

2-4 Players	60-90 Minutes	Ages 14+
----------------	------------------	-------------

firefly™

FISTFUL OF CREDITS™

toy vault®

ART OF THE HEIST: INTRODUCTION

Life in the 'Verse can be cruel: Alliance crowding the skies, Reavers growing bolder by the day, and dangerous types on every rock out in the black. *Serenity* ain't a stranger to this unpleasantness and her fine crew is always ready when there's coin to be earned and thievin' to be done!

Do the job, get paid. Can't keep flyin' without a *Fistful of Credits*.

GAMEPLAY OVERVIEW

Firefly: Fistful of Credits is a two-to-four-player cooperative game where players step into the boots of *Serenity's* crew to pull off a series of dangerous heists and hopefully walk away with a tidy fortune!

At the beginning of the game, everyone collectively decides what order to play each heist. Each heist comes with it's own board, token set and Heist card. Heist cards detail unique objectives that must be accomplished in order to win. Working together, players must think, fight, and survive while racing against the clock to complete objectives. If the crew fails, the game is over.

For shorter play, one heist can determine whether the game was won or lost, but the ultimate *Firefly* challenge is to complete each back-to-back! When the last heist is a success, the game is over with the crew earning enough to keep on flyin'!

GAME COMPONENTS



3 X
HEIST MAPS



9 X
CREW CARDS



9 X
AVATARS



3 X
HEIST CARDS



30 X
EVENT CARDS



42 X
GEAR CARDS



15 X
EXTRA ENEMIES



1 X
LINE-OF-SIGHT
RULER

8 X
COLORED DICE

- 4 X Six-sided Dice
- 1 X Eight-sided Die
- 1 X Ten-sided Die
- 2 X Four-sided Dice



11 X
COLORED TOKENS

- 5 X Red (Health)
- 5 X Blue (Ammo)
- 1 X Gray (Timer)



153 X
HEIST TOKENS

- 60 X The Derelict
- 40 X Paradiso Express
- 53 X Intensive Care

SETUP

Before starting the game, perform the following steps:

1) Choose Big Damn Heroes (BDH) and Sidekicks

After determining turn order, each player chooses a Big Damn Hero from the 9 Crew cards. From the remaining cards, Sidekicks are chosen and placed on the right side. Players then collect matching BDH avatars. The avatars represent both BDH and Sidekick crew members.

2) Collect Game Components

Each player receives one red Health token and one blue Ammo token, then places them at the top of the indicated tracks. Additional tokens are collected and placed if the Sidekick card indicates to. Each player then receives a six-sided die. Other dice may be collected as well if the player's BDH card indicates to.



3) Setup Gear and Event Decks

Shuffle the Gear cards and Event cards separately to form two decks, then place the Event deck near the play area and Gear deck off to the side. Each player then draws one Gear card and places it face-up on the indicated slots on the side of their Sidekick card.

4) Choose A Heist

After briefly reviewing each Heist card, players decide which heist to play. "The Derelict" heist is recommend for first-time players.

5) Starting A Heist

Each heist has a matching game board, token set and Heist card. Collect the matching items and place tokens according to the Heist card's setup instructions. Place the gray token on the Heist card's green Timer spot. Each player places their avatar on the Landing Zone (yellow spaces) and the first player begins play, continuing clockwise.

HEIST CARD LAYOUT

Serenity's crew earns credits - criminal or otherwise - by successfully pulling off a heist. Each Heist card contains special rules, objectives, and a Timer to pull off the job. Success is dependent on completing all listed objectives. If the Timer expires and the objectives remain incomplete, the heist is a failure and the crew receives no credits.

TIMER

SPECIAL RULES

OBJECTIVES

THE DERELICT

— SPECIAL RULES —

No Special Rules are used in this heist.

— OBJECTIVES —

- 1) Kaylee must disarm 2 booby traps in the Engine Rooms.
- 2) Kaylee cannot be knocked out or the heist is over, so make sure she survives!
- 3) Scavenge the ship for credits and bank 1000 worth.
- 4) All players must return to the LZ.

REAVER SCALPER

"Reavers ain't men." - Jayne

Damage: 1 Health

Special Attack
When a player is defeated, it immediately moves beneath the next player forcing a battle.



