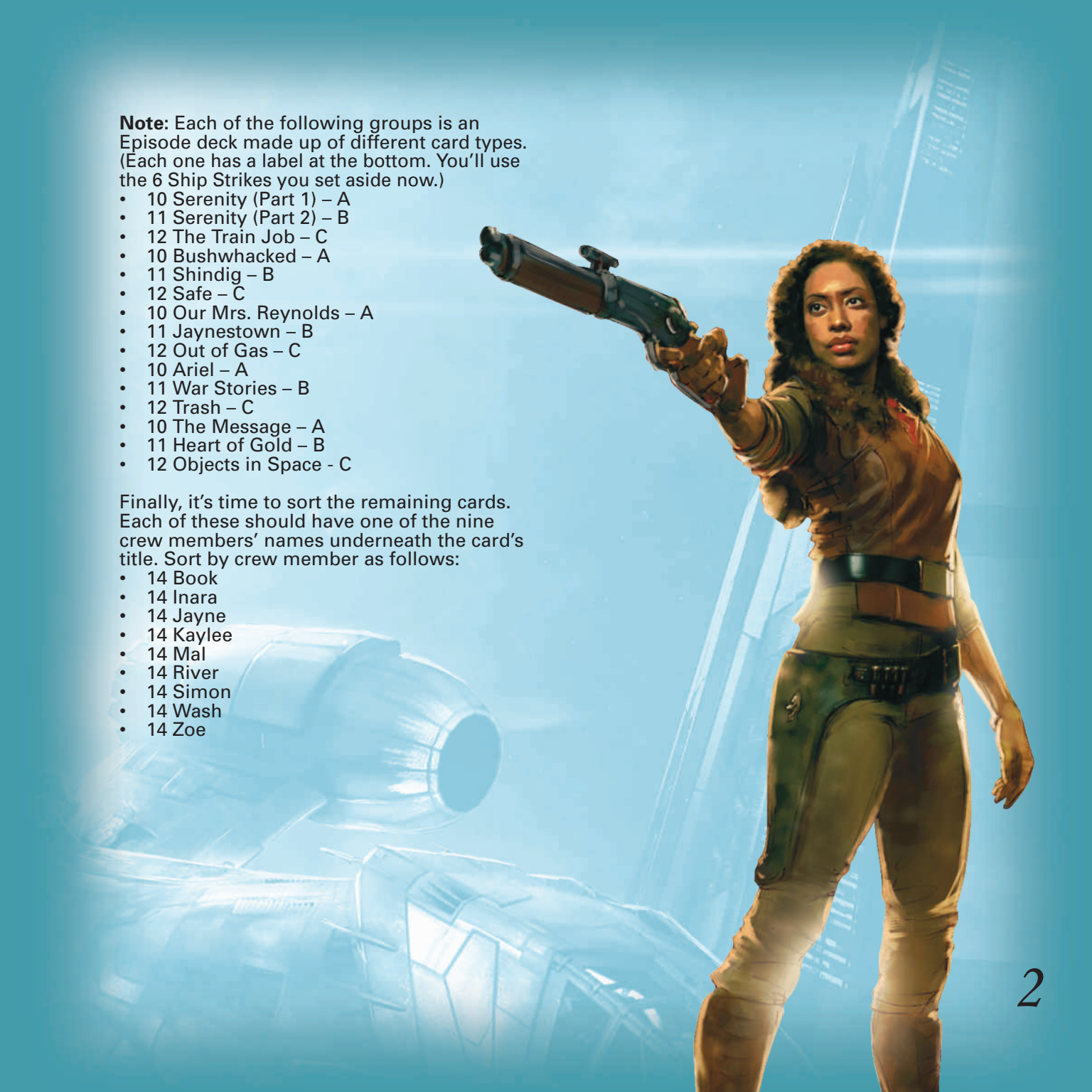
- 35 Shiny
- 25 Misbehave
- 5 Browncoats
- 9 Avatars
- 12 Side Jobs
- 40 Crew Strikes
- 20 Ship Strikes (6 Ship Strikes have a label on their left side. Set these apart from the regular 20.)
- 10 Upgrades
- 15 Talents
- 20 Flaws
- 3 Inevitable Cards
- 15 Objective Cards (They each have an Episode number near the top.)

Note: Each of the following groups is an Episode deck made up of different card types. (Each one has a label at the bottom. You'll use the 6 Ship Strikes you set aside now.)

- 10 Serenity (Part 1) – A
- 11 Serenity (Part 2) – B
- 12 The Train Job – C
- 10 Bushwhacked – A
- 11 Shindig – B
- 12 Safe – C
- 10 Our Mrs. Reynolds – A
- 11 Jaynestown – B
- 12 Out of Gas – C
- 10 Ariel – A
- 11 War Stories – B
- 12 Trash – C
- 10 The Message – A
- 11 Heart of Gold – B
- 12 Objects in Space - C

Finally, it's time to sort the remaining cards. Each of these should have one of the nine crew members' names underneath the card's title. Sort by crew member as follows:

- 14 Book
- 14 Inara
- 14 Jayne
- 14 Kaylee
- 14 Mal
- 14 River
- 14 Simon
- 14 Wash
- 14 Zoe



Your First Game - Use These Cards

Objective/Episode Deck A: "Serenity (Part 1)"
Objective/Episode Deck B: "Serenity (Part 2)"
Objective/Episode Deck C: "The Train Job"
Players: Mal, Kaylee, Zoe, Jayne, Book (*In a four-player game, leave out Book. In a three-player game, leave out Jayne and Book, etc.*)
Crew Deck: Wash, Inara, River, Simon




'Verse
SCAN: 3
SCAN: 3
SCAN: 4
ZONE
OPERATIONS
EPISODE DECK
DEFEATED CARDS
CREW STRIKES
DISCARDED STRIKES
CREW DECK
DEFEATED CHARACTERS

Game Setup



Player Starting Decks

Give each player their own personal 13-card deck made up of these cards:

- 7 Shiny
- 5 Misbehave
- 1 Talent

Main Characters and Supporting Characters

Each game will have 5 Main Characters and 4 Supporting Characters so that all 9 crew members will be part of each game. There are many cards in the game that have different effects based on who the Main Characters are.

