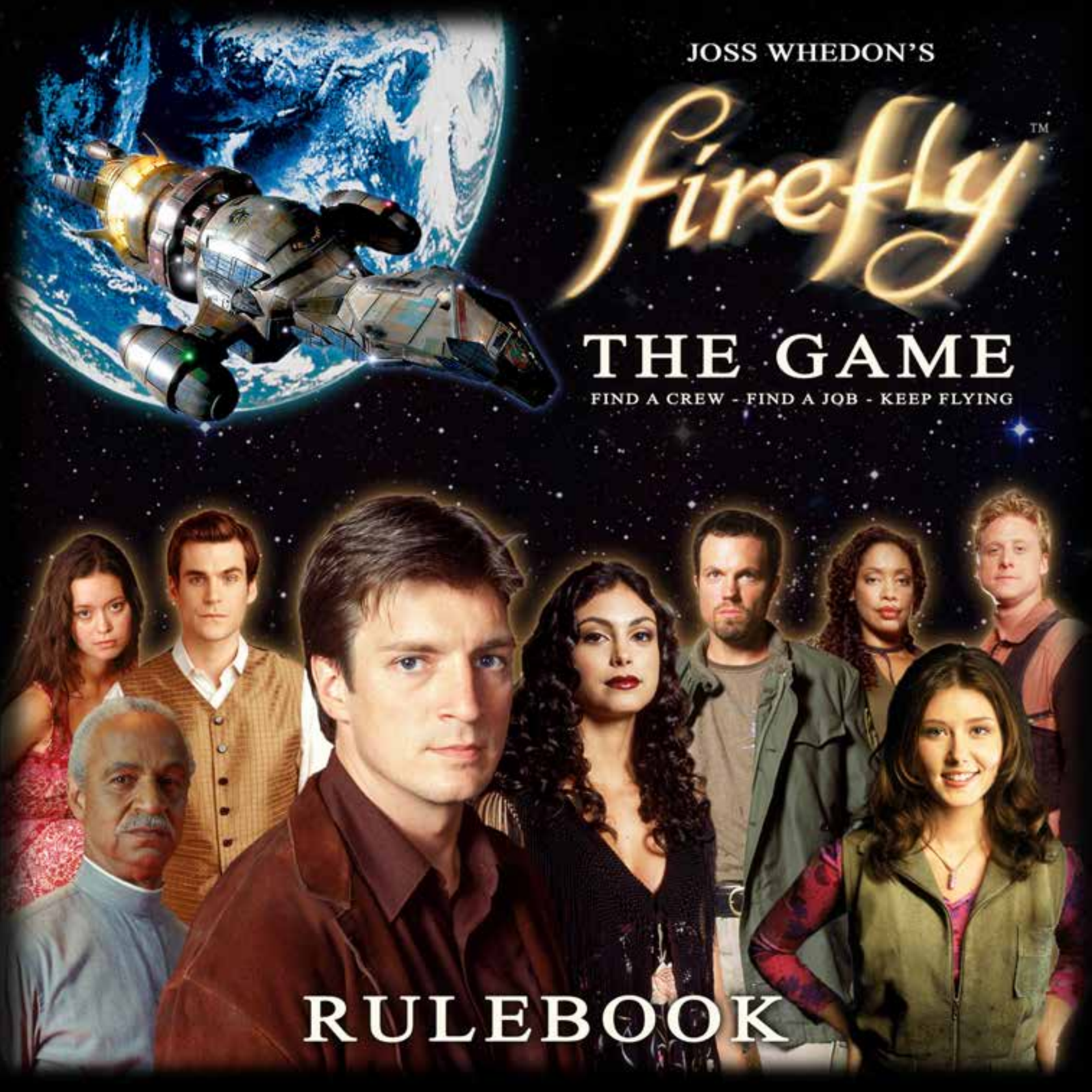

JOSS WHEDON'S
firefly™
THE GAME
FIND A CREW - FIND A JOB - KEEP FLYING
RULEBOOK

Firefly - The Game

After the Earth was used up, we found a new solar system and hundreds of new Earths were terraformed and colonized. The central planets formed the Alliance and decided all the planets had to join under their rule. There was some disagreement on that point. After the War, many of the Independents who had fought and lost drifted to the edges of the system, far from Alliance control. Out here, people struggled to get by with the most basic technologies; a ship would bring you work, a gun would help you keep it. A captain's goal was simple: find a crew, find a job, keep flying.

Welcome to the 'Verse...

Box Contents

5 Supply Decks - 25 Cards Each
5 Contact Decks - 25 Cards Each
2 Nav Decks - 40 Cards Each
Misbehave Deck - 40 Cards
11 Set Up Cards
4 Ship Cards
Currency - 150 Bills
6 Story Cards
2 Dice
167 Tokens
4 Firefly Models
1 Alliance Cruiser Model
1 Reaver Cutter Model
Game Board & Rules





Supply Decks

The 5 Supply Decks contain the Crew, Gear and Ship Upgrades you need to successfully make your way through the 'Verse. Each Supply Deck corresponds to a specific location on the game board.

Crew



Crew are the various riffraff, ne'er-do-wells and drifters that congregate around the many docks of the 'Verse. Choosing the right Crew is key to running a successful Ship.

Gear

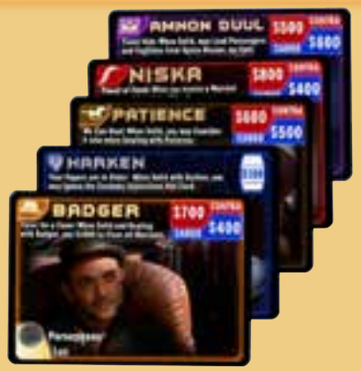


Gear is weapons, clothing, gadgets and other devices. Gear augments your Crew's abilities and covers their shortfalls.

Ship Upgrades



Ship Upgrades allow you to customize your ship. Upgrade slots are limited so choose wisely.



Contact Decks

Contacts have a variety of Jobs they'd like you to undertake. Contacts will provide the Work you need to keep your ship flying. Each Contact Deck corresponds to a specific location on the game board.

Deliveries



Goods aren't going to move themselves. The 'Verse has a wide variety of stuff that needs to be taken elsewhere.