DISARM THE BOOBY TRAPS




Kaylee must find 2 booby trap tokens and place them above. Tokens found by another player remain face-up on the board.

Heist Setup

The front of the card lists how tokens are placed in specific areas, if enemies are flipped face-up, and more. An inventory and illustrated token placement are also detailed in this section. Pay close attention to the Heist Setup instructions when tackling one that hasn't been played before.

THE DERELICT



HEIST SETUP

Place 3 guard Reavers facing on Spawn Zones in the Engine Room.



Place remaining tokens face-down on matching spaces.



While she's out in the pilot's chair, all that she's got is her pistol. That means it's time for some *Home Improvement* projects. Head out in the kitchen and remove eight pieces (including the one that just got smashed two weeks ago).

Now, given ordinary folk wouldn't be skimming Reaver's drawers, but we will. So, we're taking matters into our own hands. Reavers' luggage is a handy source of replacement booby traps for any deckling map.

Cash will be nice, but keep your fingers close. It'll be knock on any before we're 'tilly.

HEIST SETUP

Place 3 guard Reavers face-up on Spawn Zones in the Engine Room.



Place remaining tokens face-down on matching spaces.



Crew Barricades: 35



Engine Room Salvage: 22

Timer

The Timer is represented by a gray token that advances down a numbered track. Starting on the green square, the Timer advances 1 unit whenever a 1 is rolled for movement (not battle rolls). After advancing the Timer, the player must resolve the event before moving their avatar. Different events are activated based on color.



Gray - Draw an Event Card

Whether helpful or disastrous, Event cards are immediately played and then discarded.



Red - Spawn Enemies

Enemies are placed face-up on red Spawn Zone icons all over the board.



Yellow - Alarm Triggered

Indicates an alarm has been set off and special rules on the Heist card are now active.



Black - End of Game

Time has run out and the heist is over.

HEIST CARD LAYOUT *CONT...*

Special Rules & Enemies

Every heist has unique rules and conditions that make it different from the other heists. Carefully read through the special rules so all players know exactly what they're gettin' themselves into!



Unique enemies are highlighted to the right of the Special Rules. Refer to this section if you find yourself staring down the barrel of one!

For all other enemies, refer to the Rogues' Gallery in the back of the rules.

Objectives

Objectives must be completed in order to win. Some objectives may require crew members to perform actions such as placing or collecting tokens. These objectives are highlighted on the right, so make sure to read over both before starting!



ANATOMY OF THE BOARD

Whether it's a backwater moon or some fancy rock, you gotta know what's what or you'll be DOA planetside. Below are some of the standard board spaces players will encounter on a heist:



Token Spot

These indicate where specific tokens are placed on the map. Token spots are unique for each map so refer to the Heist Setup.



Landing Zone (LZ)

The LZ is the area where players place their avatars at the start of a heist and also where they return to *Serenity*. It is a "safe zone" protected against enemies, and also where players bank their collected tokens.



Spawn Zone

Spawn Zones are where previously-defeated enemies "spawn". Enemy tokens are placed face-up on designated Spawn Zones and are ready to fight! The numbers on the Spawn Zone indicate the strength of the enemy that spawns. Spawn Zones typically activate when the Timer turns red, but Event cards and Heist Setup instructions also utilize them.

If there are not enough defeated enemies to fill all Spawn Zones, use the extra tokens provided for each heist. Spawn Zones occupied by an enemy do not spawn an additional enemy.



People Movers

People movers, such as elevators, bulkhead doors, and stairs transport players to a different area on the map. Players enter one space and exit the matching space and continue movement.



Locks

Locks are spaces where Security Door tokens are placed. Security Doors are opened after players attempt to lock pick them (see Lock Picking).



Objective Location

On some heists, Objective icons are visible to show players exactly where tokens and actions must take place.

BIG DAMN HEROES & SIDEKICKS

Serenity's crew is a quirky bunch, but each brings a shiny somethin' to the table. Every Crew card has two sides or 'roles': Big Damn Hero on the front and Sidekick on the back. The Shiny Skill changes depending on which role the player chooses for the crew member. All players get one BDH and one Sidekick.