Take the 9 Avatars and follow these steps:

1. Each player selects an Avatar and puts it in front of them. Each player is a "Main Character." (Players can choose which Avatars they like or randomly select them.)
2. If there are fewer than five players, select additional Avatars until you've reached a total of five including the players. Put these extra Avatars below the Bridge space of the playmat. These cards are also "Main Characters" (but they do not count as players).
3. There should now be four Avatars left. These determine which four crew members will be Supporting Characters this game. Take each of those characters' 14-card stacks, shuffle them together, and place the 56-card deck onto the space marked "Crew Deck." (Put those four Avatars back in the box.)

Avatars

Your Avatar card stays in front of you during the game.

- Your Health determines how much strike damage it takes to defeat you.
- Your Defense Value is referred to only by specific card effects. (It also comes into play if you mix in other Legendary Encounters games where players can fight each other.)
- Your Avatar also has a Talent ability and Flaw ability, which we'll cover later.
- Your Rank determines who goes first. (And some effects refer to Ranks.)

Avatar Card



Game Stacks

Shuffle the 10 Upgrade cards, the 5 Browncoats, the 20 Ship Strikes, and the 40 Crew Strikes separately and put those stacks face-down on their respective spaces.

Put the Talent and Flaw stacks face-up above the playmat.

Objectives

Objectives are marked as either "A," "B," or "C." Each game uses exactly one of each type. Players will attempt to complete each Objective card in order with A first and C last.

Pick an "A" Objective and put it on the Objective space. Pick a "B" Objective and "C" Objective and set them aside for now. You can choose which three Objectives to use or you can randomly select an A, a B, and a C. Each Objective card has the name of an Episode of the Firefly TV show, and they're numbered so you can play the whole series in order if you like. (Note: The Pilot Episode "Serenity" is split into an A and a B.)

Episode Deck, Side Jobs, and Inevitable Cards

Each of the Objective cards you picked has a corresponding Episode "mini-deck," which includes enemies to fight, goals to complete, and more.

First, you'll fight through the Episode A mini-deck, then the B mini-deck, and finally, the C mini-deck.

There are also 12 Side Job cards that are randomly shuffled into the mini-decks depending on how many players there are. (See the Side Job Chart.)

Finally, there are 3 Inevitable cards that are placed on the bottom of each mini-deck and act as a timer for how long you have to complete each Episode.

Here's how to build each Episode Deck:

- Find Objective A's **ten**-card mini-deck. Randomly shuffle the proper number of Side Jobs into the deck without looking at them. Randomly select one of the Inevitable cards and put it on the bottom of the deck without looking at it. Now place the deck on the Episode Deck space on the playmat.
- Find Objective B's **eleven**-card mini-deck. As above, shuffle in the Side Jobs and place an Inevitable card on the bottom. Set this Episode deck to the side of the playmat with its Objective card face-up on top of it.
- Find Objective C's **twelve**-card mini-deck. As above, shuffle in the Side Jobs and place an Inevitable card on the bottom. Set this Episode deck to the side of the playmat with its Objective card face-up on top of it.

SIDE JOB TABLE

Number of Players	Side Jobs in each Mini-Deck	Special Rules
1	0	
2	1	
3	2	
4	3	One Preparation Round*
5	4	Two Preparation Rounds*

***If you're playing with four or five players, then each player gets one or two free "preparation" turns at the beginning of Episode A. Take those turns as normal except skip the Episode Phase.**

Some players enjoy playing solo by controlling two Avatars. In this case, use the 2-Player row in the Side Job chart.

Starting the Game

- Put the top five cards of the Crew Deck face-up into the 5 spaces of the Bridge.
- Each player shuffles their own personal deck of 13 cards and draws a hand of 6 cards from it.
- The player with the highest rank goes first. (Example: Mal is Rank 1 which is highest.) Then play proceeds clockwise.

On Your Turn

During your turn, complete the following phases in order:

1. **Episode Phase:** Draw an Episode card (keeping it face-down) and add it to the 'Verse.
2. **Action Phase:** Play cards from your hand, using them to recruit, scan, and fight.
3. **Strike Phase:** Each Enemy in the Combat Zone strikes.
4. **Cleanup Phase:** Discard your hand and all cards played. Then, draw six new cards.

Episode Phase: Add an Episode Card to the 'Verse.

At the beginning of your turn, without looking at it, put the top card of the Episode deck face-down into the closest space in the 'Verse.

Push Other Cards to the Left If Necessary

Each of the five spaces in the 'Verse can only hold one card. Whenever a card enters a space in the 'Verse, if there's already another card there, then the existing card gets pushed one space to the left to make room for it. So a single card entering the 'Verse sometimes causes several cards to get pushed.

- **Remember:** Only push a card forward if it needs to move to make room for another card entering that space.
- Cards move the same way whether they're face-down or face-up.



A Card Might Get Pushed to the Combat Zone

If a card is on the leftmost space and gets pushed, it then leaves the 'Verse and enters the Combat Zone. If it's face-down, then immediately turn it face-up. (See pages 10-12 for what happens when a card turns face-up.) The Combat Zone can hold any number of cards. Each time a new one is added, slide the existing ones over to the right.

Action Phase: Play cards from your hand, using them to Recruit, Scan, and Fight.