Crime



Just 'cause the Alliance isn't fond of it doesn't mean it isn't worth doing.

"I tell ya, Zoë, we find ourselves a mechanic, get her running again. Hire on a good pilot. Maybe even a cook. Live like people. Small crew, them as feel the need to be free. Take jobs as they come - and we'll never be under the heel of nobody ever again. No matter how long the arm of the Alliance might get... we'll just get us a little further."
-Malcolm Reynolds

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Ship Card

Each player has a Ship Card that is the center of their play area.

Ship Cards have a Hold and a Stash that are used to store (and hide) goods. The amount of storage available for Cargo, Contraband, Passengers, Fuel, Parts and such is indicated by the number of “Empty” squares in the Hold and Stash areas of the Ship Card. Place tokens representing carried goods on the squares to show they are being transported on your ship.

The bottom of the Ship Card has one slot for the Ship’s Drive Core, plus three slots for Ship Upgrades.

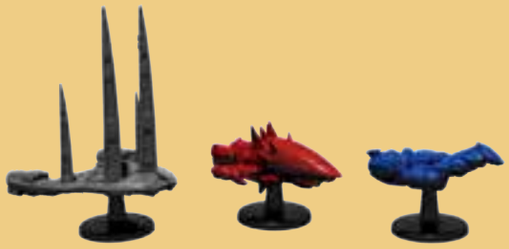
Each Ship has a maximum number of Crew it can carry listed on the card.

Set Up Cards



Set Up Cards include both Ship’s starting Drive Cores and Leaders. Some Leaders pursue legitimate shipping interests, while others deal in a variety of illicit goods. Some Leaders are wily negotiators while others let their guns do the talkin’.

Each player will choose a Leader to chart their course through the ’Verse.



Alliance Cruiser *Reaver Cutter* *Firefly*

Ship Models

Nav Decks



While traversing the Big Black, you’ll encounter obstacles and opportunities. How you choose to deal with them is up to you.



Flying through Border Space keeps you clear of Alliance interference but has it’s own dangers: watch out for Reavers!

Misbehave Deck



An enterprising Captain will have plenty of opportunities to Misbehave when working Illegal Jobs. You never know exactly what you’re going to find when you land planetside.

> **“You depend on luck you end up on the drift, no fuel, no prospects, begging for Alliance make-work or being towed out to the scrapbelt. That ain’t us. Not ever.”**
> **-Malcolm Reynolds**

Game Overview

Playing *Firefly: The Game*, players take turns navigating the ’Verse, talking to Contacts, finding Crew and Gear and working Jobs.

Winning the Game



Story Card

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

Story Cards tell different tales. Sometimes players will compete to be the first to pull off a daring heist. Other Story Cards tell the tale of daring desperados hoping to escape Alliance “justice”.

Each Story Card requires a different strategy; adapting to different goals is the mark of a great captain!



Game Tokens

Game Setup



A. Supply Decks
B. Ship Card with Starting Supplies
C. Starting Drive Core
D. Contact Decks
E. Misbehave Deck
F. Nav Decks
G. Story Card
H. Leader Card/Crew area
I. Reaver Cutter starting position
J. Alliance Cruiser starting position
K. Bank

1: Nav Decks

In a game with 3 or more players, find the “Alliance Cruiser” and “Reaver Cutter” cards from the Nav Decks; the two cards that say “RESHUFFLE DECK” on the bottom of the card. Place those cards in their respective discard piles. When either Nav Deck becomes exhausted for the first time, reshuffle the discard pile - including the “RESHUFFLE” card. The increasing ship traffic has caught someone’s attention! After reshuffling a Nav Deck for the first time, reshuffle the deck every time a “RESHUFFLE” card is drawn and resolved.

2: Place the Cruiser & Cutter

Place the Alliance Cruiser in the Sector containing Londinium, the Alliance capital. Commander Harken is aboard the Alliance Cruiser.

Place the Reaver Cutter in the Sector that contains the “Firefly” logo.

Okay, so she won’t win any beauty contests, that’s true enough, but she’s solid. Ship like this, be with ya til the day you die.
- Malcolm Reynolds

3: Choosing Ships & Leaders



Place the Set Up Cards face up in the middle of the game board.

All players roll a dice. The player with the highest result selects a Leader, Ship Card and the appropriate starting Drive Core. Play then passes to their left with each player in turn making their Leader selections.

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The last player to choose a Leader then places their Firefly on the map, in any Sector they'd like. Players then takes turns placing their Firefly on the map, in reverse order, ending with the player who first chose a Leader. You may not place your Firefly in a Sector already occupied by another player.

The last player to place their Firefly takes the first game turn, play then proceeds clockwise to their left.

For full rules on Leaders, see pg. 10.

4: Goal of the Game

Every game has a different story. After choosing Leaders, choose a Story Card. Set aside the rest of the Story Cards; they won't be used this game. Each Story Card will detail what the players need to do to win the game. For full details on Winning the game, see pg. 16.

The chosen Story Card may effect the rest of the Game's Setup.

Note: "The King of All Londinium" Story Card is a good choice for your first game.

5: Starting Supplies

Give each player 3000 Credits, 6 Fuel and 2 Parts. Each player must place their starting Fuel and Parts on empty Cargo or Stash areas of their Ship Card. Fuel and Parts each take up half a space; you can have a Fuel and a Part sharing a space.

I'm Malcolm Reynolds, Captain of Serenity. She's a transport ship, Firefly class... You got a job, we can do it. Don't much care what it is."
-Malcolm Reynolds



Zoë, Malcolm & Jayne

6: Starting Jobs

After choosing a Story Card, each player takes a Job card from each Contact Deck.

You may not have more than 3 Job cards in your hand at any given time. Players may discard any Job they don't want to undertake and must discard down to three cards.

Note: For your first game or two, only deal everyone a card from the Harken, Amnon Duul and Patience Contact decks.

7: Priming the Pump

After choosing Starting Jobs, flip over the top 3 cards of each Supply deck, placing them in their discard pile. Watch closely as the cards are revealed, they may affect where you want to head on your first turn!