Shiny Skills

BDH's are controlled during movement and battles with each having a combat-related Shiny Skill. Sidekicks follow their BDH and have support-related Shiny Skills that can benefit their BDH or the entire team! Whether BDH or Sidekick, these skills are at the ready each turn! Refer to each side of the Crew card for their Shiny Skills.

Burlap Sack

Collected tokens are placed on the middle portion of your BDH - the Burlap Sack. Collected Credits *do not* count towards objectives until the player returns to the LZ (see Banking).

HEALTH

AMMO

BURLAP SACK

RETREAT NUMBER

BDH'S SHINY SKILL



Health and Ammo Tracks

On the left of the BDH side are two colored tracks – red for Health and blue for Ammo. Health and Ammo tokens start at the top and move down the track to indicate how many units remain or are available. Sidekick cards may also have tracks, but these indicate the number of times their Shiny Skill is used.

Gear Slots

Placed on the empty slots on the Sidekick card, players can only hold 2 Gear cards at a time. If they draw or receive another Gear card, it must be immediately used, swapped or discarded. Gear cards are ready for *immediate* use and multiple cards can be used per turn.

Supply - Medkits and Ammo are the staples of any ship exploring the 'Verse. Each restores a certain amount listed on the card and can be used anytime during a turn, even in battles!

Equipment - Equipment cards grant one-time bonus effects. Each card has unique applications, so become familiar them before use.

Arms - Extra firepower is always welcome in a firefight. Arms cards add to battle rolls or help in dangerous situations.



TURN BASICS

Besides shootin' straight, you got to know how to hoof it, crack a lock, and snatch loot. A typical turn starts with the player rolling for movement. Besides moving, players can perform a variety of actions.

Movement

Players roll their six-sided die to determine how far they may move. Movement can be in any direction (including diagonally) across clear space, but players cannot skip over walls or unflipped/flipped tokens. Players may move over other players, but cannot share the same space. When a 1 is rolled for movement, the Timer advances, triggering different events.



Battling

During a turn a player may encounter an enemy. Movement ends after encountering an enemy. The player's turn is over once the battle is resolved. Battling can occur during movement or at the start of a player's turn, but anytime an enemy is encountered you *must* battle (see Battle Rules).

Searching

Each heist has you hunting for credits, objectives, or a heap of trouble! Moving on to a token and flipping it reveals what type it is and what action the player must take.



Crate - Draw a card from the Gear deck, then remove the token from the board.



Credits - Collect in Burlap Sack. The number indicates its value. Credits are generally required to win heists.



Enemy - Immediately battle (see Battle Rules). The number indicates the strength of the enemy.



Star - An objective. Any player may flip these tokens, but only players with certain crew members can interact with them or collect them to their Burlap Sack (see Objectives).

Players can use all of their movement to collect Credits, Crate, and Star tokens, but movement ends when an enemy token is flipped.

Banking

When players move to the LZ they return to *Serenity* and “bank” all collected tokens by stacking them on the Heist card. Banked Credits count towards objectives and are cumulative. After banking the player’s turn is over.



Scrounging

While on the LZ players may “scrounge” for Ammo, Health or Gear cards. Instead of rolling for movement, the player announces that they are scrounging and follows the directions below. Be aware that even while scrounging, if a 1 is rolled the Timer advances!

Ammo - Roll 2-6 to Reload

Rolling the six-sided die allows the player to reload whatever number is rolled.

Health - Wait a Full Turn

For every turn that the player remains on the LZ they restore 1 Health.

Gear - Roll 5 or 6 to Draw

Rolling a 5 or 6 with the six-sided die allows the player to draw a Gear card.

Lock Picking

When a player moves onto and then flips a Security Door token, they roll their six-sided die against the strength of the lock, represented by the number on the token.



Greater Roll - Success! The door quietly unlocks.

Lesser/Equal Roll - The alarm triggers! You shoot the door open.

Triggering alarms can be dangerous as the Timer advances multiple positions or enemies attack! Check each Heist card’s special rules for details. After lock picking, the player’s turn is over and the token is removed from the board. If an alarm is already triggered, each additional broken lock advances the Timer by 1.

BATTLE RULES

The reality of criminal life is when things ain't going too smooth, you improvise...with bullets.

Getting into a Battle - There are two ways to get into in battle:



Flipping Tokens -
Face-down enemies are "inactive" and present no threat unless flipped.