Your deck includes lots of Character cards. Here are the different parts of a character card:

Character Card



Character Class Icon

Card Title

Character Name

Recruit Points: Use these to recruit more characters

Special Ability

Cost: How many Recruit Points it costs to recruit this character



Character Class Icon

Card Title

Character Name

Special Ability

Attack: Use this to scan spaces & fight enemies

Cost: How many Recruit Points it costs to recruit this character

Some of your cards produce "Recruit Points" that let you recruit more characters or pay for other effects. Other cards produce "Attack" that let you scan spaces and defeat enemies. Some cards give you special abilities like drawing cards or healing.

- Play cards from your hand in any order, one at a time.
  - Each time you play a card, do what that card says immediately. (Many cards say "Activate" which means you can wait until a later point in your Action Phase in order to use that effect.)
  - You get any Recruit Points listed in the Recruit icon of the card, but you don't have to use those Recruit Points right away.
  - You get any Attack listed in the Attack icon on the card, but you don't have to use that Attack right away.
  - Some cards say something like "**2+**" inside their Recruit or Attack icon. The "**2**" means you always get at least 2 from that card. The "**+**" symbol means you might get more Recruit Points or Attack based on the card's special ability.
- Keep the cards you play face-up in front of you until the end of your turn.
- You don't have to play every card in your hand. Some character cards are very powerful in the right circumstances but risky or even harmful at the wrong time.

Class "Combo" Abilities

Some characters have an ability with a Class Icon and a colon, like : You get **+2** .

- You can use a class combo ability only if you've already played another card of that class earlier in your turn.
- A card's class is shown with the class icon on the upper left. (See page 22 for a list of all character classes.)
- You can use a card's combo ability only once a turn even if you played two or more cards of the required class earlier in the turn.

Example of a Class Ability:

- "No Power in the 'Verse Can Stop Me" always gives you 2 when you play it.
- If you've already played another earlier in the turn, then you can use the Class ability on No Power in the 'Verse Can Stop Me to get an additional **+2** .
- If you play two copies of No Power in the 'Verse Can Stop Me as your first two cards of the turn, then you won't get to use the Class ability of the first one, but you will get to use it on the second one.

Talents and Flaws

Talents and Flaws are special cards that are gained during the game. (You also start the game with one Talent card in your deck.) You can play a Talent card the same way you play a Character card. When you do, follow the instructions on your Avatar (as if the text on the Avatar was on the Talent card itself). Each Talent ability draws a card immediately. Then, at some point during your Action Phase you may Activate the Talent in order to get a special ability. (The special ability also defeats the Talent.)



For example, if you are Wash and play a Talent card, you will immediately draw a card. Then, if you choose to Activate the Talent card, you'll get to Scan a space for free (and then the Talent will be "defeated" and go back to the Talent stack). If you choose not to give up the Talent card, it will go to your discard pile at the end of your turn like your other cards.

Flaws work a little differently. At the start of your Action Phase, if you have any Flaw cards in hand, you must play each of them one at a time. Also, if you draw a Flaw card at any point during your Action Phase, you must play it immediately before you take any other actions.
When you play a Flaw card, follow its instructions. After you play a Flaw, put it back into the Flaw stack.

Recruiting Characters, Scanning Rooms, and Fighting Enemies

In between playing cards from your hand or after you've played all of your cards, you can recruit any number of characters, scan any number of spaces, and fight any number of enemies. You can do any or all of that as many times as you're able to and in any order.

How to Recruit a Character

The Bridge section of the board has five spaces, each of which contains exactly one face-up character from the Crew Deck. To recruit a character from the Bridge, spend Recruit Points equal to that character's cost (found on its bottom right corner) and then put it into your discard pile. When your deck runs out and you shuffle your discard pile to make a new deck, you will soon draw that new character.

Whenever there is an empty space in the Bridge for any reason, immediately refill it with the top card of the Crew Deck face-up. For example, you might recruit a character, see what new character appears in its place and then recruit that new character if you have enough Recruit Points.

You can also recruit a Browncoats card from the Browncoats stack. To do so, spend 3 Recruit Points and put the top card of the stack into your discard pile. Browncoats always cost 3 Recruit Points, and there is one Browncoats card for each of the five classes. (You won't know which one you will get until you recruit it.) Besides being different classes, Browncoats are identical.

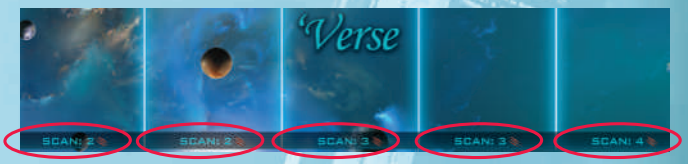
Some special abilities instruct you to "gain" a character. Whenever you gain a character, unless the effect says otherwise, put it in your discard pile.

How to Scan a Space

During the game, there will be hidden (face-down) cards in the 'Verse. It's usually a good idea to scan those cards (turn them face-up). That way, if you find an Enemy card, you can try to defeat it before it moves into the Combat Zone and starts striking you.

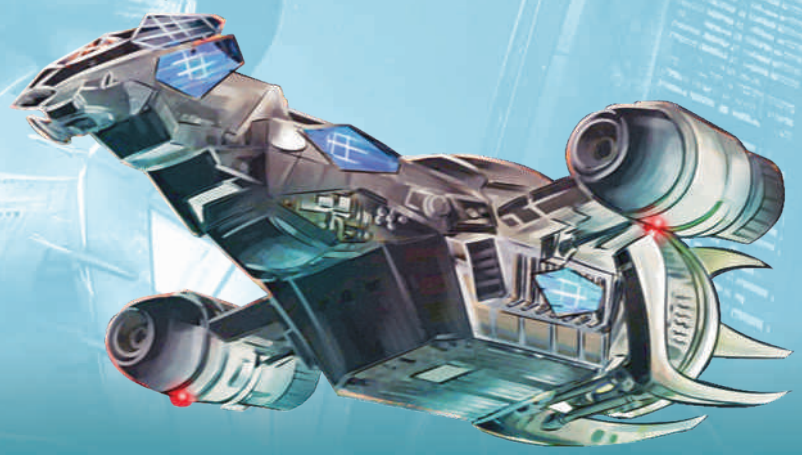
Each of the five spaces in the 'Verse has a Scan Cost. To scan a space that has a hidden card, spend Attack equal to that space's Scan Cost. Then, turn the hidden card face-up.

