

CORPORATION

BLOODSTORM

Thank you for buying Bloodstorm. We hope you have hours of fun clearing out the hostiles. If you've any questions just write to us at the website: www.corpgame.com

OVERVIEW

Corporation Bloodstorm is a co-operative card game set in the Corporation* universe. Between one and four players take on the roles of cybernetically augmented Agents as they fight their way through installations brimming with genetically created monstrosities, rival Agents and murderous droids. Collect equipment, level up and use brutal tactics to butcher your way to mission success.

Each player chooses an Agent and each turn you draw from a deck which represents the installation you are raiding. You could draw hostiles which you must fight, gear to equip, hazards to overcome or tactics to aid you. The way you use these cards makes the difference between success and failure.

*Corporation is a tabletop roleplaying game by Brutal Games. (www.corpgame.com)

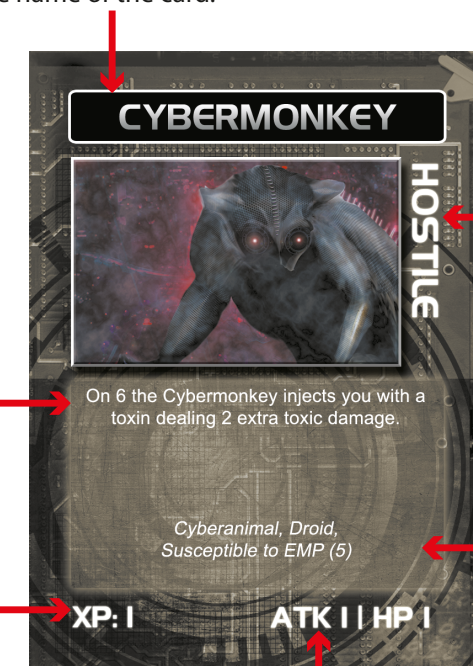
IMPORTANT - Visit www.corpgame.com for a short how to play video. It's a very simple game to play and the video is a great way to learn.

PARTS OF A CARD

NAME
The name of the card.

SPECIAL ABILITY
OR INSTRUCTION
How to play the
card.

EXPERIENCE / LEVEL / VALUE
The experience value of a hostile.
The level of a playable character.
The experience value of a hazard.
The value of a piece of gear.



CARD TYPE
Tells you what type of card or subcategory of card it is.

TAGS
Special properties of cards which work with other cards. (more on page 05).

ATK / HP / TYPE
Attack in the case of playable characters or hostiles.
Hit Points for playable characters or hostiles.
Card Type in the case of Gear, Hazards, Tactics or Environments..

4+, 5+ etc. If a card says 'You now hit on 4+' it means that dice rolls of 4, 5 and 6 are hits. Likewise if it says 'You hit on 2+' it means you hit on 2,3,4,5 and 6.

You will need:

Ideally 5 six sided dice (D6) and some paper to note damage and XP. More dice would be useful as it avoids the need to use paper.

1. Remove the playable characters from the deck. These are blue cards in this deck and have Eurasian Inc. written on the right hand side. Shuffle the remaining deck well.
2. Each player chooses one of these playable Agents and places it in front of themselves. Make sure the character is Level 1 (i.e. the Lv.1 on the bottom left is face up). If you are playing on 'easy' or 'tough' then you may choose some equipment from the deck. (See 'Changing Difficulty' on page 07)
3. Place the deck between the players.
4. Decide who goes first by seeing who rolls highest on a dice.



All cards are drawn from here.

YOUR CHARACTER - Depending on the difficulty you are using, your character may start with some equipment (Page 07).



CURRENT HAND



ORDER OF PLAY

1. The highest roller goes first. Other players wait until he's done and can't do anything outside their turn unless a card specifically states they can.
2. Note any environment cards if in play. There won't be any on the first turn.
3. Draw as many cards as you need to have 5 in your hand. If after drawing, your hand has no Hostiles, Hazards or Environment cards, discard your whole hand and redraw. Repeat this until you get at least one. You may place your cards on the table so other people can see - it's your choice. It IS a co-operative game after all.
4. Play any cards with 'Autoplay' on them and follow their instructions. If you have more than one you can choose the order they are played but you must play them all. Any cards that are finished with go into the discard pile (dead pool).
5. Each turn you can play as many Tactics, Gear, Hazard and Hostile cards as you like and in any order but you should resolve their effects as each card is laid. Hostiles must be fought one at a time as they are laid. You may only play one Environment card a turn. Simply follow the instructions on the cards you play.
6. Fight Hostiles (see page 04), resolve Hazards.
7. Play more cards if you wish.
8. You may discard any Gear or Tactics cards in your hand or in play if you don't want them.
9. Declare you are finished.
10. The next player (clockwise) has their turn. If you are playing solo, then simply return to step 2.

Each turn you must:

Play either a hostile, hazard or environment.

If after drawing you have no cards which are Environments, Hazards or Hostiles, discard your whole hand and redraw. You cannot play any card in reaction to this situation to try and stop yourself discarding.

When can you play cards?

You can play cards as soon as you have finished drawing. Autoplay cards go first. You can then play other cards in any order but as soon as a Hostile or Hazard is placed, it must be dealt with.