Note: When the rules call to Discard a Card, place the card in the discard pile of the appropriate deck. When the rules call to Remove a Card from Play, return the card to the box; it won't be used for the reminder of the game.

Skills & Skill Tests

Skills

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.

Fight



Fight Skill is useful when resolving conflicts with violence. Whether a bare knuckle brawl or open gun play, enough Fight Skill will get you through.

Tech



Tech Skill comes into play when facing challenges ranging from ship breakdowns, breeching security systems, hacking computers to cracking a vault.

Negotiate



Negotiate Skill will help you talk your way out of trouble or into more profit. Dealing with angry law enforcement officers or potential business partners all come under the header of Negotiate Skill.



"Oooo! Synchronizers!"

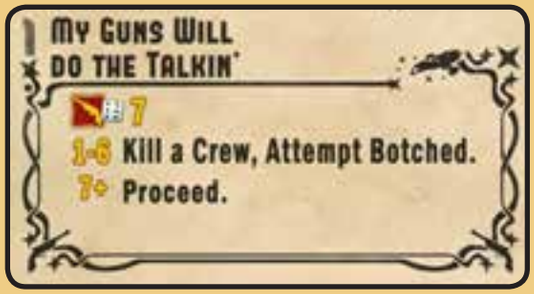
Skill Tests

Many cards will require you to make a Skill Test, usually to overcome some challenge or obstacle such as a run-in with the local law, security system or other sticky situation.



Fight Test

Skill Tests are written as a Skill icon, followed by a small dice and a number. The number next to the dice is your target number. Under the target number, there will be a list of possible results.



Fight Test and results on a Misbehave Card

To make a Skill Test, roll a dice and add all your available Skill Points of the appropriate type to your roll. Compare your total to the results of the Skill Test. Each Skill Test will have a different set of results.

In the above Test, you would roll a single dice (D6) and add your total available Fight Skill Points from all sources to determine your total. If the total is between 1 and 6 you must choose a Crew to Kill and the Job attempt is over. With a total of 7 or more you have overcome the Test and may proceed. All Tests are resolved in a similar fashion regardless of the Skill on which it is based.

Misbehave and Nav Cards often contain a choice of Skill Tests. You'll often choose between options, picking the one which works best for your Crew.

Special Skill Tests

Some Skill Tests have additional options or rules that apply.

Kosherized Rules

Civilized folk often rely on their bare knuckles to come to an understanding. Some Fight Tests will say "Kosherized" after the number. In Kosherized Fights, you may not add any Fight Skill from Gear to your total: only the Fight Skill listed on your Crew Cards may be used.

Bribes

Not every lawman or local official is on the up and up. Some Negotiate Tests will say "Bribes" after their number. Before you roll a dice, you may choose to pay Bribes. For every $100 you pay the bank, add +1 to your total (Roll+Skill+Bribes).

"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 dice again and add the result to the total.

"Just do it, that's all. My daddy says I got natural talent."

-Kaylee Frye

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A Game Turn

On Your Turn

There are four types of Actions to choose from. On your turn, you may take 2 Actions, in whichever order you'd like. You may not take the same Action twice.

On your turn, you may also interact with other players in your sector. For full details on interacting with other players, see pg. 17.

When you have completed your 2 Actions, play passes to the player to your left. Play continues until the game ends and a winner is declared.

"Wheel never stops turning..."
-Malcolm Reynolds

Actions

Fly

If you aren't moving, you aren't doing much of anything else either. Flying through the 'Verse is both necessary and sometimes dangerous.

Buy

You won't get far with an empty ship; buying Gear and hiring Crew is critical to complete difficult, lucrative Jobs.

Deal

Talking to Contacts opens up new opportunities. Taking on more commitments than you can handle is a road to defeat.

Work

Working Jobs is how you get Paid. Some Jobs are simple, legal transport of goods. Some require misbehaving under the Alliance's nose.



Eavesdown Docks, Persephone

Sample Game Turn

John, Sally, Pete and Liz are sitting down to their first turn of the game. John has the first turn and chose to start at Persephone. Seeing River's card in the discard pile, he decides to Buy with his first Action. One of this starting Jobs requires him to pick up Passengers at the Space Bazaar, so he uses his second Action to Fly towards the Space Bazaar, Red Sun.

Sally chose Marco as her Leader and is starting at Silverhold, knowing there's an abundance of weaponry there (Marco gets a discount on buying guns). She also has a Job that requires her to pick up Cargo at Silverhold. Sally Buys with her first Action and Works with her second.

Pete chose to start at Londinium, planning on Dealing with Harken first. He changed his mind when he saw Inara's card appear in the Osiris discard pile, during "Priming the Pump". Flying with his first Action, Pete arrives at Osiris safely. He then chooses to Buy, taking Inara's card along with a Medic for his Crew.

Liz started at Athens, hoping to take on a few Legal Jobs to get her game started. With her first Action, she Deals with Patience, adding a couple more Jobs to her hand. Flying with her second Action, she heads towards the Red Sun system to start her first Job, picking up grain for the herds.

Fly - Navigating the 'Verse

When taking a Fly Action, a player may choose to either **Full Burn**, flying quickly through the 'Verse or **Mosey**, moving slowly and carefully.

Full Burn

To initiate a Full Burn, Spend 1 Fuel token. After initiating a Full Burn, move your Firefly to an adjacent Sector then draw and resolve a Nav Card from the appropriate deck (Alliance for Blue-bordered Sectors, Border Space for Yellow-bordered sectors). You may continue to move into new Sectors, drawing a new Nav Card for each Sector, up to the maximum range of your Ship's Drive Core.

Mosey Along

When you Mosey, move your Firefly 1 Sector, slow and careful. Do not spend a Fuel Token. Do not draw from the Nav decks.



Hoban "Wash" Washburne

"Oh gawd! What could it beeee? We're dooomed! Who's flyin' this thing?! Oh, right. That'd be me. Back to work."
-Wash

Resolving Nav Cards



Most Nav Cards have two different options from which to choose. Some options will simply have instructions; other may have a Skill Test. For full rules on Skills Tests, see pg. 5. Every option results in either **Keep Flying**, **Full Stop** or **Evade**.