There are also special abilities in the game that let you scan a space. In those cases, you don't have to pay the Scan Cost.



Turning a Hidden Card Face-up

A hidden card turns face-up when its space is scanned or when it enters the Combat Zone. Depending on what kind of card it is, different things happen when it's turned face-up.



Revealing an Enemy

Enemies make up the majority of the cards in the 'Verse. They might be Outlaws, Alliance soldiers, or even Ships. Here are the different parts of an Enemy card:

Enemy Card



Name

Card Type & Descriptor

Special Ability

Attack: You must have this much Attack in order to kill this enemy.

Ship Enemy Card



Name

Card Type & Descriptor

Special Ability

Attack: You must have this much Attack in order to kill this enemy.

When an enemy is revealed, it stays where it is and continues to move through the 'Verse the same way a hidden card moves. Some enemies have **"Reveal"** abilities. When an enemy is turned face-up, its Reveal ability triggers once and then can be ignored afterwards.

Revealing a Side Job

When you reveal a Side Job, leave it where it is. It moves along the 'Verse just like an Enemy. Each Side Job has a little mission for the player to complete. Once you complete it, the team gets its **"Success"** text. (If it grants Credits, put the Side Job next to Serenity so you remember to count those Credits at the end of the Episode.)

However, if a Side Job ever enters the Combat Zone on a turn, you must complete it by the end of that turn. Otherwise, it's automatically failed. Follow its **"Failure"** instructions and put it into the Defeated Cards space. (So if a Side Job is revealed in the Combat Zone, you'll only have that turn to complete it.)

If an Episode ends with uncompleted Side Jobs in play, they are discarded without success or failure.

Revealing an Event

When an Event card is revealed, follow its instructions and then put it into the Defeated Cards space on the playmat.

Revealing a Ship Strike

If you reveal a Ship Strike, it works just like you had drawn it from the Ship Strike deck. Put it on the lowest slot of Serenity that doesn't already have a Strike. (See page 13 for more info on Ship Strikes.)

Note: When you repair a Ship Strike that came from an Episode Deck, put it into the Defeated Cards space.

Revealing a Goal, Special, or Character Card

Sometimes you'll find a Goal, Special, or Character card. These cards will always have Reveal abilities that tell you what to do. Goals are tied to completing Objectives, Special cards have different effects but are not necessary to complete Objectives, and Character cards get shuffled into player decks.

How to Fight an Enemy

Once an enemy has been turned face-up you can fight it. You can fight any number of enemies, one at a time, that are in either the 'Verse or the Combat Zone, as long as you have enough Attack on your turn. To fight an enemy, spend Attack equal to that enemy's Attack value in order to defeat it. Then, put that card onto the Defeated Cards space on the playmat.

You can only fight an enemy if you have enough Attack to defeat it. If somehow an enemy has 0 Attack Value, you defeat it immediately when you attack it. Some enemies have a "Defeated:" ability. When that enemy gets defeated, follow those instructions.

After you defeat an enemy, if you have more Attack leftover, you can use it to scan spaces and/or fight more enemies.

Note: Often fighting an enemy represents shooting or punching it, but sometimes it represents outsmarting, outrunning, or outmaneuvering the enemy. (It would be pretty hard to fight an Alliance Cruiser with guns.)

Strike Phase: Each Enemy in the Combat Zone Strikes

From right to left, each enemy in the Combat Zone strikes, one at a time. There are two types of enemies: Crew enemies and Ship enemies. (If it doesn't say "Ship", it's a Crew enemy.)





Crew Enemies and Crew Strikes

When a crew enemy strikes, the player whose turn it is draws a Crew Strike, puts it on their Avatar, and follows its instructions, if any. Most Crew Strikes have a damage number. If you ever have damage greater than or equal to your Avatar's Health, then you're defeated. But don't worry – with luck, one of your teammates will patch you up.

When you're defeated, immediately do the following:

1. If you were in your Action Phase, then it is now over.
2. Avoid all Crew Strikes you would draw for the rest of the turn. (You will continue to draw Ship Strikes if necessary.)
3. Turn your Avatar face-down but leave all strikes on it.
4. Reset your deck by shuffling all of your cards together, but don't draw any cards from it. (This includes cards you played that turn, your hand, your discard pile, and your deck.)

While you're defeated, you are out of the game. Your turn is skipped, you can't draw any more strikes, and you ignore all game effects. Your Avatar does NOT count as having a Rank or being a Main Character any more with one exception: You can still be healed by effects that heal a Main Character.

Several effects in the game say to "heal a strike from any Main Character." This means you get to take any one Strike Card from that Character and put it onto the Discarded Strike space.

While you're defeated, if another player heals one of your strikes and brings your damage total below your Health value, you get to immediately re-enter the game. Draw a hand of six cards and resume playing as normal. (When your next turn rolls around, you take it as normal.)

There is no penalty for being defeated (other than being temporarily out of the game). However, **if all players are defeated at the same time, then the game is over, and the players have lost.** (Note: It's fine if each player gets defeated at different times and healed back into the game. You only lose if everyone is defeated at the same time.)

