



QUICK-START GUIDE

THIS BOOKLET IS DESIGNED TO HELP YOU WITH YOUR FIRST GAME OF MISBEHAVIN'.
INCLUDES SCENARIOS AND EXPLANATIONS TO HELP YOU IN THE 'VERSE.



SETUP



You can play with 2–4 players. There are 4 Starting Faction Decks with 10 cards each.

- **Alliance**
- **Eavesdown**
- **Niska**
- **Serenity**

Each player chooses a Starting Faction Deck.

Now get the rest of your stuff for your faction.

- **Player Board**
- **'Verse Card**
- **1 'Verse Token**
- **1 Credit**

Each player shuffles their Starting Deck, and draws 5 cards.

FACTION STARTING DECKS



Pick your favorite faction from Firefly!

*Alliance, Eavesdown,
Niska or Serenity.*

*All cards have the same
back. You will be mixing
and matching cards as
you build your deck.*

ALL YOUR STUFF



*'Verse Card, 'Verse Token, 1 Credit, Starting Deck,
and Player Board for Serenity.*

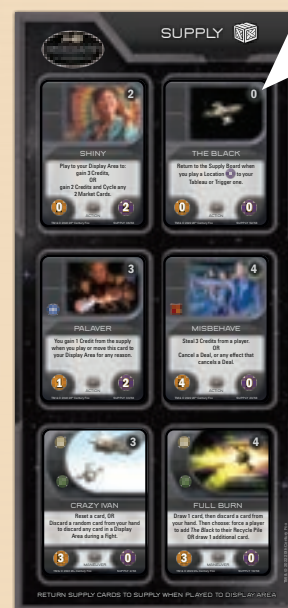
4-Player Setup

Shuffle and place the Core, Border, and Rim cards face down on the Market Board to form the three different Market decks, and deal out 2 face up from each deck to form the Market.



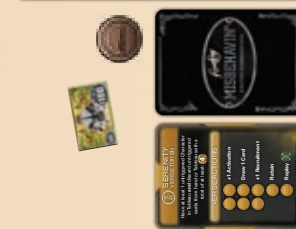
Set up Supply Board with the following card sets:

Shiny, The Black, Palaver, Misbehave, Crazy Ivan, Full Burn



Your Faction Tableau contains the Asset Area and the Command Area, to which you will play cards during the game.

Around your Tableau, leave some space on the table for your Deck (left), Display Area (top), Recycle Area (right), where you will also place cards during the game.



Goal of the Game:
Start your turn with 11 Power in your Tableau (for a 4-player game).

FOUR ACTIONS ON A TURN



Here's the short-hand version of what we're doin' in **Firefly: Misbehavin'!**

There are 4 different actions. Do them in any order, but most can only be done **once** per turn.

- **Activation**
- **Recruitment**
- **'Verse Acquisition**
- **Spending 'Verse**

And there are 4 possible things you can do with your Activation:

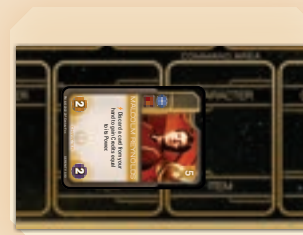
- **Play a card to your Tableau**
- **Trigger a card in your Tableau**
- **Pick a Fight**
- **Make a Deal**

ACTIVATION – Once Per Turn

There are 4 ways to use it:



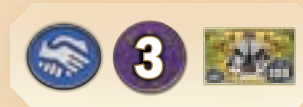
Play a card from hand to your Tableau.
(You may immediately Trigger it.)



Trigger a card in your Tableau with an Activation Ability (⚡).



Pick a Fight using cards with the Fight attribute.

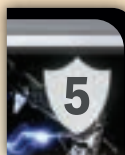


Make a Deal to gain a card using Influence and Credits.

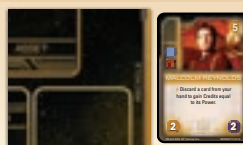
RECRUITMENT – Once Per Turn



Play a card or cards from your hand and untriggered cards from your Tableau to your Display Area to use their Influence to Recruit cards.



