



Designed by Mac McAnally

RULEBOOK

Demo Copy - final rules may vary

INTRODUCTION

The mountain border chokes on the remains of a hundred great airships. A scene of countless glories and sorrowful ends. The War of the Founders left both Illyria and the Northwall Confederation broken. Yet bitter hatred still beats the drums of war.

Illyria used to be a unified place. Peace and prosperity flourished. Their society a testament to wisdom and liberty. When the air was conquered, they considered it their greatest achievement. It would open the door to a future as limitless as the stars. But it was the seed of their future's undoing being sown. Greed and power conspired to take advantage of the small mining towns south of the mountains. The great cities of industry and capitalism in the north prospered more than ever. But they wanted to dig deeper, dig longer, and dig cheaper.

Thaddeus Burrows saw the economic exploitation by the titans of industry in the north. And the great orator whipped the southern lands into a frenzy. His passionate pleas for economic equality were met with callous belittlement from the Illyrian Chancellor, Emerson Astor. The nation quickly perforated with the establishment of the Northwall Confederation. The Great Embargo ground the north's economic engine to a halt.

With hard work and dedicated leadership the Confederation built airships quickly. No-nonsense, efficient vessels. Built for war. The gilded Illyrian galleons struggled to retrofit their cruisers for war. And so the battle has raged these past ten years. But this is the day it ends! Two great airships are all that remain. On these decks stand what few brave soldiers remain to fire the cannons. With them they carry the hopes of their people.

The unwavering mountain border approaches. Stockpile your gunpowder. Have your soldiers prepare the cannons. Steady your aim and rule the clouds! FIRE AT WILL!

GOAL OF THE GAME

In Fire at Will, The goal is to score points by loading and firing as many shots as quickly as possible. In this real-time game, you must concentrate your fire upon the enemy airship while balancing accuracy and speed.

CONTENTS

Two Battle Decks of 108 cards:

6 Action Pile Cards

Action Cards:

- 12 Load
- 18 Ready
- 18 Aim
- 18 Fire
- 6 Maneuver



4 Master Gunner cards - for advanced play only:



6 Starter Load Cards

18 Battle Flag Cards

1 Scoring Helper

1 Gunner's Mate Card



GAME SETUP

Each player chooses a faction.

Set aside the 18 Battle Flag cards from each deck.

Place the 6 Starter Load cards face down in a row. Shuffle the remaining cards and deal 12 cards face down onto each Starter Card.

Then turn the 6 piles over so that the Load cards are face up on top. Each of these piles is a Command Deck.

In front of each Command Deck place the 6 numbered Action Pile cards.

Be sure to leave some room in between the two rows of Action Piles.



Illyria Player



Action Pile Cards

Remember to leave some room!



Flags & Scoring Helper



Master Gunner



6 Command Decks

Northwall Confederation Player

The game is played in two phases. During the Fast Play phase you'll fire your cannons by playing the cards from your Command Decks onto the Action Piles as quickly and accurately as possible. After the smoke clears, you'll enter the Scoring Phase. Then you'll survey the wreckage to see how accurate you were.

Expert Variant: For an additional challenge have both players shuffle their Action Pile cards and deal them out randomly during setup.

FAST PLAY PHASE

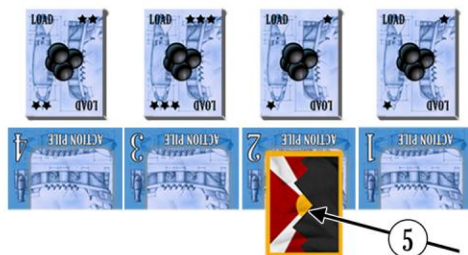
Players can only play Action Cards with one hand for the entire battle. Players can only play cards of their own factions. All of your Action Cards will be played on your own Action Piles. When both players are ready, one player starts the battle by announcing, "Fire at Will!"

- FIRING YOUR CANNONS

Both players begin the battle by taking a Load card from the top of any Command Deck and playing it face up on top of any Action Pile. Players then play one card at a time from the top of any Command Deck onto any Action Pile. Once a card is played to an Action Pile it cannot be moved.

Playing a Load card to an Action Pile loads that cannon. A Fire card shoots it. Firing a properly loaded weapon will score one point during the Scoring Phase. You can score more points by firing a more accurate shot. To do this, additional cards need to be played between the Load and Fire cards. Only a well-aimed shot sequence of **LOAD, READY, AIM, FIRE** will score 2 points. For this four card shot sequence only, you can earn the Sharpshooter Bonus if all of the cards have the same number of stars - making it worth 4 points.

Another Load card may be played on top of a Fire card to start another shot sequence.

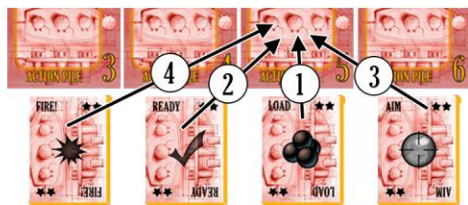


Here's an example of a shot:

1) A LOAD card is played on Action Pile 5. This begins a shot sequence.