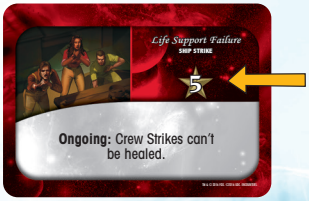
Ship Enemies and Ship Strikes

When a Ship enemy strikes, it strikes Serenity herself instead of a player. The player whose turn it is draws a Ship Strike, puts it on the lowest slot of Serenity that doesn't already have a Strike, and then follows its instructions. If the instructions say "Ongoing," they take effect immediately and last as long as that Strike is on Serenity. Otherwise, just follow the instructions one at a time when the strike is drawn.

If all slots of Serenity have Strikes and you draw another Ship Strike, then Serenity explodes and the players lose the game. This makes Ship enemies especially dangerous. A Crew enemy only strikes the player whose turn it is which means its damage is effectively divided among the players. But a Ship enemy will strike Serenity turn after turn, eventually destroying her.

The good news is that each Ship Strike has a repair cost. You may pay the required amount of ★ to repair a Ship Strike. You can repair any Ship Strike you have. You don't have to repair them in the order you received them. Put a repaired Strike face-up underneath the Ship Strike deck. (Once all the Strikes in that deck are face-up, you'll reshuffle that deck.)

You can also repair Ship Strikes between Episodes, but we'll cover that on Page 17.



Strike Abilities

Some enemies have "Strike:" abilities. When that enemy strikes, after you draw a strike card, follow the instructions of that ability.

Avoiding a Strike

Some effects allow you to "Avoid" a strike. In that case, you don't draw a strike card at all. If you avoid the strike of an enemy with a Strike ability, you also ignore its Strike ability.

Non-Player Main Characters and Strikes

Usually only players draw Strikes. However, a few effects (for example, "Zoe draws a Strike") force a specific main character to draw a Strike whether they're a player or not. If a non-player Main Character draws a Strike, ignore its text, but if it has at least 1 damage, then they are defeated. (If it has no damage, just discard it.)

When a non-player Main Character gets defeated, turn its Avatar face-down and put the Strike on it. While face-down, they are out of the game (just like a defeated player, they no longer count as a Main Character or have a Rank). However, they can still be healed back into the game like a player.

Cleanup Phase: Discard Your Hand and Draw Six New Cards

1. At the end of your turn, put all the cards you played this turn into your discard pile. Also, discard any cards in your hand that you didn't play this turn. (You can look through your discard pile at any time to see what's in there.)
2. Then, draw six new cards from your deck.
3. If you don't have enough cards left in your deck and still need to draw more, then shuffle your discard pile to form a new deck. Then, draw the rest of the cards that you need.
4. Don't shuffle your discard pile into a new deck until your deck has completely run out AND you still need to draw or reveal more cards from your deck. (This means sometimes your deck will be completely empty.)



Objectives

There are many different types of Objectives. Some require you to find and reveal certain cards. Some require you to use the special abilities of Goal cards. And some require you to defeat specific enemies. It might not be immediately clear how to complete some Objectives, but it will make sense as you play through the Episode.

You can complete Objectives in an Episode in any order. Whenever you complete an Objective during an Episode, you'll immediately get a reward as indicated on the Objective Card. Some rewards give you Talent cards for your deck, and some give you Credits that are spent after the Episode is finished. Some Objectives will tell you to place a card next to Serenity. This is to help you remember how many Credits you've earned during the Episode.

Some Episodes have "Setup" text. Follow those instructions right at the beginning of that Episode. Some Objectives have special abilities that affect that particular Episode. Once each Objective in an Episode has been completed or failed, the Episode immediately ends. (See Ending an Episode on page 16.)

Some Objectives are Mandatory. If the players fail a Mandatory Objective, then they lose the game.

Inevitable Cards

The last card of each Episode deck is always an "Inevitable" card. Inevitable cards act as a time limit for an Episode. There are three different ones, and each one does something mean to the players if it enters the Combat Zone. Here's how Inevitable Cards work:

- An Inevitable card can't be scanned, fought, or interacted with in any way by the players or other cards. (You can tell a face-down card is Inevitable because it has a different colored card back.)
- Once an Inevitable card is in the 'Verse, any effect that says "add an Episode card to the 'Verse" just moves the Inevitable card one space instead. (This includes when you're supposed to add an Episode card during the Episode Phase.)
- The spaces to the right of an Inevitable card no longer count as being part of the game.
- Once an Inevitable card enters the Combat Zone, reveal it.
- It strikes normally during the Strike Phase. However, once it has gone through a Strike Phase on each player's turn, the Episode automatically ends, and any uncompleted Objectives are now failed. (If any were mandatory, the game is lost.)

Ending an Episode

Once you've completed or failed each Objective in the Episode, the Episode immediately ends. If this was Episode C, the game is now over. (See Ending the Game on page 17.) If it was Episode A or Episode B, do the following:

- The player whose turn it is goes immediately to their Cleanup phase. (They discard their cards and draw a new hand as normal.) Then, note who the next player is – they will take the first turn of the next Episode. (It's helpful to turn their Avatar sideways as a reminder.)
- Put all cards in the 'Verse, Combat Zone, and Operations into the Defeated Cards pile.
- If there are any cards left in the Episode deck, put them face-up into the Defeated Cards pile, as well. The only exception is the Inevitable card. Put it off to the side in the same orientation (face-up or face-down) it was in when the Episode ended.
- Now the team has an Inter-Mission phase before the next Episode.



Inter-Mission

There are two Inter-Missions phases during the game – one after Episode 1 and one after Episode 2.

During this phase do the following in this order:

- Resolve any "End of Episode" effects from the Objective card.
- Reveal the top three Upgrades.
- Count up how many credits the team earned during the Episode.
- Now spend those credits in one or more of the following ways:
  - Buy Upgrades.
  - Repair Ship Strikes.
  - Heal Crew Strikes.
  - Draw extra cards for the next Episode.

Note: The team decides as a group how to spend Credits. If they can't agree, then the highest-ranking player decides. (In this case, the highest-ranking player includes a player who is currently defeated.)

