

# 炎炎ノ消防隊

## TRADING CARD GAME

### Quick Start Guide ver1.00

## About Fire Force TCG

Fire Force TCG is a two-player competitive trading card game that allows you to quickly build a deck and start playing. Fight alongside characters from Fire Force, reduce your opponent's Life cards to zero, and deal the final blow to claim victory.

There are three types of cards in the game: Unit Cards featuring Fire Force characters, Event Cards that support Units by recreating Scenes from the series, and Flame Cards, which generate power for battles.

Enjoy the game in Blitz Shield Mode, where each player prepares 5 packs, or in Constructed Mode, where you build a deck with your favorite cards.

## How to Play

The game starts with the first player's turn, and players alternate between their turns and their opponent's turns until the winner is decided.

## Winning the Game

The player who achieves one of the following wins the game.

- When a player deals damage to their opponent while the opponent has 0 Life cards.
- When the opponent's deck reaches 0 cards.

## Blitz Shield Mode

### 《WHAT YOU NEED TO PLAY》

- Deck** : Build a deck using **35 non-Flame cards** opened from 5 packs. Each player has one deck.

### ● Flame Deck :

Build a deck using **5 Flame cards** opened from 5 packs. Each player has one Flame deck.

### 《HOW TO BUILD A DECK》

- Cards are taken directly from five opened packs.
- You may include any number of cards with the same card number.

## Strategy Mode

### 《WHAT YOU NEED TO PLAY》

- Deck** : Build a deck using **40 non-Flame cards** of your choice. Each player has one deck.
- Flame Deck** : Build a deck using **5 Flame cards** of your choice. Each player has one Flame deck.

### 《HOW TO BUILD A DECK》

- A deck consists of exactly **40 cards**.
- A deck contains Unit cards and Event cards.
- You may include up to **2 cards** with the same card number.
- Even if the names are the same, cards with different numbers are considered different cards.

### 《HOW TO BUILD A FLAME DECK》

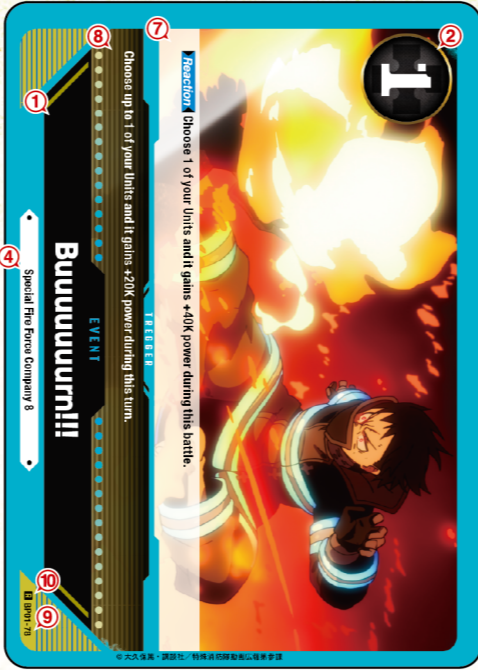
- A Flame deck consists of exactly **5 cards**.
- A Flame deck contains only Flame cards.
- You may include any number of cards with the same card number.

## Types and Details of a Card

### Unit card



### Event card



### Flame card



- Name** ..... The name of the card.
- Cost** ..... The cost of the card. To play a card, you must exhaust a number of ready cards with Flame equal to its cost.
- Power** ..... The Unit's power. If the attacking Unit's power is greater than or equal to that of the Unit being attacked, the attacked Unit is removed.
- Attribute** ..... The attribute of the card. Attributes are categorized by traits, organization, and other factors.
- Flame** ..... Some Units and all Flame cards have Flame.
- Support Power** .... Some Units have support power. When your Unit is attacked, you may place a Unit card with support power from your hand into your THE ADOLLA to give power to the attacked Unit.
- Ability** ..... The Unit's ability.
- Trigger Ability** .... Some cards have a trigger ability. When a card with this ability is placed from your Life area into your THE ADOLLA, you may activate it.
- Card number** ..... The identification number of the card.
- Rarity** ..... The rarity of the card.

## About Card's State

### Ready State



A card in a vertical position is in the "Ready" state.

A card is placed onto the Scene in the Ready state unless stated otherwise. A card becomes exhausted when paying a cost, attacking, or due to an effect.

### Exhausted



A card in a horizontal position is in the "Exhausted" state.

A player cannot exhaust a card that is already exhausted when paying a cost or attacking.

Exhausted Units can be attacked by opponent's Units.

Exhausted Units become ready during the Preparation Phase.

## About Flame

### Paying a Cost

You can dispatch a Unit card or play an Event card from your hand by exhausting a number of ready cards with Flame equal to its cost.

### Attack

Your Units with Flame or your Units that have been given a Flame card can attack exhausted Units or your opponent; otherwise, they can only attack exhausted Units.

\*Units cannot attack on the turn they are dispatched.

### Limit of Flame

Each player may have up to 8 cards with Flame, including Flame cards, on the Scene. If a player has 9 cards with Flame on the Scene, they must immediately place 1 of those cards with Flame into their THE ADOLLA.

\*This is not the same as removing a card.

### The Units that are given a Flame card

Units can be given Flame cards by effects.

Units that are given Flame cards are not cards with Flame.

### When a Unit that has been given a Flame card is removed

If a Unit that has been given a Flame card is removed or moved from the Scene by an effect, the given Flame card remains on the Scene in an exhausted state.