2) The player wants an accurate shot, playing a READY card onto the same Action Pile.

3) The player then adds an AIM card.



4) With a FIRE card, the shot is successfully launched. Since all the cards used have 2 stars the Sharpshooter Bonus applies. Because of this perfect sequence, 4 points will be scored.

5) After the shot, the player placed a Battle Flag on their opponent's Action Pile across from the cannon that fired the shot.

- GUNNER'S MATE

There may be times when no Command Deck has cards on top that you want or need. At any time you may move a card from any Command Deck to the top of their Gunner's Mate pile. This will expose new cards. The Gunner's Mate is not a cannon, and won't score points. You can play cards from the top of your Gunner's Mate to any Action Pile as if it were a Command Deck. However, cards can't be played from the Gunner's Mate back onto a Command Deck.



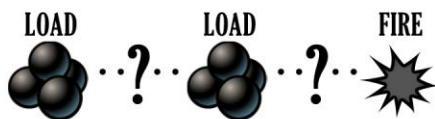
- MANEUVERING

During the battle, each of your gunners should help steer the ship. Maneuver cards can help you get position on your opponent and score bonus points. Maneuver cards must be played to the Action Pile with the matching number (1-6) in order to count. If the Maneuver card is played in the middle of a shot, that shot will not score, but the Maneuver still counts.



- BREACH EXPLOSION

Firing a cannon that has been loaded twice will create a breach explosion and face a scoring penalty at the end of the battle. This might happen if two Load cards were played before a Fire. If you are worried this happened during battle, you can play a Battle Flag card on that Action Pile. This will unload the cannon. You can then start a new shot sequence with another Load card.



- BATTLE FLAGS

When a loaded weapon is fired, you may immediately take one Battle Flag card and play it on top of your opponent's Action Pile directly across from the cannon you fired. As you place the Battle Flag, you can also straighten that Action Pile to fully obscure all cards underneath the Battle Flag. This takes time, but can create additional confusion. Correctly played Battle Flag cards score points at the end of the battle. But be warned: incorrectly played Battle Flags carry a steep penalty!

Illyria



The Illyrian flag has remained unchanged for over two hundred years. It is a symbol of their adoration of the sky. The Illyrian sun shines wisdom and prosperity to all four corners of the Illyrian nation.

Northwall Confederation



Designed by Thaddeus Burrows himself, the flag represents the setting sun of Illyrian dominance. The power of the mountains rises up to recapture that same wisdom and prosperity.

As soon as one player plays all of their cards from their Command Decks and Gunner's Mate, they flip their Gunner's Mate card and announces, "Cease Fire!". Play stops immediately. A card in their opponent's hand may still be played. Then the opponent removes all unplayed cards in their Command Decks and Gunner's Mate pile from the game. You're now ready to move to the Scoring Phase.

SCORING PHASE

Prior to scoring, remove all opposing Battle Flag cards from each Action Pile. Place the removed cards in front of the opposite Action Pile. Make sure to avoid changing the order of all other cards played.

Each Action Pile is scored in order from the first card played to the last. To resolve each Action Pile, flip it face down and reveal cards one at a time from the top. Cards are used to represent points. Each player designates an area as a Score Pile. Whenever you score cards, take that number of cards from the shot and add them to the Score Pile. Any of the cards from the shot may be used for scoring. You'll discard the rest of the cards in the shot.

After each scored shot, you may reclaim one Battle Flag from the Action Pile across from the cannon you are scoring. These are the ones set aside by your opponent in the first paragraph. Add that Battle Flag to your Score Pile. If there are more successful shots in the Action Pile than Battle Flags played, you don't get any additional bonus. You can't claim Battle Flags from other Action Piles.

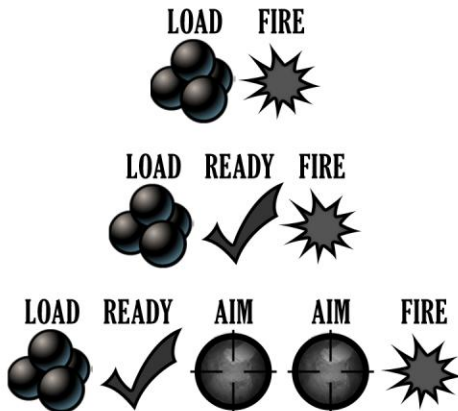
If you are finished scoring an Action Pile and there are Battle Flags unclaimed from your opponent's Action Pile - set them aside. These will count against you at the end of the scoring phase.

SCORING POINTS

A WELL EXECUTED SHOT - Four cards in the exact sequence: LOAD, READY, AIM, FIRE scores 2 points.



FIRING A LOADED WEAPON - Any other sequence beginning with a Load and ending with a Fire scores 1 point.