Keep Flying

If the chosen option's final result is Keep Flying, you may move again and draw another Nav Card, up to your Drive Core's maximum Range. If your last movement ends with a Keep Flying result you may take any remaining Actions this turn as normal.

Full Stop

Your ship halts in the current Sector. No further movement is possible. If you have another Action to take, you may do so.

Evade

Move your ship to an adjacent Sector. Do not draw an additional Nav Card. No further movement is possible. If you have another Action to take, you may do so.

Outlaw Ships

A Firefly is considered an Outlaw Ship if it has any outstanding Warrants, is carrying Contraband or Fugitives or has any Wanted Crew onboard.

The Alliance Cruiser

If, at any time, you are in the same Sector as the Alliance Cruiser, you must resolve the Alliance Contact Event.





If you do not have sufficient funds to pay the fines, all available credits are seized; the Warrants are still cleared.

Resolving Alliance Contact does not use an Action. You may take your Actions normally after resolving Alliance Contact.

Note: Drawing the Alliance Cruiser card while Flying causes a Full Stop - you've caught their attention!

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The Reaver Cutter

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



REAVER CONTACT

Resolve when starting your turn in the Reaver Cutter's Sector.

If We're Very Lucky... — OPTION 1

- Kill all Passengers & Fugitives
- 8
- 1-7 Kill 2 Crew, Evade.
- 8+ Kill 1 Crew, Evade.

Crazy Ivan! — OPTION 2

- Requires Pilot and Mechanic:
- Spend 1 Fuel.
- Evade.

Resolving Reaver Contact at the start of your turn does not use an Action. You may take your Actions normally after resolving Reaver Contact.

When you draw the "Reaver Cutter" Nav Card, the Reaver Cutter moves to your current location and that Card's rules apply immediately. If the Cutter moves into your Sector as a result of "Reavers on the Hunt", do not resolve Reaver Contact yet.

When a Sector is occupied by the Reaver Cutter, no ship may move into that Sector.

Moving the Alliance



The Alliance Cruiser moves in 3 different ways. When the "Alliance Cruiser" Card is drawn, the Cruiser moves to the Sector of the player who drew the card. When the "Alliance Entanglements" card is drawn, the player who drew the card moves the Alliance Cruiser. When the "Cruiser Patrol" card is drawn, the player to the right of the person who drew the card moves the Cruiser 1 Sector within Alliance Space.

Moving the Reavers



The Reaver Cutter can move in 3 different ways as well. When the "Reaver Cutter" card is drawn, the Cutter moves to the Sector of the player who drew the card. When the "Reaver Bait" card is drawn, the player who drew the card moves the Cutter. When the "Reavers on the Hunt" card is drawn, the player to the right of the person who drew the card moves the Cutter 1 Sector within Border Space.



Hopefully they're full...

Buy - Buying from Suppliers

"I'd sure love to find a brand new compression coil for the steamer."
-Kaylee
"And I'd like to be the king of all Londinium and wear a shiny hat."
-Mal

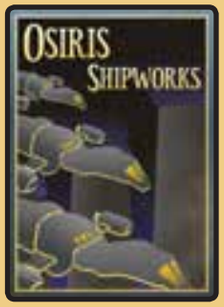
Buy Actions

Taking a Buy Action allows you to purchase Supply Cards (Crew, Gear and Ship Upgrades) and restock Fuel and Parts. Alternatively, you can use your Buy Action for **Shore Leave**.



Supply Deck Card Backs

Supply Planets



Signs on the map mark where you can Buy. In that Sector, you may buy from the corresponding Supply Deck and/or discard pile.



Supply Cards

The different Supply Decks represent the wide variety of goods and services that are available for an enterprising Captain to purchase. The Supply Decks include new Crew for hire, Gear for your Crew to carry and Upgrades for your Ship.



Persephone's Skyline

Buying Supply Cards: Consider 3 / Buy 2

When Buying Supply Cards, you may Consider 3 cards - but you may only Buy 2 of those cards. Look through the entire discard pile and choose up to 3 cards to Consider. For each card less then 3 that you pull from the discard pile, you may draw 1 face down card from the Supply Deck. Once you have picked your 3 cards to Consider, you may pay the bank for up to 2 of them (you don't have to buy any at all). The cost of each Supply Card is listed in the purple tab in the bottom right of the card. Any unpurchased cards are placed face-up in the discard pile.

Example: Pete is docked at Persephone and wants to use one of his actions to Buy. He knows River Tam is waiting in the Discard Pile: he pulls River's card out of the pile and sets it aside to consider, then draws 2 cards from the Supply Deck. Great! He pulled two cards he likes better! He decides to buy the two face down cards instead, putting River's card back into the discard pile.

Tip: Browsing the discard piles of the Supply Decks when it's not your turn will help keep the game ticking right along.

Buying Fuel & Parts

When taking a Buy Action at a Supply Planet, you may also buy Fuel for $100 each and Parts for $300 each, in addition to buying Supply Cards.

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Shore Leave

When your Firefly is in a Sector with a Supply Planet, you may use your Buy Action to give your Crew Shore Leave, instead of buying Supply Cards. Pay the bank $100 for *each* Crew, Disgruntled or not, then remove all Disgruntled tokens. For details on Disgruntled, see pg. 15.

Crew Cards



All Crew have Skills that aid in navigating the 'Verse and working Jobs. Some Crew also have a Profession in the bottom right corner of their portrait. Professions can earn bonuses when Working Jobs or help overcome obstacles and dangers. For details on Professions, see pg. 17.

The cost to hire the Crew, in the purple tab in the bottom right, is also the **Cut** they'll expect to be paid at the end of each successful Job. The maximum number of Crew your Ship can hold is listed on the Ship Card.

Wanted Crew



Crew 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 (see pg. 7 for rules on Outlaw Ships and the Alliance Cruiser).

Dismissing Crew

You may dismiss Crew in any Sector with a planet by placing them face-up in the discard pile of the card's Supply Deck. This does not require an Action. You may not dismiss Crew to prevent them from being Killed. You may not dismiss your Leader.

