Firefly Unofficial Glossary

This *Firefly: The Game* Unofficial Glossary contains a unified set of definitions from the Firefly base game and all expan–sions, organized alphabetically by topic. This is not a teaching guide or rulebook—it is a reference to be used during play to assist with specific questions.

Phrases in **bold** refer to other relevant topics within the glos–sary. Additional relevant topics which aren't mentioned in the main text are listed at the end of the entry under "Related Topics".

Italicized phrases indicate important details that should not be overlooked.

Some topics which apply only to expansions are noted with the expansion name in blue:

- `BlueSun` — Blue Sun
- `Kalidasa` — Kalidasa
- `Crime` — Crime & Punishment
- `Pirates` — Pirates & Bounty Hunters
- `Flying` — Still Flying

Actions

Each turn, you may perform two *different* actions. The four actions you may choose from are **Buy**, **Deal**, **Fly**, and **Work**.

Alert Tokens

`BlueSun` `Kalidasa` Alert Tokens repre–sent a higher level of Reaver or Alliance activity within a sector. Multi–ple tokens of the same or different type may coexist in the same sector. The three sectors of Reaver Space contain a permanent Reaver Alert Token.

Each time a **Reaver Cutter** moves, place a Reaver Alert Token in the vacated sector. Alliance Alert Tokens are only placed by specific cards.

If you move into a Sector containing Alert Tokens:

1. Before drawing a **Nav Card**, roll a die. This die roll is not considered a Test and cannot be modified.
2. If the roll is less than or equal to the number of Alert Tokens, the player to your right moves a ship to the sector as follows:
   - 🔴 *Reaver Token* — Move a Reaver Cutter.
   - 🔵 *Alliance Token in Alliance Sector* — Move the Alliance Cruiser or the Operative's Corvette.
   - 🔵 *Alliance Token in Border or Rim Sector* — Move the Operative's Corvette.
3. If needed, resolve the **Alliance Contact** or **Corvette Con–tact** tile if you are an **Outlaw Ship**. This may end your **Fly Action**, in which case do not draw a Nav Card if you were Full Burning.
4. Remove all Alert Tokens from the sector, regardless of the die roll.

If both Alliance and Reaver Tokens are present, resolve just the Alliance Tokens first. If your die roll succeeds and the Alliance is not summoned, proceed to resolve the Reaver Tokens. In either case, remove all Alert Tokens when finished.

Alliance Alert Cards

`Crime` Some Set Up and Story Cards direct you to start the game with an Alert in Play. There are also Misbehave Cards that direct you to put an Alert into play.

When an Alert Card is in play, there is a new special rule that affects all the crews working the 'Verse. When an Alert Card leaves play, return it to the bottom of the Alert Deck.

Alliance Contact

See **Alliance Cruiser**.

Alliance Cruiser

The Alliance Cruiser patrols Alliance space (blue-bordered sectors) searching for **Outlaw Ships**. It moves in 3 different ways:

- When you draw the "Alliance Cruiser" Card, the Cruiser moves to your Sector.
- When you draw the "Alliance Entanglements" card, you move the Alliance Cruiser.
- When you draw the "Cruiser Patrol" card, the player to your right moves the Cruiser one Sector within Alliance Space.

Any time your ship encounters the Alliance Cruiser, immedi–ately resolve the Alliance Contact tile if your ship is an Outlaw Ship. Once Alliance Contact has been resolved, it will not affect your ship again while the two ships remain together in the same sector.

`Pirates` Any time the "Alliance Cruiser" Nav Card is drawn, return the 3 face-up **Bounty Cards** to the bottom of their deck and reveal 3 new ones.

Boarding Test

`Pirates` You may need to pass a Boarding Test when working a Piracy Job or a Bounty against a rival player's ship.

Perform a **Skill Test** using either your Tech 🛡 or Negotiate 胡 skill for the Boarding Test. If you succeed, proceed with your action. If you fail, the attempt is over and your Work Action ends.

Bonus Opportunity

`Kalidasa` Some **Job Cards** include Bonus Opportunities. These are *optional* job tasks which can be completed after starting the Job, but before completing the Job, for an additional reward. Use a Work Action to complete a Bonus Opportunity.