Tactics can be played on YOUR turn during combat (or at other times if the card specifies). They do not replace your attack unless they say so.

Note you can only play cards on your turn. Cards that say 'play anytime' mean play anytime during your turn. If there is a card that can be played on another players turn, it will specifically say so.

THE DECK / DISCARDING

When you have finished with a card, for example, a Hostile is dead, a Hazard resolved, an Environment replaced or a piece of gear discarded or destroyed, it goes into the discard pile (also known as the dead pool). If you are playing with more than two players when the deck runs out, shuffle the discard pile and use it as the new deck.

CARD TYPES

Playable Characters - In this set the player cards are Agents from the Eurasian Incorporated corporation. These cards represent you and are blue.

Hostiles - Bad guys; when you play a Hostile, combat ensues. When defeated they are discarded and XP earned.

Gear - There are three types of gear - armour, equipment and weapons. You may have one of each in play. You may swap gear with other players when it's your turn and you are not in combat.

Hazard - The instructions for the Hazard are on the Hazard card. They are discarded after use and XP earned.

Environment - Place this somewhere on the play area and follow its instructions. If another environment card is played it replaces the existing one which is discarded. You can only play one environment card in your turn.

Tactics - These affect the game in unusual ways. Follow the instructions. Tactics cards with money values in the bottom left corner can be given to other players when it's your turn and you are not in combat or resolving a hazard.

COMBAT (FIGHTING HOSTILES)

If you have a hostile in your hand you may place it in front of your character during your turn. This starts combat. The Hostile normally goes first (some cards can change this).

1. Roll a number of six-sided dice (D6) equal to the Hostiles 'ATK (Attack)' - every 5 or 6 rolled is considered a 'hit' and deals the Agent one wound. Be aware of any special powers the hostile may have. These wounds are subtracted from the Agent's HP (Hit Points). Note this on paper or by using spare dice placed on the Agent. If the Agent reaches 0HP then he dies. Some cards such as an active IV Medpack can save the character but once he's dead, he's gone. If all Agents die the mission is failed and the game lost.
2. If the Agent is still alive then he fights back. You can either attack with your default ATK value which is listed at the bottom of the Agent card or if you have a weapon equipped you can use it's abilities. It's your choice which to use each time you roll.
3. The player rolls a number of dice equal to his Agent's Attack. Each 5 or 6 you roll is a 'hit' and deals the Hostile one wound. Wounds are subtracted from the Hostiles HP. Carry on alternating attacks with the Hostile until someone's HP reaches 0.
4. If the player kills the Hostile you can choose to play another card. (This could be another hostile.)
5. Place the hostile into the dead pool and gain XP.

HINT: You don't have to play all the dangerous cards in your hand in one turn, if the players are looking weak, play the least damaging card and then end your go in the hope of drawing something better next turn.



Example of a one player game in progress.

WINNING

In a 1-2 player game you win by drawing all cards in the deck and having no hostiles, hazards or environment cards in your hand (i.e. you must play and resolve them - defeat hostiles, resolve hazards, lay environments).

For games with three or four players you will need to recycle the deck once. This means that when the deck runs out and you need to draw, you shuffle the dead pool and use it as a new deck. You need to work through the deck a second time to win and have no hostiles, hazards or environment cards in your hand and resolve any in play. If you have an expansion you can shuffle that in if you prefer.

CARD PROPERTIES

Special Abilities

Most playable characters and Hostiles have special abilities. Most are self-explanatory. Some are listed in the following format 'On 6/6 something great happens.' This means that if any two (or more) of the attack dice come up as 6s then the special effect is triggered. If it reads 6/6/6 then 3 or more dice would need to come up as 6s. Likewise if a card reads 'On a 1/1 take a point of damage' it means that if any two or more of the dice come up as 1s the effect is triggered.

Damage / Attack (ATK) Bonus

If you gain a bonus to 'Damage' such as with a Flak Cannon, it does not mean you gain extra dice. It means that whatever damage you deal is automatically increased by the stated amount. So if you had a +2 damage bonus and rolled no hits, you'd still deal 2 damage.

If you had an 'Attack' bonus of +2 you would gain an extra 2 dice to roll when attacking.

Autoplay

Some cards have autoplay written on them. This means you must play it as soon as possible. Generally this will mean as soon as you have drawn all your cards and realised you have an autoplay card. You cannot do anything in response to autoplay. If you have multiple autoplay cards you can choose which order to play them in.

Card Rule Overrides

Some cards override the basic rules and some cards overrule other cards. For example, Agent Kym can only be hit on 6s.

Anything written on cards overrides the basic rules.

The order of override starting at the bottom is Rules, Playable Characters, Gear, Hostiles, Hazards, Environment. (To put your mind at ease this is only for technicalities and it should be obvious.)

For example, if you had a weapon that hits on 4+, it would override the basic rules that you only hit on 5s and 6s. However, if a Hostile's special ability states that it can only be hit on 6s, this would override your weapon card.