Leaders

Leaders differ from normal Crew in 3 very important ways:

- **Entrepreneur:** Leaders are self-employed and do not receive a Cut from Jobs.
- **Leaders are REALLY Lucky**! When the outcome of any event would cause your Leader to be killed, return them to your ship and place a Disgruntled token on the card instead.
- **You're all Ruttin' Fired!** If your Leader ever receives a second Disgruntled token, they've lost confidence in their Crew. They do not leave the Ship. Instead, they fire all the other Crew. Immediately Discard all your Crew, except for your Leader, to their Supply Deck discard piles. Remove the Disgruntled token from your Leader.

Gear Cards



Gear is weapons, equipment, clothing, vehicles or anything else your Crew might bring to help overcome obstacles. Each member of your Crew may only carry 1 piece of Gear at any given time. You may own as many pieces of Gear as you'd like. If you own more Gear than can be carried by your Crew, set the extra Gear aside until it's needed. Gear not carried by a Crew may not be used in any way.

Gear Skills & Keywords

Some Gear provides additional Skill Points, Keywords or other special abilities. Skill Points from Gear are added to your total when making Skill Tests, just like Skill Points from Crew. Keywords represent specialized types of Gear that may be useful in passing certain hurdles. For example, the card pictured above has the **FIREARM** and **SNIPER RIFLE** Keywords. For details on Keywords, see pg. 18.

Ship Upgrade Cards



Ship Upgrades are the modifications to your Ship. Ship Upgrades can boost your Full Burn Range, provide extra storage space, increase reliability and add other useful abilities.

Upgrade Slots



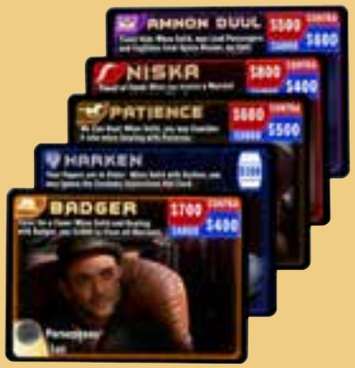
Your Ship Card has a number of Upgrade Slots. All Ship Upgrade cards require an open slot to purchase and equip. You may never have more Ship Upgrades than you have available Upgrade slots. You may Discard a Ship Upgrade to make room any time.

Drive Core

The Drive Core is the heart of the Ship. You may only have one Drive Core at a time. If you get a new Drive Core, Discard your current one. Each Drive Core has a max Range: the number of Sectors it can take the Firefly during a Full Burn. Drive Cores may also have additional special rules listed on their cards.

Deal - Dealing with Contacts

> **"You want to do business in Persephone, you do it through me. But if you're so well off you don't need it..."**
> **- Badger**



Deal Actions

If your Firefly is in a Contact's Sector, you may Deal with that Contact. You may look at 3 and accept up to 2 Jobs from their Contact Deck.
If you are **Solid** with that Contact, you may also sell Cargo and Contraband to them as part of your Deal Action. (see rules for Reputation on pg 15 for details on getting Solid with Contacts).

Contact Planets

Names on the map mark where you can Deal. When in that Sector, you may Consider Jobs from the corresponding Contact Deck.



Job Cards

The different Contact Decks contain a wide variety of Jobs that are available. Jobs can be anything from taking tourists for a spin on Bellerophon to robbing trains on Regina.
Each Job Card will detail both what you need to do to complete the Job and how much you'll earn.

Accepting Jobs: Consider 3, Accept 2

As with Buying from a Supply deck, you may Consider 3 Job cards - but you may only accept 2 of those Jobs. Look through the entire discard pile first and choose up to 3 Job Cards to consider. For each card less then 3 that you Consider from the discard pile, you may draw 1 card from the Contact Deck.
Once you have picked your 3 Job Cards to Consider, accept up to 2 of them (you don't have to accept any at all). Any unaccepted Job Cards are placed face up in the discard pile. You may not have more than 3 inactive Jobs in your hand at any given time.

Example: Liz uses one of her Actions to Deal with Patience at Athens. She's looking for Jobs that will take her to the Red Sun system. There are two Red Sun Jobs in Patience's discard pile, so she pulls those out to Consider. Liz is pretty sure she's going to accept those 2 Jobs, but draws a face-down card anyhow. It's not something she's interested in, so she puts the 2 cards she initially wanted in her hand and puts the new Job in the discard pile.

Note: Inactive Job Cards you have not begun to Work are kept concealed in your hand. Do not place them face up in the Active Job area until you use a Work Action to begin the Job. Remember, you may not have more than 3 Active and 3 Inactive Jobs.


Niska's Skyplex Orbiting Ezra

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Job Cards

Job cards contain everything you need to know to Work the Job. Each section of a Job Card is detailed below.

Job Name

Every Job has a name at the top of the card. There are some Jobs with the same name with different requirements. The symbol of the Contact who gave you the Job is next to the Name.

Job Types

Every Job has a Job Type. Sometimes there will be bonuses associated with doing certain types of Jobs.

Shipping Jobs

Shipping Jobs are Legal and require you to pick up Cargo at one location and drop it off at another planet.