Line-of-sight Check - Face-up enemies are "alert" and immediately force a battle when players start or end their movement in line-of-sight.

Line-of-sight

Line-of-sight is determined by tracing a straight line from the center of the player's space to the center of the enemy's space. No matter the distance, only walls "break" line-of-sight. When a player confirms they are in line-of-sight, they must do battle. A line-of-sight ruler has been provided for convenience.

When there are multiple enemies in line-of-sight, the player must choose *one* enemy to battle. Once the battle begins you cannot change targets.



Resolving a Battle

When battling, the player rolls their BDH's battle die and compares the result to the enemy's strength. Battles ultimately end with the enemy defeated or the player losing all Health (see Knocked Out). Sacrificing Health to re-roll conserves Ammo, but doesn't guarantee a short fight. Ammo can make short work of enemies, but when spent too quickly may run out.

GREATER ROLL	Victory!	Remove the enemy from the map, ending your turn.
EQUAL ROLL	Draw	A new round begins and the player rolls again.
	Optional	Spend Ammo Any spent Ammo increases the roll, making it a greater number.
LESSER ROLL	Defeated	Sacrifice Health Lose Health to re-roll, but trigger an enemy's Special Attack.
	Choose an option:	Spend Ammo Any spent Ammo increases the roll, making it a greater number.
		Retreat (see Retreating)

Retreating

When Ammo and Health are a mite low, best to hightail it outta' there. No matter how dire the situation, players can end a battle by retreating *but* take a slight hit when they do. Check the Retreat icon number on your BDH to see how many spaces you can move.



Retreat - Lose 1 Health and move the indicated clear spaces in any direction, ending your turn.

Calling for Backup

Other players can provide backup when both are in line-of-sight of the targeted enemy. After calling for backup, the two players roll their battle die and add them together! Both player's BDH skills and any relevant Gear cards can be used with backup. The drawback is that neither can use Ammo or retreat if defeated. When defeated, both players lose health and activate Special Attacks starting with the current player. Remember to announce your target and confirm backup when there are multiple enemies and players in line-of-sight.



Simon can fight alone or ask either Jayne or Zoe for Backup. With Jayne he'll utilize his two 4-sided dice, which add to his own roll. But with Zoe they'll both roll and use her Quickdraw, if the dice add up to a draw.

Knocked Out

When all Health is lost, the player performs the following before ending their turn:

- Discard any Gear cards and place collected tokens beneath the avatar.
- Remove BDH card and avatar from the board - they are "out" for the duration of the heist.
- Flip the Sidekick card and set Health and Ammo to full - they now become your BDH!
- Place your new BDH avatar on the board and retreat 4 clear spaces in any direction.
- Advance the Timer by 1.

If all players get both their BDH and Sidekick knocked out, the Heist is over. Also, make sure to check Heist card objectives as some crew members cannot be knocked out!

ROGUES' GALLERY

Besides bleeding off your Health, some unsavory types have Special Attacks that be a recipe of unpleasantness for the crew. Enemies perform Special Attacks when a player is defeated in battle. Use Ammo to defeat enemies before they perform Special Attacks.

FEDERAL GRUNT / REAVER BRUTE

Strength: Various
Damage: 1 Health



REAVER SCALPER

Strength: 7
Damage: 1 Health

Special Attack: After a player is defeated, Scalpers immediately move beneath the next player in turn order, forcing a battle.



PURPLE BELLY TROOPER

Strength: 7
Damage: 2 Health

Special Attack: If a player retreats and is still in line-of-sight, lose an additional 1 Health.



FEDERAL MARSHAL

Strength: 8

Damage: 1 Health

Special Attack: Marshals move to the player's space and capture their collected tokens. Collected tokens are placed beneath the Marshal and the player retreats 4 clear spaces in any direction.



HANDS OF BLUE

The Hands of Blue is a double-sided token that must be defeated twice!

Strength: 9

Movement: After every turn, the Hands of Blue move 1 space towards River. If River is not present on the board they move towards the closest player.

Battling: After the first victory, the token is flipped and the player's turn ends. If defeated, their turn is over and no health is lost, but the Hands of Blue token moves 1 space towards the player! Players cannot retreat from Hands of Blue and they are immune to Inara's BDH Shiny Skill.