When a bonus opportunity is completed, Place a Completed Token on the Job Card and take the listed Bonus reward. You do *not* have to pay your crew a cut of the Bonus.

Botched

If **Working** a job results in "Attempt Botched", you've failed this attempt at the job but may try it again in the future. Leave the Job Card in the Active Jobs area and end your Work Action.

If a **Story Goal** attempt results in "Attempt Botched", you've failed this attempt but may attempt the goal again next turn.

Bounty Cards

`Pirates` Bounties are a special type of shared public Job requiring you to apprehend a Fugitive, Bind them by Law, and deliver them to a drop-off destination. Bounty Cards are typically associated with **Wanted** Crew.

Two **Work Actions** are needed to complete a Bounty Job—one to cap-ture the Fugitive, and one deliver them. To capture, you must be in the same Sector as the fugitive, who may be:

- On a rival player's ship, as a Crew member, or already captured and Bound by Law. You must pass a **Boarding Test** followed by a Showdown against the entire rival Crew.
- In the discard pile of a Supply Planet. Resolve a Show-down between your Crew and the Fugitive. The player to your right rolls for the defending Fugitive. The Fugitive uses their best available Skill.
- On your ship, as Crew member. You may betray them, and they are apprehended without a Showdown. However, all members of your Crew except your Leader become dis-gruntled.

The **Showdown** outcomes are shown on the Bounty Card. Once apprehended, take the Fugitive's Crew Card and the Bounty Card. These do not count against your Crew or Job Limits or Cargo capacity (do not take a Fugitive Token).

If you captured an *already Bound* Fugitive from a Rival, you may choose to deliver the Bounty yourself, or to rescue the Fugitive by either adding them to your Crew for free or returning them to their Supply Planet's discard pile. In both cases, return the Bounty Card to the bottom of its deck.

If **Reaver Contact** kills your Fugitives, any captured Fugitives on your ship are removed from the game along with their Bounty Cards.

When a Bounty is delivered, take your reward and pay your crew (or Disgruntle them), as with any other Job. Then, remove the Bounty Card and Crew Card from the game.

Each time the "**Alliance Cruiser**" Nav Card is drawn, return the 3 face-up Bounties to the bottom of the Bounty Deck and reveal 3 new Bounties.

Related Topics: Cortex Alert

Bribes

Some Negotiate 胡 **Skill Tests** say "Bribes" after their number. *Before* you roll a die, you may choose to pay Bribes.

For every $100 you pay the bank, add +1 to your total. Your new test result will be your Roll + Skill + Bribes.

Buy Action

The Buy Action may only be used at a **Supply Planet**. You may choose *one* of these two options:

- Purchase **Supply Cards**, Fuel (for $100 each), and Parts (for $300 each). When buying Supply Cards, you may **Consider** 3 cards, and buy up to 2 of those cards.
- Or, send your entire Crew on Shore Leave: Pay $100 per Crew, whether Disgruntled or not, including your Leader, and remove all Disgruntled tokens.

Capers

`Flying` If you have a Deceptive Crew member, you may use a Deal action from any location to **Consider** 3 Capers and keep up to 2. If you draw the "Reshuffle" card while considering Capers, resolve it immediately.

If you lose your Deceptive Crew, immediately discard all active Capers. If this happens in the middle of a Caper **Work Action**, you may attempt to complete the Job before having to discard it.

Capers count towars your **Job Card** hand limit and active job limit once started.

Cargo

Shipping Jobs require you to pick up Cargo at one location (using a **Work Action**) and deliver it to a different location (using a second Work Action).

Once you are **Solid** with certain **Contacts**, you may sell excess Cargo to them when **Dealing** with them. When you are Solid with Lord Harrow, you may purchase Cargo from him.

Players in the same sector may **Trade** Cargo along with other items.

You may dump Cargo into space at any time on your turn to make more room in your hold.

Challenge Cards

`BlueSun` When **Dealing** with Mr. Universe, you **Consider** Big Damn Challenges instead of Jobs. These count towards your 3-card hand limit.

Challenge Cards add extra requirements in order to complete the Job, but also provide increased rewards.

When starting a new Job with a **Work Action**, you may attach a Challenge card to the Job Card. Challenges may not be attached to Bounties or Piracy Jobs. Legal and Illegal Challenges may only be attached to Jobs of the same legality. Active Challenge Cards do not count toward your 3 Active Job limit.