Meet or exceed the Cost in the top right corner of one card in the Market or Supply.



Add the card you Recruit to your Recycle Pile.

'VERSE ACQUISITION

– Once Per Turn



Follow both steps on your 'Verse Card to gain a 'Verse Token. Use only once per turn. You can only gain 'Verse in this manner on your turn. Additional 'Verse can be gained by winning Fights or other effects.



'Verse Acquisition is different for each Faction! We've all got our strengths and weaknesses.

SPENDING 'VERSE



Spend 'Verse Tokens on 'Verse actions any number of times. You can only spend it on your turn (or if you become involved in a Fight on an another player's turn).



And here's why 'Verse is valuable. You can spend it to buy yourself all kinds of 'Verse actions that give you important advantages.

SERENITY'S TURN



So, I am going to start my turn by using my **Activation** to play a card from my **hand** into my **Tableau**. I'm choosing to play Zoe. Since she's a **Character**, she has to go in the Command Area with a **Character** label. I can immediately trigger her for her ability as part of that Activation, but I'm choosing not to. That's because I want to earn a **'Verse**.



Looking at my 'Verse Card, I need an **untriggered Character** in my Tableau: check. Then I need to **discard 4 Power from my hand to my Recycle Pile**. I'll use these two *You Can't Take the Sky From Me*. Together, that's the **4 Power I need**.

SERENITY
VERSE TOKEN

Have at least 1 untriggered Character in Tableau **and** discard untriggered cards from hand or Tableau with a total of at least: **4**

ACTIVATION – Play card to Tableau



Serenity plays a card from her hand to the Command Area of her Tableau.

'VERSE ACQUISITION

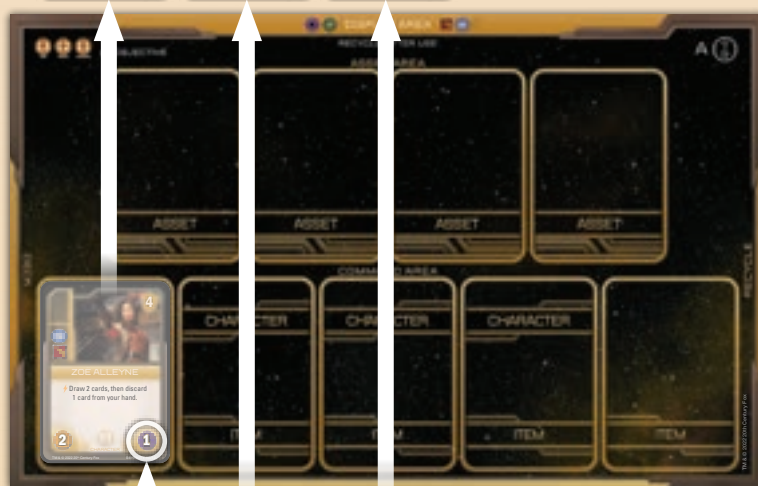


*Serenity discards two *You Can't Take the Sky From Me*, discarding 4 Power total from her hand.*

RECRUITMENT



Supply Decks - Misbehave costs 4 Influence to Recruit.



With a total of 4 Influence available from her hand and Tableau, Serenity can Recruit a Misbehave!



All Faction or Market Cards she played to the Display Area and the one she Recruited get discarded to the Recycle Pile.



Now, I do have one **Recruitment**, so I'm looking at how much **Influence** I have. There is 3 total from these two cards, *Malcolm Reynolds* and *Serenity*. Since Zoe is untriggered, I can use her too. That gives me 4 Influence, so I am **Recruiting** a *Misbehave* from the **Supply Board**. The Cost to Recruit a card is in the upper right corner. I play my *Zoe*, *Malcolm*, and *Serenity* cards to the Display Area.

Finally, *Misbehave* goes into my Recycle Pile, along with the cards I played to the Display Area. Now I draw 5 cards from my deck and my turn ends.