Transport Jobs

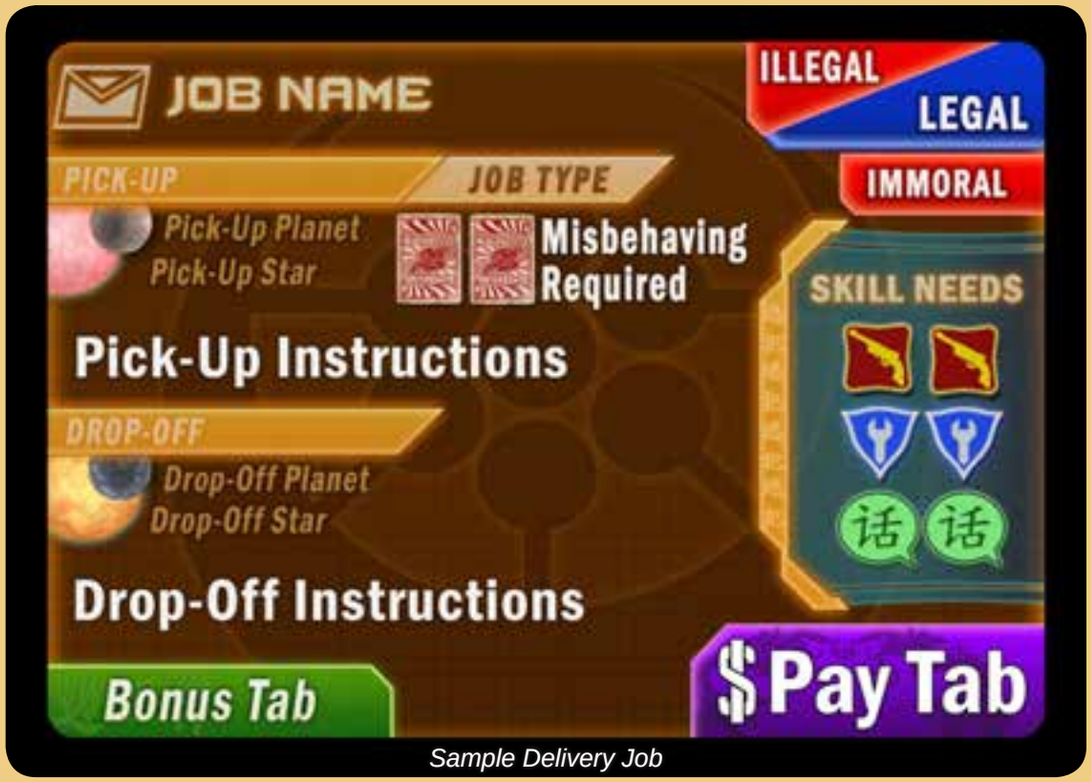
Transport Jobs require you to pick up Passengers or Fugitives and drop them off at another planet. Transporting Fugitives is Illegal and makes you an Outlaw Ship.

Smuggling Jobs

Smuggling Jobs are always Illegal and require you to pick up Contraband at one location and drop it off at another planet. Smuggling Jobs require you to Misbehave. Smuggling Contraband also makes you an Outlaw Ship.

Crime

Crime Jobs require you to head to a destination and Misbehave; they usually only have a Target Location.



Sample Delivery Job

Immoral Jobs

Some Jobs are Immoral; a small red tab below the Legal/Illegal tab notes which Jobs are Immoral. Whenever you complete an Immoral Job, all your Moral Crew become Disgruntled. See pg. 15 for details on Disgruntled Crew.

Misbehaving Required

Illegal Jobs require you to Misbehave to complete the Job. The number of Misbehave cards pictured on the Job indicates how many Misbehave Cards you'll draw when Working the Job. For details on Misbehaving, see pg. 14.

Job Instructions

After Misbehaving (if necessary), every Job has different instructions of what to do when Working the Job. Deliveries have two sets of instructions, Crime Jobs only have one.

Skill Needs

Some Jobs require Skills and/or Keywords to Work the Job. They will be listed in the Skill Needs Window to the right of the Job Card.

Bonus Tab

Some Jobs have a green bonus tab. Listed in the tab will be a Profession and a Credit amount. If a member of the Crew who completes the Job has that Profession, the Credits listed in the bonus tab are added to the Pay.

Pay Tab

The purple tab in bottom right shows how much you'll be paid for completing the Job. Some Jobs say "Special" in the Pay Tab. In this case, the Pay will be detailed in the instructions of the Job.
When you finish a Job, your Crew will need to get paid too! For details on paying your Crew, see pg. 14.

Work - Working a Job

Taking a Work Action allows you to attempt to advance a single Job. Advancing a Job may include loading cargo, committing crimes or other activities

Starting a Job

To start Work on a Job, your Firefly must be in the Pick-Up Location for Deliveries or Target Location for Crime. Place the Job Card face up on the table in front of you, to the left of your Ship Card. After placing your Job on the table, it becomes an Active Job. You may have up to 3 Active Jobs at any given time, in addition to 3 inactive Jobs in your hand.

There are a few steps to Working a Job:

1. **Equip Crew**
2. **Confirm Needs**
3. **Do the Job / Misbehave**
4. **Outcome**

Equip Crew

You must commit to what Gear you're carrying while Working the Job. Each Crew and Leader may only carry 1 Gear card. Once you're Working a Job, Gear can not change hands between Crew until the Job attempt is over. If a member of your Crew with Gear is killed, any Gear they were carrying is returned to the Ship.

Any Gear or Crew onboard the Ship may not be used in any way while Working the Job. In the course of Working a Job, Crew may be forced to return to the Ship. Crew onboard the Ship may not be affected by the results of any Misbehave Cards or Skill Tests encountered when Working a Job.



An Unexpected Alliance Patrol

Confirm Needs



Needs Tab

The team you have assembled must meet any requirements in the Needs tab on the Job Card to Work the Job. If the Needs of a Job are not met, the Job may not be advanced in any way: Cargo cannot be loaded, Misbehaving cannot be attempted, etc. Not all Jobs have a Needs tab. Job cards without a Needs tab have no prerequisites.

Some Jobs will have a Test to take instead of Needs. The Job will state when to take the test.

Do the Job, Legally

Follow the instructions on the Job Card to attempt to Work the Job. Most Legal Jobs are **Delivery Jobs**.

Delivery Jobs

Delivery Jobs require you to pick up something at one location and deliver it to another. You must use a Work Action at both the Pick-Up and Drop-Off Location to complete the Job.

Note: Space is a dangerous place. Cargo can be stolen out from under you. Passengers might be eaten by Reavers... 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!

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Misbehave

Illegal Jobs require a bit of Misbehaving to complete. When a Job requires Misbehaving, it will have a number of Misbehave Cards pictured.



Detail of an Illegal Job Card

To complete the Job you must successfully Proceed through the number of Misbehave Cards pictured. When Misbehaving, draw cards 1 at a time, only drawing another card once you've proceeded past the previous card. Once you start Misbehaving, you must see the attempt through; you can't chicken out early!



Like Navigation Cards, most Misbehave Cards have 2 options on each card. You may attempt either option. Some options may start with a requirement.

For example, on the Card above, option 2 says "Requires **TRANSPORT**". You may not choose an option with a Need you cannot meet.

Ace in the Hole

Chance favors the prepared; often there will be a way to avoid trouble all together. In the bottom right hand corner of some Misbehave cards, there will be a Person, Profession or Specific named item. If you have this "Ace", you may proceed automatically.