If a Challenge Card requires extra **Misbehaves**, that number of Misbehaves must be added at *each step* of the Job that already requires Misbehaving, or during the final step if the job does not normally require Misbehaving.

When you complete a Job with an attached Challenge, you become Solid with Mr. Universe in addition to the Job's Contact. If you receive a **Warrant** while working a Job with an attached Challenge, you lose Reputation with Mr Universe.

Consider

When **Buying** cards or **Dealing** with Contacts, you may Consider 3 cards, and may take up to 2 of those cards:

- Look through the discard pile for the Supply Planet or Contact and choose up to 3 cards to consider.
- For each card less than 3 that you consider from the discard pile, you may draw 1 card from the corresponding deck.
- Once you have picked your 3 cards to consider, you may take up to 2 of them, paying if required.
- Any unaccepted cards are placed in the appropriate discard pile.

Contacts

Contacts have a variety of Jobs they'd like you to undertake. Signs on the map mark Contact Planets where you can use the **Deal Action** to **Consider** new jobs from the corresponding Contact Deck.

Contraband

Smuggling Jobs require you to pick up **Illegal** Contraband at one location (using a **Work Action**), and deliver it to a different location (using a second Work Action). These jobs require you to **Misbehave** when loading and/or unloading Contraband.

Seized contraband can be difficult to replace. Replacements can occasionally be found through **Nav Cards** or **Misbehave Cards**, or by **Trading** with other players or when Solid with Fanty & Mingo.

You may dump Contraband into space at any time on your turn to make more room in your hold.

Cortex Alert

`Pirates` A Cortex Alert is a special type of **Bounty Card** that pays out on a whole class of Crew (e.g. Bandits) rather than a single named Fugitive.

If you are the first player to successfully apprehend one of the targets, take the Bounty Card as usual. You may attempt to apprehend additional targets on future turns to add to the bounty stack if you wish. When you deliver the Bounty, you receive the Bounty reward for each Bound Fugitive delivered. Bounty bonuses are only paid once.

You may steal a Cortex Alert Bounty from a rival player, following the same Boarding Test and Showdown as when stealing a single Bound Fugitive. In this case, you steal *all* Bound Crew Cards with the Bounty Card, as part of a single Work Action.

Related Topics: Bounty Cards

Corvette Contact

`Kalidasa` See **Operative's Corvette**.

Credits

Credits are used to buy **Gear**, **Ship Upgrades**, **Fuel** and **Parts**, to hire **Crew** and pay them after completing a **Job**, and to offer **Bribes**.

Credits are usually gained by completing jobs, selling **Cargo** or **Contraband** to **Solid** contacts, or in **Trade** with other players.

Crew Cards

Crew Cards can be found at **Supply Planets** along with Gear and Ship Upgrades, and can be acquired with a **Buy Action** by paying the fee shown on the card.

Some Crew have professions which may help accomplish Jobs, Goals, or other effects. Professions include: Soldier, Merc, Pilot, Mechanic, Companion, Grifter, Medic, and Lawman.

As a free action, you may dismiss Crew in any **Planetary Sector** by placing them in their corresponding Supply Planet discard pile. You may not dismiss Crew to prevent them from being Killed. You may not dismiss your Leader.

Crime

Crime Jobs require you to travel to a destination and **Misbehave**.

Related Topics: Work Action

Cruiser

See **Alliance Cruiser**.

Cutter

See **Reaver Cutter**.

Deal Action

If your Firefly is in a **Contact's** Sector, you may Deal with that Contact to accept new jobs. If you are **Solid** with that Contact, you may also be able to sell **Cargo** and **Contraband** to them or perform other actions as part of your Deal Action.

When accepting new jobs, you may **Consider** 3 cards, and may accept up to 2 of those cards.

You may not have more than 3 inactive Jobs or Challenges in your hand at any time.

Deceptive

Only one Deceptive crew member may be in play at any time. When a Deceptive Crew is hired by any player, any other Deceptive crew already in play is removed from the game.

`Flying` When playing with the **Capers** Deck, when a Deceptive Crew is hired by any player, any other Deceptive crew already in play is shuffled back into its supply deck.