EAVESDOWN'S TURN



All right, my lovelies. I'm going to start with my **Recruitment**. I have **3 Influence** between my *Badger* and *Eavesdown Docks* cards so I can get the *Nutrition Bars* card from the **Rim Deck**. All 3 cards go directly to my **Recycle Pile**.

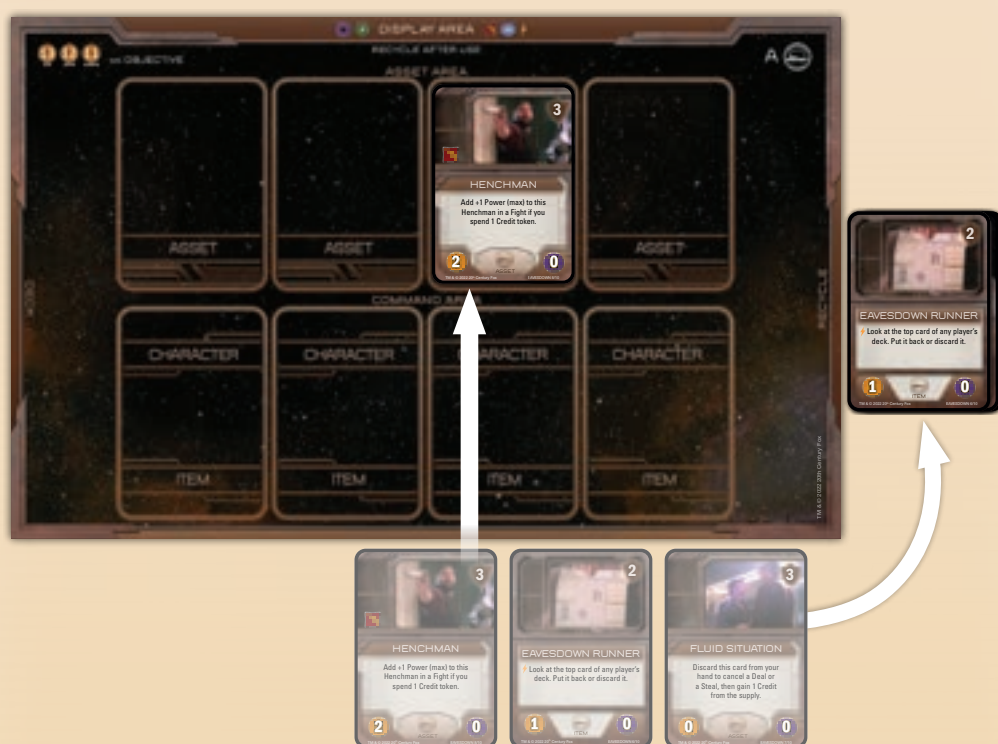
RECRUITMENT

Rim Deck – Nutrition Bars cost 3 Influence to Recruit.

The diagram illustrates the recruitment process. At the top right, a **Rim Deck** is shown containing the *Nutrition Bars* card (cost 3) and the *Amnon Duul* card (cost 5). Below this, a hand is shown with the *Badger* card (cost 3) and the *Eavesdown Docks* card (cost 4). A table below shows the game board with Asset, Command, Character, and Item areas. A *Nutrition Bars* card is shown being recruited from the Rim Deck to the Recycle Pile. A bottom row shows a hand with the *Badger*, *Eavesdown Docks*, *Henchman*, *Eavesdown Runner*, and *Fluid Situation* cards.

With 3 Influence available from their hand, Eavesdown can Recruit Nutrition Bars!

ACTIVATION – Play card to Tableau



I have an **Activation**, so I'm putting a *Henchman* into the **Tableau**. It's an **Asset**, so into the Asset Area it goes. As I don't have anything left to do on my turn, I end my turn by discarding any cards left in my hand and drawing 5 new cards from my deck.



NISKA'S TURN



I have a reputation for efficiency, so observe: With my one **Activation**, I will play my **Torturer**. I can **Trigger** him for free when I play him, and I shall. This lets me discard a random card in another player's hand. I think the **Alliance** is the lucky recipient today!



Niska, the **Alliance** will not forget this act of insurgency!

