

JOSS WHEDON'S

firefly[™]

THE GAME

FIND A CREW - FIND A JOB - KEEP FLYING



Kalidasa

RIM SPACE EXPANSION SET



RULEBOOK

KALIDASA RIM EXPANSION

The distant Sun of Kalidasa beckons those who need a little more space from the eye of the Alliance and the threat of the Reavers!



Each Kalidasa Card is marked with a small turtle icon,

allowing you to easily find which cards belong to the Kalidasa expansion.

BOX CONTENTS

10"x20" Map Expansion
50 Supply Cards
71 Nav Cards
75 Job Cards
1 Leader Card
3 Story Cards
2 Set Up Cards
1 Alliance Corvette
54 Tokens
Rulebook

KALIDASA MAP EXTENSION

A new 10" x 20" map section is placed on the right-hand side of the existing *Firefly: The Game* map.



Original 'Verse Map with Kalidasa expansion on the right

This new map extension expands Border Space and adds the new Kalidasa system to the Rim. Combined with the original game and *Blue Sun*, the full game board measures 20" x 50" - the 'Verse is a big place!

STORY AND SET UP CARDS

New Story Cards add fresh goals, challenges and twists to your game. Combine any Story Card with any alternate Set Up Card for more dynamic game play variety.



RIM SPACE NAV DECK

Rim Space presents a unique set of challenges and opportunities for captains willing to venture to the far ends of the 'Verse.

When you're Full Burning through Rim Space, draw Nav Cards from the Rim Space Nav Deck.



BEAUMONDE SUPPLY DECK



The industrial center of the Kalidasa System, Beaumonde is home to numerous factories and a bustling spaceport. Captains starting their journey on Beaumonde will find supplies and gear unavailable anywhere else in the 'Verse.

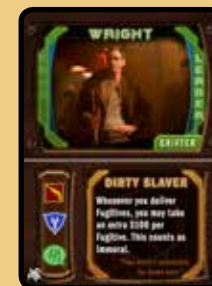
ALERT TOKENS

Double-sided Alert Tokens represent a higher level of Alliance or Reaver activity within a Sector.



NEW LEADER: WRIGHT

Kalidasa includes a new Leader, Captain Wright. Wright is a notorious slaver and con man, willing to take advantage of anything and anyone. He's always looking for opportunities to exploit and people to fleece.



NEW CONTACTS



Magistrate Higgins holds court on one of the moons of Harvest, supervising the clay mines which fuel ceramics manufacturing throughout the 'Verse.



Fantastic & Mingojoberry Rample are twin businessmen based on Beaumonde. Accomplished fences, you can count on them for leads on illicit opportunities.

KALIDASA SET UP

The 'Verse is divided into three regions. Rim Space is on the outer edge of the 'Verse, bordered in red lines. Alliance Space makes up the center of the map and is bordered by blue lines. Border Space is between the two, and is bordered in Orange.



This map includes both the Kalidasa and Blue Sun expansions. Each Area of Space is highlighted in its border color: Red for Rim Space, Orange for Border Space and Blue for Alliance Space.

NOTE: You may never move diagonally between Sectors.

RIM NAV DECK

Like Alliance and Border Space, Rim Space uses a unique Nav Deck. When Full Burning through Rim Space, draw Nav Cards from the Rim Space Deck.



Note: When playing with both the Kalidasa and Blue Sun expansions, combine all the Rim Space Nav Cards to make a 60 card Rim Space Nav Deck. Remove one of the "Reaver Cutter" cards; there should only ever be one reshuffle card in any Deck.



New Kalidasa Rim Space Nav Cards

ADDING KALIDASA TO YOUR GAME

There are a few things to know before incorporating Kalidasa with *Firefly: The Game*. You can play with Kalidasa whether or not you're also using the *Blue Sun* expansion.

ALLIANCE AND BORDER NAV DECKS

Kalidasa includes 20 new Alliance and 20 new Border Space Nav Cards. Add these cards to your Alliance and Border Nav Deck, making them 60 card decks.

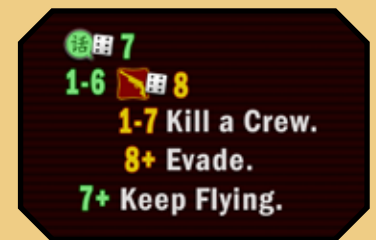
When playing games with the larger 60 card Nav Decks, shuffle the "Reshuffle" cards into the deck during game Set Up.

KALIDASA JOBS FOR CORE SET CONTACTS

Kalidasa includes 5 new jobs for Harken, Amnon Duul, Patience, Badger and Niska. Shuffle these cards into their Contact Decks.