Disgruntled

When a **Crew** member becomes Disgruntled, place a Disgruntled Token on their card.

If a Disgruntled Crew member receives a second Disgruntled Token, they jump ship—return the Crew to the appropriate discard pile.

If your **Leader** ever receives a second Disgruntled token, they've lost confidence in their Crew and fire them. Discard all your Crew, except for your Leader, to their Supply Deck discard piles. Remove the Disgruntled token from your Leader.

You may, on your turn, hire Disgruntled Crew away from another player in your Sector by paying the Crew's hiring fee to the bank. Take the Crew Card and remove the Disgruntled token.

You may remove Disgruntled Tokens by sending your Crew on Shore Leave during a **Buy Action**.

Related Topics: Morality, Shuttles

Drive Core

Each Drive Core has a range, which is the maximum number of sectors your ship can move during a Full Burn. Drive Cores may also have additional special rules listed on their cards.

You may only have one Drive Core at a time. If you get a new Drive Core, discard your previous one.

Certain ships have special Drive Cores which cannot be replaced.

Related Topics: Fly Action

Evade

When a **Nav Card** result says to Evade, move your ship to an adjacent sector. Do not draw an additional Nav Card. No further movement is possible. If you have another (non-Fly) **Action** to take, you may do so.

You may never Evade into a sector that is occupied by a Reaver Cutter.

Fly Action

When Flying, you may choose *one* of these two options:

- *Full Burn* — spend one **Fuel** and move up to the range of your ship's **Drive Core**. For each sector entered, draw and resolve a **Nav Card** matching the new sector before continuing.
- *Mosey* — move one sector and your Fly action ends. Do not spend Fuel or draw a Nav Card.

You may never move diagonally between sectors.

When a sector is occupied by a **Reaver Cutter**, no ship may Full Burn or **Evade** into that sector, but may Mosey in if playing with `BlueSun`.

Fuel

Fuel is needed in order to Full Burn during the **Fly Action**. Fuel can be purchased at any **Supply Planet** as part of a **Buy Action**. You may dump Fuel at any time on your turn to make space in your hold.

Full Burn

See **Fly Action**.

Full Stop

If a card instructs you to "Full Stop", your ship stops in its current Sector. No further movement is possible. If you have another Action to take, you may do so.

Fugitives

Some transport Jobs require you to pick up Fugitives at one location (using a **Work Action**), and deliver them to a different location (using a second Work Action). Transporting Fugitives is **Illegal** and makes you an **Outlaw Ship**.

You may drop off Fugitives in any sector with a Planet at any time on your turn to make space in your hold.

Related Topics: Passengers

Gear Cards

Gear is weapons, equipment, clothing, vehicles or anything else your **Crew** might carry or equip to help overcome obstacles. **Ship Upgrades** are not Gear.

When conducting a **Work Action**, you can assign one piece of Gear to each Crew member. Leave any unassigned Gear on your ship until the Work Action is finished. Gear not carried by a Crew may not be used in any way during a Work Action.

Some Gear provides additional Skill Points, **Keywords** or other special abilities.

Goal Token

See **Story Goals**.

Goods

Goods are **Cargo**, **Contraband**, **Fuel** and **Parts**. If a card allows you to load a number of Goods, you may choose which type of Goods you'd like to load, and may mix different Goods.

Havens

`BlueSun` Some Story Cards will direct you to Choose Havens during Set Up. Each Story Card will detail the Havens' importance and which planets may or may not be eligible for selection.

During Set Up, after choosing Leaders, players place their Haven tokens instead of placing their ships. Haven Tokens must be placed in Sectors containing planets but may not be placed at Supply or Contact planets. Players may not place their Haven Token in a Sector that is already another player's Haven. Unless otherwise noted, players' ships start at their Haven.

Heavy Load

Some Jobs require transporting Heavy Loads. If you have one of these Jobs active, you must spend one extra **Fuel** during a Full Burn. The effect of multiple Heavy Load tokens is cumulative.

If your **Drive Core** doesn't normally require Fuel to Full Burn, you must still pay the Heavy Load penalty.

Immoral Jobs

See **Morality**.

Job Cards

You may not have more than 3 Job cards in your hand at any given time. You may discard any Job you don't want to undertake.