ACTIVATION

– Play card to Tableau & Trigger



A card can be Triggered for its (⚡) Ability for free when it is played to the Tableau.



RECRUITMENT

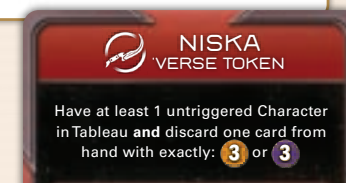
Core Deck – Atherton Wing costs 4 Influence to Recruit.

With 4 Influence, Niska can Recruit Atherton Wing from the Core Deck!



For my **Recruitment** action, I can use the *Niska* card for 3 **Influence** and the *Skyplex* for one more **Influence**. For 4 **Influence**, I can Recruit *Atherton Wing* from the **Core** deck. He goes into my **Recycle Pile**.

I can't **Acquire 'Verse**, because the *Torturer* is **Triggered**, so my turn will end. I discard the rest of my hand, and I can only draw 4 because the *Torturer* is **Triggered**.



ALLIANCE'S TURN



All right, it's the Alliance's turn. Note that I'm starting my turn with only 4 cards, because Niska made me discard one! So for my **Activation** I'm going to play a **Core Space** card to the **Tableau's Asset Area**. I can't Acquire **Verse** with no Characters in play, so I am left with my **Recruitment** action.



Have at least 1 untriggered Character in Tableau **and** discard untriggered cards from hand or Tableau with at least: **2** and **2**

I have my **Tohoku-Class Cruiser** and my other **Core Space**, which will be 2 **Influence** when played to the **Display Area**. All I can afford is a **Shiny**, which costs 2. I discard the rest of my hand, and draw 5.

ACTIVATION & RECRUITMENT

Supply Decks – Shiny costs 2 Influence to Recruit.

*The Alliance plays **Core Space** to the Asset Area, so that the other **Core Space** and **Tohoku-Class Cruiser** cards are worth 2 Influence. Then they that Influence to Recruit a **Shiny** from the Supply Board.*

SERENITY'S TURN

Making a Deal and Recruitment

These two actions are similar ways to add cards to your deck from the Market or the Supply. For both actions, if a card you wish to gain has your faction's icon in the top left corner, you may use your own 'Verse Tokens as one Influence each.

How Deals and Recruitment are different actions:

- Recruitment does not require an Activation. Making a Deal does.
- A card gained from Recruitment goes into your Recycle Pile. A card gained in a Deal goes into your hand.
- You may not use Credits in a Recruitment. Credits count as Influence in a Deal.

MAKE DEAL

Deal Attribute Card



In a Deal, the card goes into my hand, NOT my Recycle Pile.

Serenity plays 1'Verse, 1 Credit, Malcolm, and Serenity for a total of 5 Influence to make a Deal for Hoban Washburne.



Border Deck – Make a Deal for Hoban



Malcolm Reynolds is a Deal attribute card, so I can Make a Deal!

A Deal is an Activation that lets me gain a card. Mal has 2 Influence, and I also have Serenity for another Influence. Since this is a Deal, I get to use Credits as Influence as well.

I wanna pick up Hoban Washburne. He costs 5, and with my Influence and Credits, I only have 4. But, Wash has a Serenity icon in his top left corner. That means I can use 'Verse as Influence to get him. That's 5 – he's part of the crew now.

There's nothing else I can do this turn, so I'm discarding my hand, and drawing 5 cards.

EAVESDOWN'S TURN



I'm Pickin' a **Fight!** I have to use my **Activation** and play my other **Henchman** (a **Fight** attribute card) from my hand.

I'm targeting Niska's **Torturer**. It doesn't matter that he's **Triggered**. His **Defense** is his **Cost** number, so I only need 2 **Power** to **Nab** him. My **Henchman** has that.