Misbehaving Outcomes

Misbehave Cards will end in 1 of 3 ways: **Proceed**, **Attempt Botched** or **Warrant Issued**.

Proceed

If your chosen option results in "Proceed", you may continue to work the Job, following the instructions on the Job.

Attempt Botched

You've failed this attempt but you may attempt the Job again in a future turn. Leave the Job Card face up in the Active Jobs area, to the left of your Ship Card.

Warrant Issued

If Misbehaving ends in "Warrant Issued" the attempt has failed and the authorities are aware of your involvement. Place a Warrant Token on your Ship Card. If you receive a Warrant while Working a Job, discard the Job, returning it to the discard pile of the issuing Contact.

You are now an Outlaw Ship, wanted by the authorities! For full details on the Alliance Cruiser and Outlaw Ships, see page 7.



Space Bazaar

Success: Get Paid

You do the Job – you Get Paid. When you successfully complete a Job take Credits from the bank equal to the Pay listed on the Job Card.

When you finish a Job successfully, your reputation becomes "Solid" with the Contact that issued the Job. For details on Reputation, see pg. 15.

Job Bonuses

When a Job with a Bonus Tab is completed successfully and you have a Crew with the listed profession, take the bonus listed. A Bonus is only paid once, regardless of how many Crew you have with the listed Profession.

Paying Crew Their Cut

When a Job is completed successfully, your Crew expects to get their Cut, whether they worked the Job or not. Pay each Crew the value listed on their card; this money is returned to the bank. The Crew's Cut doesn't change; you have to pay them the same amount regardless of the Job's Pay.

You may choose not to pay some, or all, of your Crew their Cut. Any Crew not paid immediately become Disgruntled. Place a Disgruntled Token on their card.

Note: Crew only receive a Cut after you complete a Job. You do not have to pay your Crew after receiving Credits from other sources such as Nav Cards, Misbehave Cards, selling goods, etc.

"I got a share in this job and ten percent on nothing, uh... hold on... let me do the math here... nothing into nothing...carry the nothing..."
- Jayne Cobb

Working a Job, Continued

Disgruntled Crew

In addition to becoming Disgruntled after not getting their Cut, Crew can also become Disgruntled as a result of other Nav, Job or Misbehave Cards.



When a Crew becomes Disgruntled place a Disgruntled Token on their card. It's important to keep your Crew happy; there are risks to navigating the 'Verse with a bunch of cranky curs.

Jumping Ship

If a Disgruntled Crew receives a second Disgruntled Token for any reason, they are immediately discarded. Crew that leave your employ due to being Disgruntled are immediately available to be rehired from their Supply Deck by you or any other player in the area.

A Better Offer

Other players may hire Disgruntled Crew away from you when in the same Sector by paying their hiring fee to the bank. The Disgruntled crew joins their new Captain's crew and the Disgruntled token is removed.

"I did a job. I got nothing but trouble since I did it, not to mention more then a few unkind words as regards to my character, so let me make this abundantly clear. I do the job; and then I get paid."
–Malcolm Reynolds

" You do the Train Job for me, then you are solid. No more gossip. That is a strong relationship."
–Adelai Niska

Reputation

When you complete a Job for a Contact successfully their opinion of you is raised. This is called being **Solid** with the Contact. 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.



Solid Rep with Patience

Solid

When you are Solid, Contacts will buy Cargo and Contraband from you. The prices offered appear on the Contact side of the Job Cards.

Most Contacts' special rules take effect when you are solid with them, such as Badger's "Favor for a Favor". The details of each Contact's special rule will be listed at the top of the Contact side of the Job Card.

Note: Niska's "Pound of Flesh" Special Rule is in effect as soon as you accept one of his jobs. Be careful working for him; he is not the forgiving sort.

Losing Rep

Contacts do not like it when someone working for them gets tagged by the Alliance. 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. Niska takes particular offense to this kind of misstep (see Niska's special rule for details). You may subsequently again prove yourself useful by completing a Job for the offended Contact and restore your Solid rep.

"Anything goes wrong... Then your reputation is only gossip, and things between us are not so solid. Yes?"
–Adelai Niska

Zero Tolerance

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.

Make-Work

Sometimes there aren't any thrilling heroics to be found and you may need to muck out some stables or bus tables at the local joint.

If you find yourself in a situation where you have nothing to do and your Firefly is in a Sector with a planet, you may use a Work Action to take $200 from the bank.

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Winning the Game

At the beginning of every game, you'll have picked a story for the game, represented by a Story Card. Each Story Card has a unique set of Goals that detail the steps you have to take to win.



Sample Story Card

Story Cards

Each Story Card will detail exactly what steps you need to win the game. Some stories may require you to earn a Solid rep with Contacts, make a certain amount of credits, finish a career-making heist or other caper.

Note: Make sure to read the Story Card carefully; some stories may modify the game's set up or introduce other new rules!

Story Goals

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

Working Goals



You must use a Work Action to advance a Goal. When you complete a Goal, take a Goal token to mark your progress. If the Goal requires Misbehaving, Misbehave before following any other instructions under the Goal. Working a Goal is different than Working a Job; special abilities that apply during Jobs do not apply while Working Goals. You do not pay your Crew after completing a Goal.

Botching Goal Tests

Some Story Cards' Skill Tests have "Attempt Botched" as a result. Like Misbehave Cards, when you botch an attempt you may try the test again the following turn.

Warrant Issued

If you receive a Warrant while Working a Goal, put a Warrant token on your Ship Card. You may attempt to Work the Goal again your next turn.

Example: John completes the first Goal on his first attempt and takes a Goal token. He then flies over to the second Goal's location. On his next turn, he botches the attempt while Misbehaving. Shucks!

Next turn, he completes the second Goal and takes another token. He doesn't feel like he has the right crew for the third goal yet, so spends a couple of turns hiring better folk. With 2 Goal Tokens in hand, he's ready to attempt the third Goal.

Arriving at the location of the third Goal, John crosses his fingers and starts drawing Misbehave Cards. The Crew he's assembled performs admirably and he wins the game!