Job Cards contain the Job Type (shipping, transport, smuggling, or crime), location(s) where the job is to be performed, whether it is **Immoral** or **Illegal**, if **Misbehaving** is required, **Skills** and **Keywords** needed to Work the job, the job's payout, and more.

Related Topics: Bonus Opportunity, Work Action

Keep Flying

When a **Nav Card** outcome says to Keep Flying, you may continue your **Fly Action** if you still have range left on your **Drive Core**.

Keywords

Many **Gear Cards** and some **Crew** have green Keywords on their cards. These include: FIREARM, SNIPER RIFLE, EXPLOSIVES, HACKING RIG, FAKE ID, TRANSPORT, and FANCY DUDS.

Keywords sometimes allow you to bypass a **Misbehave Card** entirely or may be a prerequisite for some Misbehave options or Job Cards.

Killed

Whenever a test result says to Kill some number of **Crew**, you must choose which Crew to remove from the game. Any **Gear** the Crew was carrying is returned to your ship. If you choose your **Leader**, place a **Disgruntled** Token on your them and return them to your ship for the rest of the **Work Action** instead of removing the Leader's Crew Card from the game.

During a **Work Action**, you may only kill Crew that were participating in the Job, not those on your ship.

The **Medic** profession grants a chance to save the Crew and return them to the ship for the remainder of the turn.

Kosherized rules

Some Fight **Skill Tests** will say "Kosherized" after the skill point number. In Kosherized fights, you may not add any Fight Skill⚔️ from **Gear** to your total: only the ⚔️ listed on your **Crew Cards** may be used.

Lawman

`Pirates` Some Crew have the profession of Lawman. These Crew are free to hire and are not paid a cut from Jobs.

Lawmen will never work an **Illegal** Job—they will remain onboard your ship instead. Each Lawman pays a Bounty Bonus when a Bound Fugitive is successfully delivered to the drop-off location on a **Bounty Card**.

Leaders

Your Leader always counts as Crew, taking up one Crew space on your Ship Card, costing $100 during Shore Leave, etc.

When the outcome of any event would cause your Leader to be **Killed**, return them to your ship for the rest of the **Work Action** and place a **Disgruntled** Token on them instead. **Medics** can attempt to save a Leader before this happens.

If your Leader ever receives a second Disgruntled token, they've lost confidence in their Crew and fire them. Discard all your Crew, except your Leader, to their Supply Deck discard piles. Remove the Disgruntled token from your Leader.

Leaders can never be hired away by other players.

Make-Work

If you have nothing to do and your ship is in a **Planetary Sector**, you may use your entire **Work Action** to take $200 from the bank instead of Working a Job.

Medic

If you have a Medic in your Crew, make a Medic Check whenever a Crew is **Killed**:

- 1–4: Crew Dies, remove from play.
- 5–6: Crew is returned to the ship.

Some Gear and Ship Upgrades can modify the Medic Check.

Medics may make a Medic check even if they are the ones at risk of being Killed. They may also prevent a **Leader** from being **Disgruntled** when the Leader would normally be Killed.

Misbehave Cards

To complete some Jobs or Story Goals, you must proceed through the number of Misbehave Cards pictured on the Job Card. Draw cards one at a time and attempt each before proceeding to the next. Once you start the job attempt, you must see it through and cannot stop early.

Most Misbehave Cards have two options you can choose from. Some options may have requirements such as **Keywords**. Some cards my have two steps to pass sequentially.

The bottom of some Misbehave Cards list a Person, Profession, Item, or **Keyword** which will allow you to proceed automatically without misbehaving.

Misbehaving outcomes:

- *Proceed* — continue to work the job.
- *Attempt Botched* — you've failed this attempt but may attempt the job again in the future. Leave the Job Card in the Active Jobs area and end your Work Action.

- *Warrant Issued* — you've failed the job and attracted the authorities. Place a **Warrant** Token on your Ship Card. Discard the job to its Contact Deck and end your Work Action.

Morality

Some Jobs are Immoral and some are Morally Subjective. A small red tab on the **Job Card** below the Legal/Illegal tab notes the Job's morality. If nothing is listed, the job is Moral.

Whenever you complete an Immoral Job, all your Moral Crew become **Disgruntled**.