NESTED SKILL TESTS

Some of the new Kalidasa Jobs' Skill Tests include Nested Skill Tests. When a Job has a Nested Skill Test, your roll on the original Skill Test may trigger a second test.



A roll of 1-6 in this Negotiate Test triggers a Fight Test.

MAGISTRATE HIGGINS

Magistrate Higgins is based on one of Harvest's moons. When playing with Kalidasa, place the new Higgins Harvest Sector tile in its place in the Red Sun system.



Sector Marker

Magistrate Higgins' Blue Sun Jobs

Magistrate Higgins ships his precious mud all over the 'Verse. Seven of his Jobs go to planets in the Blue



Blue Sun Set Symbol

Sun System. If you're not using the *Blue Sun* Expansion, take these cards out of his deck. All his Blue Sun Jobs have the *Blue Sun* Symbol and the *Kalidasa* Turtle Set Symbol.

OPERATIVE'S CORVETTE

Working for the Alliance, with full access to all the most sensitive information and licensed to use any means necessary, the Operative is deployed on the most urgent missions. He is relentless, dogged and patient. He is a true believer, unable to be swayed from his mission.

THE OPERATIVE'S CORVETTE

The Operative's Corvette is a new ship model in *Kalidasa*. On board the Corvette, the Operative prowls all of known space, looking for fugitives and wanted criminals.



"Sort of man they like to send believes hard. Kills and never asks why." -Shepherd Book

CORVETTE SET UP

The Operative's Corvette begins the game in the Cortex Relay 2 Sector.



CONTACT WITH THE OPERATIVE'S CORVETTE

When the Corvette ends its movement in a Sector with an Outlaw Ship, immediately resolve the Corvette Contact Card. If an Outlaw Ship moves into a Sector that contains the Corvette, resolve the Corvette Contact Card.



Note: If you ever draw the "Reaver Cutter" Nav Card when moving into the Corvette's Sector, you're protected from the Reavers. Do not resolve the card, then reshuffle the Nav Deck normally.

CORVETTE TRUMPS CUTTER

If the Operative's Corvette is ever in the same Sector as a Reaver Cutter, the Reavers are driven off. Move the Reaver ship to a Reaver Starting Sector. The Operative's Corvette may not end its move in the Reaver Starting Zones. Whenever the Operative's Corvette enters a Sector with any Reaver Alert Tokens, remove the tokens without resolving them.

ALLIANCE ALERT TOKENS

Alliance Alert Tokens represent the Operative launching surveillance satellites and embedding spies to keep a watchful eye on the populous.



The Operative's Corvette does not leave Alert Tokens behind (the way the Reaver Ships do in *Blue Sun*), but there are a number of Nav Cards that will generate Alert Tokens. There may be more than one Alert Token in a Sector.

RESOLVING ALLIANCE ALERT TOKENS

If you move into a Sector containing one or more Alliance Alert Tokens during your Fly Action, you must resolve the Alert Tokens before drawing a Nav Card. To resolve Alert Tokens, roll a dice.

If the dice roll is equal to or less than the number of Alert Tokens, the Feds are on to you! The player to your right chooses and moves an Alliance ship to your current Sector. If in Alliance Space, the player to your right may choose either the Alliance Cruiser or the Operative's Corvette. In Border or Rim Space Sectors, only the Corvette may be chosen. All normal rules for contact with the Alliance ships apply. Whatever the dice roll, remove all the Alert tokens from the Sector after rolling.


MOVING THE OPERATIVE'S CORVETTE


In addition to moving in response to Alliance Alert Tokens, a number of Nav Cards cause the Operative's Corvette to move. Unlike the Alliance Cruiser and Reaver Ships, the Corvette may enter any Sector on the map: Alliance, Border or Rim Space.




The Operative's Corvette moves in all types of space


NOTES ON ALERT TOKENS


 If you encounter Alert Tokens in the midst of a Full Burn, resolve the Alert Tokens first, then draw a Nav Card for the Sector that had the Alert Tokens, as normal.


 Resolving Alert Tokens is not a “Test.” Cards that modify Tests have no effect on Alert rolls.

 If you are an Outlaw Ship and an Alliance Alert Token calls the Alliance Cruiser or Operative’s Corvette to your location, your Fly Action is over immediately; do not draw a Nav Card if Full Burning.

 If you Mosey or Evade into a Sector, you must still resolve any Alert Tokens.

 You may place additional Alert Tokens in Sectors which already contain Alert Tokens.

 If you’re playing with both *Kalidasa* and *Blue Sun*, you may have both Alliance and Reaver Alert Tokens in the same Sector. When resolving these, roll for the Alliance Alert Tokens first. If the Operative’s Corvette arrives, it will clear the Reaver Alert Tokens.