Damage: 0 Health

Special Attack: When the Hands of Blue token is adjacent and in line-of-sight of a player, the BDH is immediately knocked out. If the Hands of Blue token is not adjacent, players can freely move into line-of-sight and choose to battle.



EXTRA TOKENS

Extra enemy tokens are used when there are not enough defeated enemies to fill empty Spawn Zones. Additionally, they can be added to make heists even more challenging or used to create your own!



F.A.Q.

- Q.** During a battle I rolled a 1, does the Timer advance?
A. *No, the Timer advances only when a 1 is rolled for movement.*
- Q.** I have Jayne as a Sidekick and used up all his Ammo, how do I reload it?
A. *Both Jayne and Simon can refill their tracks by using Gear cards or scrounging on the LZ.*
- Q.** Can I attack an enemy alone, lose and then request backup?
A. *Yes, but the targeted enemy must be the same.*
- Q.** I'm on the LZ and enemies are within line-of-sight, can they attack me?
A. *No, the LZ is protected from enemy attacks, even Reaver Scalpers and Federal Marshals. However, if you move off the LZ and stop in line-of-sight they will attack.*
- Q.** Can River's Second Sight skill be used with tokens that are adjacent, but beyond a wall?
A. *Yes, River can peek beneath tokens and even through walls!*
- Q.** The Timer turned red and I'm standing on one of the Spawn Zones, does anything happen?
A. *Simply place the indicated enemy token beneath your avatar and battle them next turn.*
- Q.** I moved into a room with a face-up enemy and before stopping I flipped an enemy token! Now they are both in line-of-sight, which do I battle?
A. *You must battle the flipped up enemy.*
- Q.** On my turn I find a Crate token and pull a Sensor Amp from the Gear deck. I immediately use it in the room I'm standing in and flip over an enemy token that is in line-of-sight. Do I have to battle this enemy?
A. *Yes, revealing the enemy forces you to immediately battle and discard the Sensor Amp.*
- Q.** I'm playing the Derelict heist and I flipped over a Star token, but don't have Kaylee. What happens?
A. *Star tokens remain flipped up, but can only be collected by required characters.*
- Q.** Can the Hold-out Pistol be used twice in a single battle?
A. *Yes, Gear cards that indicate they can be used twice can have cumulative effects in a battle.*
- Q.** Can the Earth-That-Was Stopwatch be used to stop an Alarm?
A. *Yes, the Stopwatch freezes time, preventing the Timer from advancing.*
-

Game Design: David J. Coffey | **Editing:** Jaime Groetsema and Ed Bryan

Artists: David J. Coffey (game layout & design, gear illustrations, additional artwork) / Paul Hanley (character, token, & heist illustrations; colors) / Simon Gough (character colors) / William Pace (gear illustrations) / Frances Faulder (gear illustration, packaging, rulebook layout) / Zac Pensol (logo, packaging, additional artwork)

Game Testers: Tim Davis, Aaron Davis, Michael Davis, Elliot Coffey, Cory Jackson, Jameson Smith, Erik Keldsen, Tom Lashinski, Tomás López-Betanzos, Chris Puente, Josh Koonce, Carolyn Koonce, Derek DeHann, Jill DeHann, Eric Donnelly, Jessica Wilson, Nick Lake, Derek Jarvis, Brian Wing, Andrea Bartosik, Bijal Modi, Matt Secrist, Daanish Syed, Thomas Amberg, Rob Rice, Erin Rice, Rick Livingston, Kyle Glyde, Aaron Bowen, Zac Pensol, Ed Bryan, Tony Smith, Ayden Smith, William Smith

Special Thanks: Paul Jefferies, Elliot Coffey, Tim Davis, David Gibb, Brandi Grimes, and Stephen Fischer

Toy Vault, Inc., 525 Saddle Rd., London, KY 40744 Ph: (606) 257-0133
Fx: (606) 729-0403 TM & © 2015 Toy Vault, Inc. All Rights Reserved.

Firefly TM & © 2015 Twentieth Century Fox Film Corporation.
All Rights Reserved.

WWW.TOYVAULT.COM | facebook.com/toyvaulinc