`Pirates` Working on a Subjectively Moral job against a rival ship with a Moral Leader makes the job Immoral: your Moral Crew do not like to target other Moral Leaders.

Mosey

See **Fly Action**.

Nav Cards

Nav Cards describe obstacles and encounters in the 'Verse. When using the **Fly Action**, draw and resolve a Nav Card matching each sector entered (Alliance Space, Border Space, or Rim Space), before continuing to the next sector.

When any Nav Deck becomes exhausted, or when a card marked "RESHUFFLE" is resolved, reshuffle the discard pile and remaining deck to form a new deck.

Operative's Corvette

`Kalidasa` The Operative prowls all of known space, looking for fugitives and wanted criminals. His Corvette may enter any sector on the map.

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 Corvette may not end its move in the three Reaver Starting Sectors.

Whenever the Operative's Corvette enters a Sector with Reaver **Alert Tokens** (🔴), remove the tokens without resolving them.

When the Operative's Corvette ends its movement in a Sector with an **Outlaw Ship**, or an Outlaw Ship moves into the Corvette's sector, immediately resolve the Corvette Contact tile.

Outlaw Ship

A ship is considered an Outlaw Ship if it has any outstanding **Warrants**, is carrying **Contraband** or **Fugitives** (even in the ship's Stash), or has any **Wanted Crew** onboard.

Parts

Spare Parts are sometimes needed in order to make repairs while flying through the 'Verse. Parts can be purchased at a **Supply Planet** as part of a **Buy action**, or sometimes can be

found through **Nav Cards** or other means.

You may dump Parts at any time on your turn to make space in your hold.

Passengers

Some transport Jobs require you to pick up Passengers at one location (using a **Work Action**), and deliver them to a different location (using a second Work Action).

You may drop off Passengers in any sector with a Planet at any time on your turn to make space in your hold.

Piracy Jobs

`Pirates` Piracy Job Cards allow you to raid rival players' ships, making off with stolen goods: cargo, contraband, fuel and parts.

Like any other job, a **Work Action** is used to Work a Piracy Job. Your ship must be in the same sector as your intended target. You must first pass a **Boarding Test** followed by a **Showdown**.

Planetary Sector

A Planetary Sector is any sector that contains a named planet. The Space Bazaar and Cortex Relay 7 count as planets.

Related Items: Uroboros Belt

Reaver Contact

See **Reaver Cutters**.

Reaver Cutters

The Reavers roam through Rim and Border Space, looking for unwary ships to raid.

If you start your turn in the same Sector as a Reaver Cutter, resolve the Reaver Contact tile.

When a Sector is occupied by a Reaver Cutter, no ship may Full Burn or Evade into that Sector, but may Mosey in if play–ing with `BlueSun`.

The Reaver Cutters can move in 3 different ways:

- When you draw the "Reaver Cutter" card, the Cutter moves to your Sector.
- When you draw the "Reaver Bait" card, you move the Cut–ter.
- When you draw the "Reavers on the Hunt" card, the player to your right moves the Cutter one Sector within Border Space.

Only one Reaver ship may ever be in a sector. If a Nav Card would call a second Cutter to a sector, immediately resolve Reaver Contact instead.

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.

`BlueSun` Each time a Reaver Cutter moves, place a Reaver **Alert Token** in the vacated sector, including the sectors with pre-printed Alert Tokens.

Reputation

See **Solid**.

Salvage Op

Some cards have "Salvage Op" listed on them. This may acti–vate a bonus on certain Crew Cards.

Seizure

`Crime` Some **Misbehave Cards** call for Seizing a type of equip–ment. If your crew has any of their gear Seized, it is removed from the game and may not be repurchased.

Set Up Cards

Set Up Cards allow different ways to set up a game of Firefly (starting Jobs, Gear, map setup, etc.) Story Cards may override some Set Up Card steps.

Series 4 Ship

Series 4 ships have a larger cargo hold, better drive core, and a secured fuel exchange system (6 stash spaces for fuel only).

They are pre-equipped with a set of starting **Ship Upgrades**. During Game Setup, you must pay the costs listed on the matching Ship Upgrade Cards.

Ship Card

Your Ship Card has a hold and a **Stash** that are used to store and hide goods, slots for a **Drive Core** and **Ship Upgrades**, and a maximum crew capacity.