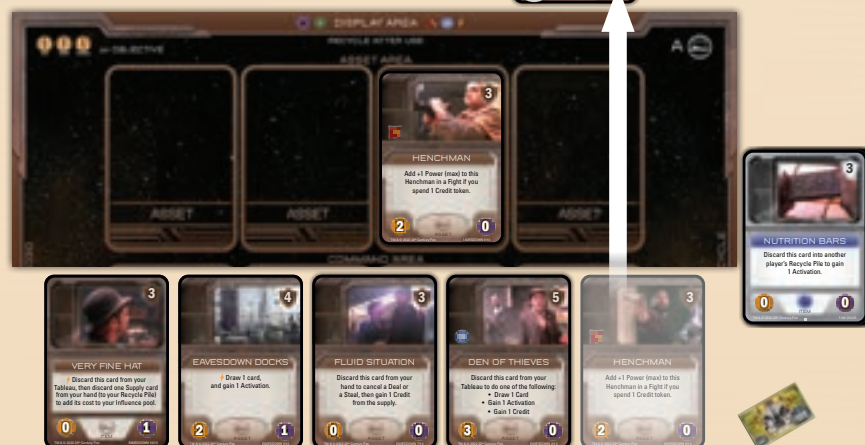
I too can play **Fight** cards to defend my **Torturer**. I shall play my **Mercenary**, so his 1 **Power** adds to the **Defense**. Now the **Torturer's** **Defense** is 3.

ACTIVATION – Fight

Eavesdown plays a **Henchman**, a **Fight** card with 2 **Power**, from their hand to **Nab** the **Torturer** from Niska.



Fight
Attribute
Card



The **Fight Target Token** is placed on the **Targeted** card. **Torturer** has 2 **Defense** (same as the **Cost**). Niska plays a **Mercenary**, a **Fight** card with 1 **Power**, to bring the total **Defense** strength to 3.



Henchman's Ability – spend 1 Credit for +1 Power

Eavesdown spends 1 Credit, upping the **Henchman's** Power to 3. They add a **Henchman** from their **Tableau** to increase their Power to 5.

The **Torturer** goes into Eavesdown's hand.

Eavesdown wins! They get the **Torturer** from Niska.

I can spend 1 **Credit** to increase my **Henchman's Power** to 3. I know you can do the same with your **Mercenary**, so I will just add my other **Henchman** from my **Tableau**, moving him to the **Display Area**. The situation's always fluid. Now I have 5 **Power**.

Blast! With **Crow** in my **Recycle Pile**, I can't access his 3 **Power**. I lose!

Eavesdown chooses to draw 1 card from their deck as a **Reward** for winning the **Fight**. The deck is reshuffled from the **Recycle Pile**, and **Badger** is drawn.

The **Torturer** goes into my hand. For winning the **Fight**, I also get a reward of either 1 **Credit**, 1 **'Verse**, or drawing a card from my deck. I choose to draw a card, but my deck is empty, so I reshuffle the **Recycle Pile** to form a new deck. I draw **Badger**.

EAVESDOWN'S TURN



Well, that was a busy one, eh? But with all these cards I've scored, I have enough for a fat **Recruitment!**

I've drawn *Badger*, so now with him, my *Very Fine Hat*, and an *Eavesdown Docks*, I have enough **Influence** to **Recruit** my own *Misbehave* card.

RECRUITMENT

Supply Decks – Misbehave costs 4 Influence to Recruit.

Misbehave costs 4 Influence to Recruit.

LATER IN THE GAME...

Maneuver Attribute Card



*Serenity uses her Activation to Trigger **Mal**, then uses his Triggered Ability to discard a card from her hand and gain Credits equal to its power.*

*She then plays the Maneuver card **Full Burn** to her Display Area. This lets her draw a card, then discard a card. Then she can make another player add **The Black** to their hand, or draw another card.*



It's later in the game. I'm using my **Activation** to trigger *Malcolm Reynolds*, who is already in my **Tableau**, to use his Triggered Ability: Discard a card from my hand to gain Credits equal to its power. I'll discard *Misbehave* for 4 **Credits**! I only have one **Influence**, which is not enough to **Recruit** anything, but I do have a **Maneuver**: *Full Burn*.