Buy Upgrades



You can buy one or more Upgrade cards by paying their Credit Cost. When you buy an Upgrade, place it in the highest empty slot on Serenity. If there are no empty slots, you may discard an existing Upgrade to replace it with a new one. Put the discarded Upgrade (and any you chose not to buy) on the bottom of the Upgrade Stack.

Repair Ship Strikes

You can repair a Ship Strike by paying the **Credit** cost printed on the playmat next to that Strike's slot. You can repair any Ship Strike you have. You don't have to repair them in the order you received them. Put a repaired Strike face-up underneath the Ship Strike deck. (Once all the Strikes in that deck are face-up, you'll reshuffle that deck.)

Heal Crew Strikes

You can spend any amount of Credits to heal up to that much damage worth of strike cards from each Main Character.

For example, if the team spends 3 Credits to heal Crew Strikes, each player may heal up to 3 damage worth of strikes from themselves. So each player could heal three 1-damage strikes, a 1-damage strike and a 2-damage strike, or a 3-damage strike. Each non-player Main Character also heals their strike if applicable.

Draw Cards for Next Episode

Once per Inter-Mission, you can spend any amount of Credits to have each player immediately draw cards. It costs 2 credits to have the players each draw one card.

Note: Any unspent Credits are lost.

Set Up the Next Episode

- Put the next Episode deck on the Episode space and put its Objective Card on the Objective space. (Discard the previous Objective.)
- If this is Episode 2, put the top **two** cards of the Episode Deck face-down onto the two rightmost spaces of the 'Verse.
- If this is Episode 3, put the top **four** cards of the Episode Deck face-down onto the four rightmost spaces of the 'Verse.
- The next player takes the first turn of the next Objective, and then play continues as before.

Ending the Game

At the end of the third Episode, if you've completed its Mandatory Objectives, then you've won! (You still win even if you failed Objective A and Objective B.)

If you'd like to keep score, the team earns Victory Points as follows:

- 1 Point if Objective A was fully completed.
- 2 Points if Objective B was fully completed.
- 3 points for winning the game (completing Objective C).

So if you fully complete all three Episodes, then you'll earn 6 points. But if you fail the first two Objectives but still win the game, then you'll earn 3 points.

Note: Some third Episodes have End of Episode instructions that affect the next game. If you're not playing a campaign, just ignore these. (See page 24 for playing a campaign.)

Keyword Abilities

Many character cards and enemies have keyword abilities.

Coordinate

Coordinating allows you to let another player "borrow" one of your cards. It is a critical way to help your teammates defeat tough enemies. Many cards in the Crew Deck and all Browncoats have Coordinate.

During another player's turn, you can Coordinate with them like this:

- Set aside a Coordinate card in your hand face-up and then immediately draw a new card to replace it. While it is set aside, it's considered "out of play."
- That player can now play a virtual copy of the card you coordinated with them. (A virtual copy counts as playing the exact same card including its text, stats, and class symbol.)
- At the end of that player's turn, put the card you Coordinated into YOUR discard pile.

You can only Coordinate one card to each player on their turn. However, multiple players can each coordinate one card to the player whose turn it is in order to give that player a huge advantage.

When you Coordinate a card to a player, they can choose not to play a Virtual copy of it. Either way, you still draw a replacement card.



Range

The Range ability lets an enemy strike even if it's still in the 'Verse and hasn't entered the Combat Zone yet. During the Strike Phase, each enemy in the Combat Zone strikes. After that, going from left to right, each face-up enemy in the 'Verse that has Range strikes. (Note: Range does nothing in the Combat Zone.)

Stationary

A card with Stationary doesn't move normally in the 'Verse. If another card would push it, instead that card moves to the next space, leaving the Stationary card where it was.

Stationary cards can still be moved by other effects, and an Inevitable card will still push a Stationary card normally. (It's Inevitable, after all).

Escape

When an enemy with Escape enters the Combat Zone, it immediately leaves the game. Put it into the Defeated Cards space. Also, if it has text after "Escape," follow those instructions when it escapes.

Double Strike

An enemy with Double Strike will strike twice during the Strike Phase. Each strike is treated separately, so if an effect lets you avoid one strike, you'll still receive the other one from a Double Striker.

Ability Timing

Many abilities tell you when they are active. Some say "Reveal:" which happens once when the card is first turned face-up. Some say "Ongoing:" which means it's always active. Some say "'Verse:" which means the ability is only active while the card is in the 'Verse. And some say "Combat Zone:" which means the ability is only active while the card is in the Combat Zone.

A few player cards say "Reaction:" which means you can follow its instructions to do something helpful on another player's turn.

If multiple abilities in the 'Verse and Combat Zone trigger at the same time, resolve them in this order: Go from right to left in the Combat Zone. Then, go from left to right in the 'Verse. (This typically means the order goes from oldest card to newest card.)

If a card tells multiple Main Characters to do something at the same time, the player whose turn it is does it first. Then, it goes in clockwise order.

If multiple cards are moved to the Combat Zone at the same time, turn the first one face-up (if necessary) and resolve any Reveal triggers or text it has. Then, turn the next card face-up, and so on.

If multiple effects happen at the same time, and it's not clear what order to resolve them in, then the player whose turn it is chooses the order.

Additional Rules and Clarifications

Referring to Crew Members By Name

Many effects refer to specific Crew Members. These effects will only check Main Characters, and most of them only take effect if the Crew Member is a player. For example, "Mal gains a Talent" only does something if Mal is a player.

Keep in mind that any Main Character can draw a strike whether or not it's a player. For example, "The highest-ranked Main Character draws a strike" will cause that Main Character to draw a strike whether it's a player or a non-player.