Tags

Many cards have 'tags' at the bottom in italics. These usually work in combination with other cards and are normally self explanatory. For example, one card may say 'Search for a card with a GUARD tag'. Many tags are redundant in this starter set to keep things simple. They will come into effect when further expansions are released.

Damage Types

Some cards deal certain damage types such as the Spy Bio who can deal toxin damage or the plasma rifle which deals plasma damage. Damage types have no effect in the starter set but will take effect as more expansions are released.

AGENT INVENTORY / GEAR

Your Agent can normally have up to three pieces of gear equipped:

- 1 weapon
- 1 piece of armour
- 1 item of equipment

To equip gear place it next to your Agent on your turn when you are not in combat. This is now considered an 'active' item. If you want to replace an active item of gear with one in your hand you must discard the active item to the dead pool.

Gear is labeled as such on the card. Some characters may be allowed to equip more or less gear, it will say so on their descriptions.

Weapon - When you have a weapon equipped you can choose to use it OR use your normal attack. The weapon is bonus, not a hindrance.

Armour - This can grant you extra HP (hit points). When you play the armour card you gain the number of HP stated on the armour card and your maximum HP are increased as long as you wear the armour. If you lose or remove the armour you lose the bonus HP. This could insta-kill you. *You could imagine the helmet is holding your shattered head together and that removing it causes your skull to collapse.*

Equipment - There are many different pieces of equipment that have a range of effects. Any 'Equipment' cards must be active (on the table) to have an effect. I.e. You cannot use gear directly from your hand unless it specifically states that you can.

Swapping Gear with Other Players

As long as you are not in combat and it is your turn you can give gear to other players. Tactics cards with money values in the bottom left corner can be given to other players when it's your turn and you are not in combat or resolving a hazard.

XP AND LEVELLING UP

When agents defeat Hazards and Hostiles they gain XP (experience points). These should be recorded on paper or with a 20 sided dice (D20). Agents increase in level every 20XP (20, 40, 60 etc). Thus when they have defeated enough cards to earn 20XP flip their character's card to LEVEL 2 and reset their HP to their new full amount (plus any bonus for armour).

You gain XP each time you place a card into the dead pool which has an XP value. It does not matter how it got there, it is considered that you overcame the problem and learned from it.

For example, even if you placed a hostile from the deck directly into the dead pool due to a smoke grenade you would still gain the XP.

The only exception to this is cards discarded directly after drawing due to you having no Hazards, Hostiles or Environments.

You continue to gain XP after levelling up, if you don't have cards showing the character at higher levels then you only reset your HP. The cards for level 3+ will be available in future expansions.

GAME VARIANTS

Changing Difficulty

You can play the game at three basic difficulty levels by adjusting your starting gear. Starting gear is placed in play next to your character and considered 'active'.

Easy (Training)	6 credits worth of your choice of gear (note you can normally carry up to three items of gear. (1 Weapon, 1 Armour, 1 Equipment.)
Tough (Mission)	All players get an IV Medpack.
Hard (Brutal)	No equipment.

If you cannot agree to share the equipment nicely just choose a player order by rolling a dice. Take turns choosing one item until everyone has used their 6 credits.

Note that the game variants (below) can further alter the difficulty so you could choose an Easy base difficulty but add in a 'tough' hostile hunt.

Normal

Just play the game as the rules describe, typically on Tough (Mission) difficulty.

Hostile Hunt

The installation is crawling with hostiles - sweep and clean.

You keep playing and recycling the deck until the team collects a certain amount of Hostile XP. You will need to accrue a total based on the number of players.

Easy	35 Points per player.
Tough	50 Points per player
Hard	65 Points per player

So if you have three players and want a 'tough' challenge you will need to earn a total of 150 Hostile XP between you.

Multiple Playable Characters

We need every Agent we can lay our hands on.

Each player can use multiple characters if they wish, each is treated separately and you essentially take on the role of a second player. One person could use all four Agents or two players could play two Agents each.

Ironman

We've only got what we're taking in, don't waste anything!

Select 6 credits worth of starting gear each (as in Easy Mode) but remove all other gear cards from the deck. This is a tough way to play.

Specific Location

You will stay in the designated zone Agent.

Remove all environment cards from the deck, choose one at random and put it into play at the start of the game. This represents you exploring a specific type of facility. You could choose the environment if you desire. This can alter difficulty drastically depending on the card used.

Nemesis

The target has secured his position behind an army of hostiles.

Place a hostile to one side. This is known as the 'nemesis'. Once you have cleared out the deck (twice for 3 and 4 player games) you place down the nemesis on the next player. When that player has slain it, it is placed on the next player. Each player must slay it to succeed!

Easy	3XP Hostile
Tough	4XP Hostile
Hard	5XP Hostile

Madness

Choose a hostile and try to complete the game using it. The XP value of the hostile should give you an idea of its relative power.

Fair play if you can complete the game using the Spy BIO.

See www.corpgame.com for a video on how to play. You should pick the game up in a few minutes this way.

**Corporation: Bloodstorm Game Design by James Norbury
Brutal Games 2013 - www.corpgame.com**

ERRATA (December 2013)

*Guard Captain is a guard and should have a 'guard' Tag
AI-JINN on the side of a card should read 'HOSTILE'.*