

FIREBORN EXPANSION



This expansion can only be played with the basic game **TSUKUYUMI - FULL MOON DOWN**.

DEVASTATED AREAS

All areas and homezones have a back with an orange border. This is the devastated version of this area.

Only the Fireborn units can devastate areas, and thus turn areas on their backsides. Units and markers are not affected, area type and properties remain the same. Homezones do not suffer any disadvantage from the devastation, but are worth 3 VP for the Fireborn.

Devastated areas are worth 0 victory points in the final score, but otherwise retain their property and can still be conquered, entered, or left. They are just losing value. Devastated homezones are worth 3 VP each for the Fireborn.



FIREBORN

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The mighty dragons have only one goal: annihilation! The *Fireborn's* priority is not always conquering territories. They primarily seek to devastate areas so that no one can receive any victory points from these areas. If they can manage to devastate a homezone, the *Fireborn* receive victory points for it.

CONTENTS:

- 1 Rule Sheet
- 1 Faction Sheet
- 5 Cards
- 6 Miniatures
- 2 Punchboards
- 5 Stats Sheets



2-5



12+



180 MIN

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WARNING! CHOKING HAZARD: Small Parts. Not suitable for children under 3 years of age.



FIREBORN - RECLAIM OUR PLACE

Kasenda rose into the air. In the distance he saw the lights of the USS Nomad. These upstarts must be destroyed. On his way, he laid waste with his burning breath on the fertile fields below him. The world will BURN!

Strategy Tips

The idea of the *Fireborn* is to do as much damage as you possibly can, whether to the units in play or the tiles they're standing on.

The positioning of the homezone is very important for you. It must be close enough to other homezones to reach and *devastate* them, but far enough away so that freshly-placed *Fireborn* cannot be attacked immediately.

Don't hesitate to *devastate* areas. Your units are too expensive to leave a *Fireborn* behind to defend, instead of attacking with it. No one wants to conquer *devastated* areas, so they do not have to be defended either.

Devastation

To *devastate*, you must use the appropriate combat card, so that opponents in the area can choose a counterattack. *Devastated* areas are turned to their opposite side (with the orange



Goal of the Fireborn: Old Strength

This goal is achieved at the end of one of your Red Phases. If an opponent has a lower initiative, they cannot deny you the mission by conquering territories or killing *Fireborn* after you had your turn. It is important to note that although *devastated* areas are no longer worth victory points, they are still controlled areas and count towards this goal.

border). Units and markers will stay in place and hence are to be moved to the *devastated* side, as well as territory markers. *Devastation* has no effect on units.


Flaming Skin


The damage does not increase if there are several *Fireborn* in the same area. Only **15 damage points** are dealt, but on each player separately. It does not matter how many units another player has in the area.

Growth Markers

Each *Fireborn* is assigned one growth marker. You can place the marker into the slot of the miniature base. Change its orientation to show the current level of a *Fireborn* in front.

Growth or Production

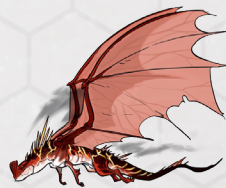
As a *Fireborn* player, you have to decide whether you want to produce new *Fireborn* or let the existing ones grow. It is not possible to do both in the same action. However, you may grow a *Fireborn* in the *White Phase* with 1  **production point** and recruit new *Fireborn* in the *Green Phase*.

Action cards with 2 or 4  **production points** are therefore most attractive to you, as they can pay the costs for one/two *Fireborn*. With an odd number production points, points might go unused when bringing new *Fireborn* into play. It makes more sense to try and use odd number of production points when growing your units.



Cleansing Fire

The additional damage is added up as usual. So if there are two *Boarlord*, three *Cybersamurai*

and one *Oni* unit in the area, this counterattack deals $6 \times 5 = 30$ damage points. The *Fireborn* player decides which player takes damage first. This damage may be combined with the **25 damage points** when destroying a *Fireborn*, but not with **Flaming Skin**.





Atenis

Atenis is always allowed to move **two areas**, even if the movement action of the current phase grants only 1  movement range. *Atenis* is not allowed to move without the  **movement action**.




Tarkos

Tarkos brings an additional  **combat action** in the *Red Phase* from level 2 and up.

This  **combat action** may also be used if the action card does not have a combat action in the *Red Phase*. This additional attack must be used in the area where *Tarkos* is. All units in the area are participating in the attack, including other *Fireborn*.

Barsum

Barsum is *massive*, so he may never move 2 areas with a  **movement action**. He may use *Overwhelm* to move one area after an attack though.



2-Player Game

The *Fireborn* always start in second place of the initiative order in 2-player games.