- SHARPSHOOTER SHOT

Every Load, Ready, Aim and Fire card has either one, two or three stars. If you fire a well executed, two point shot, and all four cards in the shot have the same number of stars, you score 4 points instead of 2. Refer to the example on Page 3.

- BREECH EXPLOSION PENALTY

Firing a cannon that has been loaded twice causes a massive explosion. Both the cannon and the gunner are destroyed. The shot that causes the explosion does not score. In addition, all Action Cards remaining in that Action Pile are removed from the game. Refer to the example on Page 4.

When cards are discarded due to a Breech Explosion, remove all remaining Battle Flag cards for that cannon as well. These do not incur the Unclaimed Battle Flag penalty.

- NON-SCORING SEQUENCES

Sequences that do not start with one Load card and end with one Fire card do not score. Examples would be firing an empty weapon or aiming five times without firing. Remove all cards in non-scoring sequences from

- MANEUVER CARDS

If a Maneuver card was played in the middle of a shot, that shot does not score and all cards before the Maneuver card are discarded. If the Maneuver card was played to the matching Action Pile, set it aside for later in the scoring round. If it was played to an Action Pile of a different number, remove it from the game.

After both players have scored all Action Piles, determine which player has the most successful Maneuvers. That player has outmaneuvered their opponent and receives the Outmaneuvering Bonus! Both players add these successful Maneuvers to their Score Piles.

- OUTMANEUVERING BONUS

The player who receives the Outmaneuvering bonus reclaims cards previously removed from the game. They take a number equal to the number of correctly played Maneuver cards and add these to their Score Pile.

Example: The Northwall player scored 5 correct Maneuvers while the Illyria player scored only 3 correct Maneuvers. The Northwall player scores the 5 maneuver cards and also reclaims 5 additional cards and adds them to their Score Pile for a total of 10 cards. The Illyria player only adds the 3 Maneuver cards to their score pile.

- MISSED SHOT PENALTY FOR UNCLAIMED BATTLE FLAGS

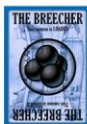
After all Action Piles are scored, both players remove 3 cards from their Score Pile for each unclaimed Battle Flag card.

WINNING

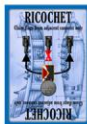
Compare the number of cards in both Score Piles. In many cases you can just compare the height of the score piles. The player with the highest total wins the battle and rules the skies!

MASTER GUNNER CARDS

For players who have mastered the basics, the 4 Master Gunner cards offer new challenges. Both players shuffle these cards into their decks at the start of the game. When a Master Gunner card comes up on top of a player's Command Deck, they may be played sideways onto any of your opponent's Action Piles. During scoring, keep opponent's Master Gunner cards in your Action Piles. Each card's special effect affects all shots fired from that cannon after the card was played. When using Master Gunner cards, score Action Piles from left to right.



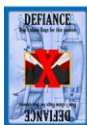
THE BREECHER - The enemy just lobbed a cannon ball right into your cannon! When this card is played on your action pile it loads your cannon. Be careful for breech explosions!



RICOCHET - Your cannon balls are only glancing off their ship and hitting other targets! During scoring, you can only reclaim Battle Flags from the cannons to the left and right of this cannon.



EYES ONLY - Your crosshairs were damaged! During scoring, only well aimed shots of **LOAD, READY, AIM, FIRE** will score.



DEFIANCE - Your ammunition stores just took a direct hit! Now your cannon balls aren't flying true. During scoring, you can't reclaim Battle Flags for this cannon. If you keep playing Battle Flags for that cannon, a steep Missed Shot penalty is headed your way.

HANDICAPPING

Players may handicap themselves to balance play between players of different skill levels. Feel free to use one of the options below by itself or in combinations:

- Give one player a head start of 10 or more cards before the other player can start.
- Have the stronger player play with only 9 Battle Flag cards.
- Give the Master Gunner cards to only one player.

CREDITS

Game Design

Mac McAnally

Game Development

Chris Kreuter & Chris Gosselin

Art

Jack Parra

Logo Design

Scott Hartman

Graphic Design

Mac McAnally & Chris Kreuter

Playtesting

Kymia Alishahi, Mark Andrews, Ron Blechner, Travis R. Chance, Kristy Eckert, Kevin Greaves, Jared Greenberg, Carlos Hernandez, Adam Hulse, David Leciston, Nick Little, Brian Luna Lucero, Myra Luna Lucero, Ted Mantuano, Ethan McAnally, Robin McAnally, Terrye McAnally, Brian McCarthy, Jack Parra, Jeremiah Peterson, Cory Siegel, Dering Sprague and Tiny, Chris Vicari

Special Thanks

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Tim Rodriguez - BrooklynIndieGames.com

Chris & Suzanne Zinsli - CardboardEdison.com



This game was developed within the NYC-Playtest group.
Find out more about our awesome team at NYCPlaytest.com



MasqGames.com