"Your Characters"

Character cards include Shiny, Misbehave, and Browncoats cards as well as any cards you gained from the Crew or Episode decks. They do not include Talents or Flaws.

If an effect refers to "your characters," this includes any supporting character cards in your hand as well as any characters you've played this turn. The characters in your deck and discard pile do not count.

"Defeating" Cards

In addition to spending Attack to defeat enemies, there are many effects that instruct you to "defeat" certain cards. Defeated characters go to the Defeated Characters Space, defeated Talents and Flaws go back to their respective stacks, and all other defeated cards go to the Defeated Cards space.

If an effect says to defeat "one of your characters," you can choose a character in your hand or one you've played this turn. If you choose one you've already played this

turn, you still get to use the Recruit Points, Attack, and special abilities the character has already produced. You also still get to count it for the purposes of triggering another card's Class ability. (You can't defeat a virtual copy of a card that another player Coordinated to you.)

Defeating your starting cards can actually be good for you because it means you will draw your more powerful cards more often instead of those weaker ones.

"Gaining" Cards

Whenever you gain a card, put it into your discard pile. After you shuffle your deck, you'll be able to draw the new card.

Running Out of Cards in the Crew Deck

If the Crew Deck runs out, keep playing normally except that the Bridge will no longer refill. Once there are no longer cards in the Bridge, you will no longer be able to recruit characters (other than Browncoats).

Running Out of Browncoats

Once there are no more Browncoats left, you will no longer be able to recruit them.

Running Out of Talents or Flaws

If there are no Talents or Flaws left, ignore any effects that would cause you to gain them.

Running Out of Crew Strikes or Ship Strikes

When the Crew Strike deck runs out, immediately shuffle all of the discarded Crew Strikes to make a new deck.

When a Ship Strike is repaired, you place it face-up underneath the Ship Strike Deck. Once all of the cards in that deck are face-up, shuffle them together and make a new Deck.

Special Abilities On Cards

- Cards can override the rules of the game.
- If one card says you can't do something while another tells you to do it, "can't" beats "can".
- If a card tells you to do something, but you can't do all of it, then do as much as you can. For example, if a card tells you to discard two cards from your hand, but you have only one card, then just discard the one card.
- If a card requires a choice, but it's not clear who should make the choice, then the player whose turn it is makes the choice.
- If a card instructs "you" to do something, but you're not sure to whom it refers to, then it refers to the player whose turn it is.

"Show" a Card

This just means to show the other players that you have a particular card in your hand or in play in front of you. You don't have to play or discard the card.

“Activate”

When you play a card, immediately gain its Recruit Points and Attack, and you must follow any instructions in its text. However, if it has an “Activate” ability, you can wait until later in your Action phase to activate it. Once you’re ready to, simply say you’re activating the ability, and then follow its instructions.

You can activate an ability only once per turn. It can be helpful to turn a card sideways as a reminder that you’ve activated its ability already.

“Avoid Any One Strike”

Some effects allow you to “Avoid any one Strike.” In this case, you can skip drawing a strike once during that turn. It could be from an Enemy striking during the Strike Phase or from another effect like an Event. If you choose to avoid a strike from an enemy with a “Strike:” ability, then that ability won’t occur. You don’t have to avoid the next strike you would have drawn. For example, you can wait to avoid a Strike from an enemy with a Strike ability.

“Cancel a Strike”

Some effects allow you to “Cancel a Strike.” In this case, you will already see the strike card, and if you are able to cancel it, then you immediately discard the strike without applying its damage or following its instructions.

“Next Player”

Some effects refer to the next player. Usually this means the player to the left. However, if there’s only one player left in the game (whether because you’re playing solo or because everyone else is currently defeated), then “next player” refers to you.

Looking Through a Player Deck

If you ever need to look through a player deck (for example Book’s Talent, The Power of Belief), that player shuffles that deck afterward.

Enemy gets -1 Attack

Some effects reduce an enemy’s Attack value. It can never go below 0. When you fight an enemy whose Attack value is 0, you can defeat it without spending any Attack.

“Attach” to a Space

Some cards tell you to “attach” to that space. In this case, put it in the space of the ‘Verse but slide it up a bit. This way other cards can still go into that space on top of the attached card while leaving the attached card’s name still visible. Attached cards don’t move from their attached space unless a game effect tells them to.



"Clear" Space

A space is considered "clear" if there is no card in that space. A space that has an attached card can still be clear if there is no other card in it.

"Pay ★ or Abilities"

Some cards allow you to "pay" ★ or in order to get an effect. In this case, just spend the amount and follow the instructions. The ★ or you spent is gone and can't be used for anything else.

Inevitable Cards and Defeated Players

Once an Inevitable Card spends a Strike Phase on each player's turn, the Episode automatically ends. Even if an effect lets you avoid a Strike from an Inevitable card, that turn still counts toward the Strike Phase ending the Episode. Even if a player is defeated and has their turn skipped while an Inevitable Card is in the Combat Zone, that still counts toward the Strike Phase ending the Episode.

Example:

- Mal, Zoe, and Wash are sitting in that order. Zoe is defeated.
- The Inevitable Card enters the Combat Zone on Mal's turn. During the Strike Phase, it strikes Mal.
- Zoe's turn is skipped because she is defeated.
- Wash plays a card that lets him avoid a strike from the Inevitable Card. At the end of that turn, the Episode automatically ends because the Inevitable Card spent one turn in the Combat Zone on each player's turn (including skipping Zoe's turn).

If an effect specifically says it moves the Inevitable card (one card in the game currently does this), it resets the timer. (It's as though it hasn't entered the Combat Zone at all.)

Character Classes

Intel cards are the best at gaining information and drawing cards.

Leadership cards help the team and are good at gaining characters.

Strength cards are good at fighting and defeating your own weaker cards.

Survival cards can avoid strikes and can heal.

Tech cards are good at avoiding or repairing Ship strikes.