## Glossary

Draw	The act of taking the specified number of cards from the top of your deck and adding them to your hand.
Dispatch	The act of placing a Unit onto the Scene, either by playing it or through an effect.
Remove	The act of placing a Unit from the Scene into its owner's THE ADOLLA.
Activate	The act of using a Unit's ability or an Event card's effect.
During battle	The period from when a Unit attacks until the attack ends. Effects that are activated during battle do not activate outside of battle.
Cards with Flame	Units that have Flame or are Flame cards. However, Units that have Flame are not considered Flame cards.
When DisPatched	Triggered ability that activates when the Unit is dispatched.
When Removed	Triggered ability that activates when the Unit is removed.
When Attacking	Triggered ability that activates when the Unit attacks.
When Blocking	Triggered ability that activates when the Unit activates its Blocker ability.
Reaction	An ability that you may activate when you or 1 of your Units is attacked.
Active	An ability that you may activate during your main phase.
①	You exhaust the specified number of cards with Flame.
Once Per Turn	An ability that can be activated once per turn.
Blitz	A Unit with Blitz can attack on the turn it is dispatched.
Blocker	After your opponent declares an attack, you may exhaust your Unit with Blocker to make it the new target of the attack.
Pray	You may exhaust your Unit with Pray to choose up to 1 of your Units and give it 1 exhausted Flame card.
Adolla Link	When you dispatch a Unit with THE ADOLLA LINK, you may choose up to 1 [THE ADOLLA BURST] attribute card from your THE ADOLLA, place it face down onto the Scene as a Flame card and exhaust it. It cannot be given to a Unit.

## Life Area

Place **5 cards** from the top of your deck face down into your Life area during step 4 of the “Game Preparation” section.

1

2

3

4

5

## Game Preparation

- 1 Greet your opponent before the game.
- 2 Each player places their Flame deck in its designated area, then shuffles their deck and places it in its designated area.
- 3 Each player draws **5 cards** from the top of their deck and puts them into their hand. Then, they may return all cards from their hand to their deck, shuffle it, and redraw **5 cards** from the top. This redraw may be done **only once**.
- 4 Each player places 5 cards from the top of their deck into their Life area face down.
- 5 Each player plays Rock-Paper-Scissors. The winner goes first.
- 6 The player who goes second places **1 Flame card** from their Flame deck onto the Scene and exhausts it.
- 7 Once both players have finished preparing, the game begins.

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## FIRE FORCE TRADING CARD GAME

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Complete Rules are Available Here! >>>>>



## Deck

### Blitz Shield Mode

A deck consists of **35 cards**, and you may include any number of cards with the same card number.

### Strategy Mode

A deck consists of **40 cards**, and you may include up to **2 cards** with the same card number.

## THE ADOLLA

When a card is Placed here  
It is placed face-up.

When a Flame card is placed here  
Immediately return it to the Flame deck.

## Flame Deck

Place **5 Flame cards** here.

## About Battle

1

Choose 1 of your ready Units and attack with it.  
\* Units that were dispatched onto the Scene this turn cannot attack.

2

Choose the attack target: either your opponent or 1 of your opponent's exhausted Units.  
\* Only Units with Flame or Units that have been given a Flame card can attack your opponent directly.

3

Activate any effects that trigger when attacking.

4

If the player being attacked has a ready Unit with **Blocker**, they may activate its **Blocker** ability.

5

The player being attacked may play a Reaction Event card or **Active** a Reaction ability from their hand or the Scene by paying its cost.  
\* They may play or activate these any number of times.

6

After step 5, if a Unit is attacked, the player being attacked may place a Unit card with support power from their hand into their THE ADOLLA. If they do, the attacked Unit gains power equal to that Unit's support power.  
\* They may do this any number of times.

7

If a Unit is attacked and the attacking Unit's power is greater than or equal to the power of the attacked Unit, remove the attacked Unit. Otherwise, nothing happens.

8

If a player is attacked and that player has any Life cards, they reveal the top card of their Life cards and place it into their THE ADOLLA. At this time, if a card with a trigger ability is revealed, they may activate that ability.

9

Finish the battle. Activate any effects that trigger at the end of the battle. Any effects that last until the end of this battle end now.

## Turn Sequence

### Preparation Phase

You perform steps **1** to **3** once.

- 1 All of your exhausted cards become ready, and return all Flame cards that are given to your Units on the Scene to their ready state.
- 2 Draw 1 card.
- 3 Place 1 Flame card from your Flame deck onto the Scene.

### Main Phase

You may perform any of the following four actions any number of times and in any order:

- 1 Dispatch a Unit card from your hand to the Scene by paying its cost.
- 2 Play a non-Reaction Event card from your hand.
- 3 Activate a card's Activate ability.
- 4 Attack with your ready Unit that was not dispatched this turn.

\* Please see the “About Battle” section for details on how to attack.

\* Each player may have up to 8 cards with Flame, including Flame cards, on the Scene. If a player has 9 cards with Flame on the Scene, they must immediately place 1 card with Flame into their THE ADOLLA.

### End Phase

- 1 Activate any effects that trigger at the end of the turn.
- 2 Any effects that last until the end of this turn will now end.
- 3 End your turn. Then, your opponent's Preparation Phase begins.

\* Players alternate between their turns and their opponent's turns until the winner is decided.

Winning the Game

- 1 When you deal damage to your opponent while they have 0 Life cards.
- 2 When your opponent's deck reaches 0 cards.

# Flame