Ship Upgrade Cards

Ship Upgrades allow you to customize your ship, and can be purchased at **Supply Planets**. Each Ship Card has a number of upgrade slots available. You may never have more Ship Upgrades than Ship Card upgrade slots. You may discard a Ship Upgrade at any time.

Shore Leave

See **Buy Action**.

Showdown

`Pirates` In a showdown, the active player is the Attacker and the target player is the Defender. The Attacker must first choose which Skill they will use in the Showdown. The Defender then chooses which Skill they will defend with.

Both players may allocate their Gear to any Crew they wish before the Showdown roll.

Both players roll a die and add it to their chosen Skill. The higher total wins the Showdown. The Defender wins ties.

Shuttles

`Flying` Whenever your Crew jumps ship (after being disgruntled twice, or being hired by another player while disgruntled) roll a die. If the result is lower than the number of Crew leaving, discard one ship upgrade with the **SHUTTLE** keyword.

If a Shuttle lets you Work in an adjacent sector, you can only transport as many goods and passengers as fit in the Shuttle, cannot benefit from other Ship Upgrades, and can only carry 4 Crew on the Job.

You can ignore **Alert Tokens** when using a Shuttle to Work in an adjacent sector. You may not use a Shuttle to take a Work Action in a sector occupied by a Reaver Cutter, or one occupied by the Alliance Cruiser if you are an **Outlaw Ship**.

Skill Test

There are three types of skills: Fight , Tech and Negotiate . You can find skill points on both **Crew** and **Gear** Cards. Each symbol shown on a Crew or Gear Card counts as 1 skill point when performing Skill Tests.

Skill Tests are written as a Skill icon, followed by a die and a target number. Roll a die and add all your available Skill Points of the appropriate type. Then, compare your total to the list of possible results under the target number.

> **MY GUNS WILL DO THE TALKIN'**
> #7
> 1-6 Kill a Crew, Attempt Botched.
> 7+ Proceed.
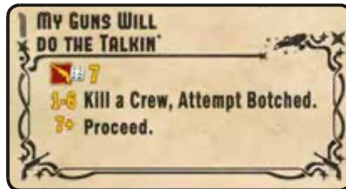
Whenever you roll a Firefly on the die, count it as a 6 and make a **Thrillin' Heroics Bonus Roll**—roll the die again and add the result to the total.

Solid

When you complete a **Job** for a **Contact** your reputation with them becomes Solid. Slide the completed Job Card under your Ship Card so the name of the Contact is visible. If you complete a job and are already Solid with that Contact, remove the newly completed job card from the game.

When you are Solid, Contacts may buy Cargo and Contraband from you when dealing with them, and can offer other benefits.

If you receive a **Warrant** while working a Job for a Contact, any reputation with that Contact is lost along with any and all benefits for being Solid. Remove from the game the completed Job Card used to track your Solid reputation with the contact. You may prove yourself useful again by completing another Job for the offended Contact and restore your Solid rep.

Receiving a Warrant for *any reason* will cause reputation loss with Harken, regardless of what contact the Job you were working came from. You may not become Solid with Harken while you have a Warrant.

Splitting Up

`Crime` Some **Misbehave Cards** require your Crew to split into two teams. You must have at least one Crew in each team. If you only have one Crew member left working the Job when called upon to Split your Crew, you've **Botched** the Job Attempt.

Stash

Your ship's Stash storage provides some protection against searches and piracy. When targeted by a Piracy Job, you may re-arrange your Goods, Passengers and Fugitives between your Cargo Hold and Stash.

The Stash on Jetwash and Esmeralda may only hold Fuel.

Story Cards

Each game of Firefly starts with choosing a Story Card. Story Cards detail what each player needs to accomplish to win the game.

If the Story Card has numbered **Story Goals** you must complete these goals in order. In other cases, there may only be a single goal needed to win.

Story Goals

If a Story Goal calls for a **Skill Test**, you must use a **Work Action** to advance the Goal; otherwise, the Goal is simply achieved when you meet its requirements.

When you complete a Goal, take a Goal token to mark your progress. Once a Goal is achieved, it cannot be lost. Goals are not Jobs, thus you do not pay your Crew after working a Goal, and any abilities or cards which reference a "Job" do not apply.