Adjusting Difficulty

The game can be very hard, especially for newer players. Some Objectives are harder than others, and some combinations of Main Characters are stronger against certain Objectives. In addition to trying out different combinations, here are some ways to make the game easier or harder.

To make the game easier, do one or more of these:

- During setup, shuffle extra Side Jobs into each Episode deck.
- Give each player one (or two) extra Preparation turns at the very beginning of the game. Note: On a preparation turn, players skip the Episode Phase.
- When you set up Episode 2, put fewer than two cards into the 'Verse. When you set up Episode 3, put fewer than four cards into the 'Verse.
- Give each player an additional Talent in their starting deck. (You can also give them an extra Talent before the second and/or third Episode starts.)
- Give the team 1 or more bonus Credits in between each Episode.
- Treat each player's Defense Value as extra Health.

To make the game harder, do one or more of these:

- During setup, don't shuffle in as many Side Job cards.
- When you set up Episode 1, put one or more cards from the Episode deck face-down into the 'Verse. When you set up Episode 2, put more than two cards into the 'Verse. When you set up Episode 3, put five cards into the 'Verse.
- Don't give the players a starting Talent.
- Give each player a Flaw at the start of one or more Episodes.
- Don't skip defeated players' turns. When their turn comes around, do the Episode and Strike Phase as normal. (They still won't draw any Crew Strikes, but it would still be possible for a Ship enemy to strike Serenity.)
- For a super-hard mode, end the game immediately if any player gets defeated.

Coordinate in Solo Play

If you play a solo game with one Avatar, once per turn, you may discard a card with Coordinate to draw a new card.

Suggested Main Characters

You can use any Main Characters to play any combination of Episodes, but if you are playing through the Episodes in order and want to choose Main Characters that played a larger role in those TV Episodes, then here are some suggestions:

Serenity and Train Job: Mal, Kaylee, Zoe, Jayne, Book

Bushwhacked, Shindig, Safe: Simon, Wash, Inara, Book, River

Our Mrs. Reynolds, Jaynestown, Out of Gas: Jayne, Inara, Zoe, Mal, Simon

Ariel, War Stories, Trash: River, Jayne, Kaylee, Book, Simon

The Message, Heart of Gold, Objects in Space: Wash, Mal, Inara, River, Zoe

Playing a Campaign

In addition to playing "one-off" games, you can play through the whole series as a Campaign. In a Campaign, you'll play five games in a row (covering all 14 TV episodes), and some things will carry over from game to game (like Avatars, Strikes, and Upgrades). Here's how it works:

- All five Main Characters and four Supporting Characters will be the same for all five games. Each player will keep the same Avatar for each game.
- Each Episode will be played in order. (So Game 1 will use the first three Episode decks, Game 2 will use the next three, and so on.)
- Each time you win a game, two things happen before you start the next game:
  - First, there is a special Inter-Mission phase after Episode C. You earn Credits and spend them on Upgrades, Repair, and Healing. (You can't spend them on drawing extra cards for next Episode.)
  - Second, when you set up for the next game, keep all Upgrades and Ship Strikes that are on Serenity and all Crew Strikes that are on Main Characters. (All other decks reset normally, including Player decks.)
- Each time you lose a game, reset everything normally when setting up for the next game. (Note: Losing a game will affect your final Campaign Score.)
- Whether you won or lost, follow the End of Episode instructions for Episode C.

Winning a Campaign

The main goal of a campaign is to win all five games. But you can also play to try to get the best score you can. Here's how scoring works:

Note: Keep track of what your score is after each game (see Ending the Game on page 17.

- After the fifth game, add up the points you scored for each individual game. (You can score up to 6 points per game.)
- Starting with Game 2, you also get bonus points for winning individual games. (Later games are worth more points.):
  - 5 Points for winning Game 2
  - 10 Points for winning Game 3
  - 15 Points for winning Game 4
  - 20 Points for winning Game 5
- Finally, if you won all five games, you get an additional 20 points.

Example 1:

- You won all five games. Your individual game scores were: 6, 4, 3, 6, 5 (24 total).
- For winning games 2, 3, 4, and 5, you earned 5, 10, 15, and 20 points (50 total).
- You get an additional 20 points for winning all five games.
- Your final score is 94 points.

Example 2:

- You won games 1, 4, and 5. Your individual game scores were: 6, 3, 1, 6, 5 (21 total).
- For winning games 4 and 5, you earned 15 and 20 points (35 total)
- Your final score is 56 points.

FINAL SCORE CHART

100 Points	Big Damn Heroes
85-99 Points	Everything's Shiny, Cap'n
51-84 Points	Keep Flying
0-50 Points	Time to Retire and Give Up This Life of Crime

Note: If you're going to use any of the options to make the game easier or harder, make sure to use the same rules for all five games.

Campaign Variant: Instead of playing the 15 Episode Decks in order, you can mix and match Objectives however you like to make five games worth of Episodes. Remember to use the A-B-C method of setting up Episodes.

Game Contents

Rulebook, playmat and 500 cards.

- 35 Shiny
- 25 Misbehave
- 5 Browncoats
- 9 Avatars
- 126 Character cards (9 characters with14 cards each)
- 15 Objectives
- 165 Episode Cards (15 different "mini-decks")
- 12 Side Jobs
- 40 Crew Strikes
- 20 Ship Strikes
- 10 Upgrades
- 15 Talent
- 20 Flaw
- 3 Inevitable Cards





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Side Job Table

Number of Players	Side Jobs in Each Mini-Deck 1	Special Rules
1	0	
2	1	
3	2	
4	3	One Preparation Round*
5	4	Two Preparation Rounds*

***If you're playing with four or five players, then each player gets one or two free "preparation" turns at the beginning of Episode A. Take those turns as normal except that you will skip the Episode Phase.**

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