Playing a **Maneuver** to my **Display Area** doesn't cost an **Activation**. I just need to have a Ship in my **Tableau** for this one, which I do. I get to draw a card then discard a card. And then I can make someone else add *The Black* to their hand, or else draw another card. And check this out: I can spend **Verse** to immediately reuse this same **Maneuver** before returning it to the Supply. Maneuvers are so powerful!

LATER IN THE GAME...



I like mixing it up, so let's **Fight** again. This time we're taking on the Alliance.

I use my **Activation** to Pick a Fight, playing a Fight card: *Misbehave!* That's 4 **Power** right there. I'm targeting the Alliance's *Tohoku-Class Cruiser*, which has a 6 **Defense**, so I need 2 more **Power**. I'll add a *Henchman* from my **Tableau**.



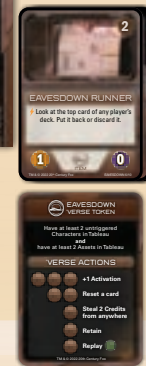
This is outrageous, Badger. The Alliance will send in the *Marines*. We're playing both, one from my hand, and one from the **Tableau**. That adds 2 **Power**, plus another 2 because *Marines* get boosted by 1 **Power** each when played to a **Display Area** together. These **+1 Tokens** show their increased **Power**. My **Defense** now is 10. Good luck beating that!

ACTIVATION – Fight

Eavesdown plays *Misbehave*, a Fight card with 4 **Power**, from their hand to Nab the *Tohoku-Class Cruiser* from the Alliance.



They play a *Henchman*, a Fight card with 2 **Power**, from their **Tableau** to make 6 **Power**, equal to the **Defense** of the *Tohoku-Class Cruiser.*



The Alliance plays 2 *Marines*, Fight cards with 1 **Power**, one from their hand, one from their **Tableau** for a total of 4 **Power**.

+1 Tokens are added for both *Marine* cards.

The Fight Target token is placed on the Targeted card.

Tohoku-Class Cruiser has 6 **Defense** (same as the **Cost**). Total **Defense** is now 10, counting the 4 **Power** from the *Marines* in the **Display Area**.



Eavesdown plays a 2nd **Misbehave**, a Fight card with 4 Power, from their hand bringing the total to 10 Power.



Oh, ye of little faith. Turns out I have another **Misbehave** in my hand. I'll add that to the cards in my **Display Area**, bringing my total to 10. Ties go to the attacker!

2. The Alliance draws **Skunk** from the Recycle Pile, discards **Radio Operator** and **Core Space**, adds **Skunk** to the Fight for a total of 5 Power in their Display Area, plus the 6 Power on the **Cruiser**.

1. The Alliance spends 2 'Verse to gain 1 Activation.



We're not out yet. I can spend 2 'Verse Tokens to gain 1 **Activation**. This let's me Trigger **Corbin** in my Tableau for his Triggered Ability. I get to draw any card from my Recycle Pile into my hand, then discard two cards. I'll add **Skunk** to my hand, and discard **Radio Operator** and **Core Space**. I can now add **Skunk** to the **Fight** for a +1. 11 Power to 10 Power.

LATER IN THE GAME...



Pretty good, but I got a nice trick to show you. I'll spend 1 **'Verse** to steal some **Credits** from anywhere. Why not add insult to injury and take 'em from you? Now I can spend a **Credit** to power up my *Henchman*. 11 to 11. Tied again! Anything else, Harken?



Sigh, no. You've **Nabbed** my flagship.



It goes into my hand. My *Misbehaves* return to the **Supply**, and all other cards in the **Display Area** go to my **Recycle Pile**.

2. Misbehave cards return to **Supply**. **Henchman** goes to the **Recycle Pile**.

1. Eavesdown spends 1 **'Verse** to steal 2 **Credits** from the **Alliance**.

*The Alliance's Defense is 5 in the Display Area plus the 6 Defense on the **Tohoku-Class Cruiser** for a total of 11. Eavesdown Nabs the **Cruiser** from the Alliance.*

*Note that **Agent McGinnis** is not a **Fight** card, and can't contribute his **Power** to the **Fight**.*