If a Story Goal results in "Attempt **Botched**", you've failed this attempt but may attempt the goal again next turn.

If a Story Goal results in "**Warrant** Issued", you've failed the goal and attracted the authorities but may attempt the goal again next turn. Place a Warrant Token on your Ship Card.

Supply Planets

Supply Planets offer **Crew** for hire, **Gear** for your crew to carry and **Ship Upgrades**. Signs on the map mark Supply Planets where you can use the **Buy Action** to hire and acquire these cards.

"Thrillin' Heroics" Bonus Roll

The dice in the game have a Firefly pictured instead of a 6. Whenever you roll a Firefly, count it as a 6 and make a Bonus Roll: roll the die again and add the result to the total.

Trading

When two or more players' ships are *stopped* in the same sector, they may buy, sell and trade **Crew**, **Fuel**, **Parts**, **Cargo**, **Contraband**, Ship **Upgrades** and **Gear** to one another without restriction. They may not exchange Jobs, Passengers, Fugitives or Drive Cores.

Players are free to discuss and make these deals outside of the normal turn order and other players may take their normal turn while bargains are struck. Dealing with others players in this fashion does not require using an Action. The opportunity for Trading ends when one of the players leaves the sector.

`BlueSun` Credits may be exchanged with another player at any time, regardless of location.

Upgrades

See **Ship Upgrades**.

Uroboros Belt

The Uroboros Belt is an area of space around the Blue Sun star that is littered with mineral-rich asteroids and planetoids.

You can start working a Job in the Uroboros Belt in any of the 4 Sectors that picture Uroboros asteroids.

Uroboros Sectors are not considered **Planetary Sectors** unless they also contain a named planet.

Wanted Crew

Crew members with a small warrant badge next to their cost are wanted by the Alliance. If you have Wanted Crew onboard you are an **Outlaw Ship** and when you encounter the **Alliance Cruiser**, the Crew may be seized.

Wanted Crew Tokens

`Crime` When a result states "Your Crew is now Wanted", add a Wanted token to each of your Crew who isn't already Wanted. They now count as Wanted whenever you're called upon to make a Wanted Crew Roll.

If a Crew with a Wanted Token is dismissed, discard the Wanted Token.

Warrant

If you receive a Warrant while **Working** a **Job**, discard the Job, returning it to the discard pile of the issuing Contact. Any **Solid** Reputation with that Contact is lost.

Receiving a Warrant for *any reason* will cause reputation loss with Harken, regardless of what contact the Job you were working came from. You may not become Solid with Harken while you have a Warrant.

Work Action

Taking a Work Action allows you to attempt to move a single Job forward. Succeeding at a Crime job completes the job, while delivery jobs require two successful Work Actions at different locations—one to start the job and one to finish it.

To work on a job:

- Your Firefly must be in the specified location for the current Job step.
- Confirm that the job's "Needs" are met. Usually this requires **Skills** or **Keywords**. "Needs" must be met during both the pick-up and drop-off stages of Delivery jobs.
- Place the Job Card face-up in your Active Jobs area, if not already started. You may not have more than three active Jobs.
- Select which **Crew** will participate and assign **Gear** to them as desired. Crew and gear left on the ship may not be used during the attempt.
- Follow the instructions on the Job Card to attempt to work the job.

If, while working a Job, all your Crew is killed or returns to the ship, you've **Botched** the Job.

After successfully completing a job:

- Take the listed payout from the bank, including any bonuses from the Job Card, Crew Cards, and Story Card.
- Pay every crew member their cut, whether they worked on the job or not. Any Crew member you choose not to pay becomes **Disgruntled**.
- To show you are **Solid** with a Contact, take the completed Job Card and slide it under your Ship Card so the name of the Contact is visible. If you were already Solid, remove the Job Card from the game.

If you have nothing to do and your ship is in a **Planetary Sector**, you may instead use your entire Work Action to **Make-Work** at the planet: take $200 from the bank instead of Working a Job.

Note: if you've Loaded Cargo, Contraband, Passengers or Fugitives on to your ship as part of a Job and subsequently lose them, you're on your own to replace them. You can't return to the Pick Up location to get more.

Related Topics: Morality, Misbehave.