 Remember, the Operative’s Corvette does not leave Alert Tokens behind when it leaves a Sector, the way the Reaver Cutters do when playing with *Blue Sun*.



The Operative's Corvette

BONUS JOB OPPORTUNITIES

Many of the new Jobs in *Kalidasa* have Bonus Job Opportunities. These optional Bonus Opportunities take you to another planet to earn a bonus reward.



*Job with a Bonus Drop-Off and Dual Job types.
“Special” Pay Jobs have instructions in the Job Text for exactly how you’ll Get Paid when you complete the Job.*

COMPLETING BONUS OPPORTUNITIES

Bonus Opportunities need to be done after starting the Job, but before completing the Job. They may only be done once. If you complete a Bonus Opportunity, place a Completed Token on the Bonus Opportunity to mark it as finished.



GETTING PAID FOR BONUS OPPORTUNITIES

When you complete the Bonus Opportunity, take the reward listed in the green bonus area. You do not have to pay your Crew a Cut of the Bonus Opportunity. Pay your Crew normally when you complete the Job.

DUAL JOB TYPES

Some *Kalidasa* Jobs have two Job Types. The above Job, for example, is both a Shipping and Smuggling Job. Special Rules for both Job Types apply.

Note: Some *Kalidasa* Jobs have “Salvage Op” listed as their Job Type. When you complete the Job, it counts as a Salvage Op.

NEW CONTACTS

Firefly: Kalidasa includes two new Contacts.



Magistrate Higgins runs the harvesting and shipping of raw mud to high-grade ceramics industries across the 'Verse. Higgins' Jobs focus on the transport of his raw materials throughout Border and Rim Space.

When you're Solid with Magistrate Higgins, you may have one additional Active Job, allowing you to have up to four Active Jobs at the same time. If you have four Active Jobs and Lose your Solid Rep with Higgins, choose one of your Active Jobs to discard.

The mud pits of Higgins' Moon are always in need of more indentured servants. *Kalidasa* includes a number of "Mudder" Crew Cards. Any of these Mudders can be turned over to Higgins for a tidy profit.



From Beaumonde, Fanty and Mingo are twin brothers who dabble in all manner of illicit activities, from fencing contraband to acting as coyotes in the Rim.

The Jobs in Fanty and Mingo's Contact deck have a wide variety of bonus opportunities, and many of them feature Dual Job Types.

When you're Solid with Fanty and Mingo, you'll receive a \$500 bonus when you complete a Transport Job. You may also buy Contraband for \$400 each, when you Deal with them.

ADDITIONAL RULES

Firefly: Kalidasa contains 3 new Story Cards and 2 Set Up Cards. The Set Up Cards may be paired with any Story Card to add variety to your games.

SET UP CARDS

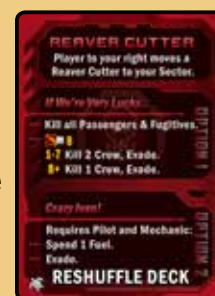
Set Up Cards are alternate ways of starting the game. They detail all the aspects of Set Up: Starting Jobs, Assets, etc. Each aspect of Set Up that differs from standard Set Up is marked with a Green title bar, as pictured on the right.



Note: Some Set Up and Story Cards refer to "Planetary Sectors." A Planetary Sector is any Sector that contains a named planet. The Space Bazaar and Cortex Relays count as planets.

RESHUFFLE CARDS

"Reshuffle" Cards in the Misbehave and Nav Decks may never be in their decks' discard piles (except during some Set Ups). If any action would put a "Reshuffle" Card in a discard pile without resolving it, reshuffle the deck when you've finished the action that discarded the card.



WHAT ARE GOODS?

Many of the Cards in *Kalidasa* refer to "Goods." Goods are Cargo, Contraband, Fuel and Parts. Some cards may allow you to load a number of Goods. In this case, you may choose which type of Goods you'd like to Load. You may choose to Load a mix of different Goods.



"Goods" refers to Cargo, Contraband, Fuel, and Parts.

CREDITS

GAME DESIGN

Sean Sweigart
Aaron Dill

DESIGN DIRECTOR

John Kovaleski

SENIOR PROOFREADER

Peter Przekop

GRAPHIC DESIGN

Katie Dillon

3D MODELING

Charles Woods

PRODUCERS

Peter Simunovich
John-Paul Brisigotti

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20th Century Fox

Judy Huang, Maria Romo

*Special Thanks to Joss Whedon
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us to explore and enjoy.*

PLAYTESTING

Jason Buyaki, Louis D'Agostino, Morgan T. Dodson,
Sally Honeycutt, Kean Finucane, Stephen Johnson,
Lizzie Willick, Braden Wright

**Thanks to all the staff at Battlefront and
Gale Force Nine who contributed to playtesting.**

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