The Bridge of the Serenity

Additional Rules

Parley with Rivals

There are two types of interactions that can occur between players in the same sector. Captains may Trade and Hire Disgruntled Crew without using an Action.

Trading

When two or more players' ships are stopped in the same Sector, players may buy, sell and trade Crew, Fuel, Parts, Cargo, Contraband, Ship Upgrades and Gear to one another without restriction. 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.

A Better Offer - Hiring Disgruntled Crew

While stopped in the same Sector as a rival's Firefly, a player may pay the hiring cost of a Disgruntled Crew to the bank. The Disgruntled Crew jumps ship and joins your posse; add the card to your Crew area and remove the Disgruntled token. See page 15 for full rules on Disgruntled Crew.

"You move on over to this side, we'll not only show you where the stuff's at - we'll see you get the share you deserve. Not no sad 'seven'... Your own room. Full run of the kitchen. Whole shot."

-Malcolm Reynolds



Pass the Dinosaur

Included in the Game is a Dinosaur Marker. The player whose turn it is holds the Dinosaur, then passes it to the next player after taking their second Action. If, as your second Action, you're buying from a Supply Deck or Dealing with a Contact, you may pass the Dinosaur to the next player before you're done Considering your cards; this can speed up the pace of the turns.

Tip: Consider replacing the Dinosaur Marker with the real thing: it's fun to have a plastic dinosaur sitting on the Ship's dash on your turn!

Death in the 'Verse

Whenever a test result reads "Kill" some number of Crew, you must choose an appropriate number of your Crew to be removed from the game, never to return. Place the card back in the box. Whenever Crew are killed the controlling player always may choose which Crew are discarded.

Note: Kill / Remove from play is different than discard. Removing from play returns the card to the box, discarding returns the card to the appropriate discard pile.

The Medic profession grants a chance to avoid this fate. Some Gear and Ship Upgrades can modify that chance.

Crew Professions

There are a wide range of possible Professions on Crew Cards. Some Professions will be useful while Working Jobs, others may earn bonuses after completing Jobs, others will come into play while navigating the 'Verse.

Soldier

Soldiers have military training and can be relied upon when the bullets start flying.

Merc

A Merc is simply someone who's willing to sling a little lead for a few credits. Mercs are not always 100% reliable - if you fill your Crew with Mercs, you may find yourself high and dry when the going gets tough.

Pilot

A skilled Pilot is invaluable. Pilots can help you avoid navigation hazards and (maybe) dodge hungry Reavers.

Mechanic

There's 40,000 Firefly class ships traveling the 'Verse and they all need a good Mechanic to keep flying. Mechanics will get you where you're going faster and with fewer headaches.

Companion

Companion training provides lessons in diplomacy, psychology and business, in addition to the bedroom arts. Companions are a rare breed; they can grease a lot of squeaky wheels in addition to bringing in a few credits.

Grifter

Con artists flourish when the eye of

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the Law isn't watching. Grifters can skim a little off the top of some Jobs, making them even more profitable.

Medic

Trained medical professionals aren't often willing to bunk with hooligans shipping the 'Verse. Having a good Medic in your Crew can be the difference between life and death.

Medic Check

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

1-4: Crew Dies, Remove from Play
5-6: Crew is Returned to the Ship.

Medics may make a Medic check even if they are the ones at risk of dying. Only make one Medic Check per Crew Killed, regardless of how many Medics are in your Crew.

Note: All Medics have this ability, even if the above rule is not printed on their card (as with Simon Tam and Doralee).

Example: Sally pulls the "Reaver Raid" Misbehave Card and fails her Skill Test; all three of her Crew are Killed! She then rolls a 3 for the first crew - that Crew is Removed from Play. A roll of a 6 sends the other Crew member back to the Ship. She then rolls for her Medic, saving her with a 5.

"You had the law on you, criminals and savages...half the people on the ship have been shot or wounded, including yourself, and you're harbouring known fugitives."

"We're still flying."

"That's not much."

"It's enough. "

- Simon & Mal

Gear Keywords

Many Gear Cards (and some Crew) have green Keywords on their cards. Having a variety of Keywords will help you deal with a range of obstacles and situations.

FIREARM

Who says violence never solves anything? Bringing a gun to a knife fight solves lots of problems...

SNIPER RIFLE

Goin' in guns blazin' ain't always the best idea; subtlety and subterfuge are the smart Captain's tools. Sniper Rifles can sometimes stop a problem before it starts.

EXPLOSIVES

Blowin' up the whole gorram mess is awful satisfying... not subtle exactly, but certainly entertaining.

HACKING RIG

If you know what wire to stick where, sweet talkin' a computer's systems can open a whole lotta doors.

FAKE ID

It's me! Really! I've just lost a lot of weight, hair and gotten younger since that picture was taken!

TRANSPORT

Useful for haulin' goods, useful for haulin' tail outta there!

FANCY DUDS

Sometimes the better-thans like to get gussied up and parade about. If you're not wearing the right get-up, you'll stand out like a ripe tick on a Magistrate's bum.



The Bonnie Mae's Nose Art

Tips for Surviving the 'Verse

No Fuel = No Go

Run out of gas, you're driftin'... Always take a few more Fuel than you think you need for a trip to handle emergency course changes or unexpected opportunities.

Pilots – Better to Have 'em and not Need 'em...

A good Pilot can help your ship avoid hazards and keep you on schedule. Finding one may mean the difference between life and death if the Reavers come callin'. The Pilots Lounge at the Space Bazaar is a good place to look for Pilots for hire.

Mechanics Keep You Flyin'

The Firefly is a solid ship, but it's a Mechanic's love that keeps her in the air. Track down a Mechanic early to avoid a lot of heartache by keeping breakdowns under control. The Eavesdown Docks on Persephone are usually crawling with Mechanics looking for work.

Best have an Escape Plan

If you are going to Misbehave, best have a getaway plan in reserve. Find some Transport - like Fast Horses or a 4WD Mule - to pull your fat out of the fire when things go wrong.

Cry Baby Cry, Make Your Mother Sigh...

A Cry Baby is a useful piece of tech that can help avoid unwanted Alliance attention. Keep one at the ready when moving Contraband & Fugitives through Alliance Space.

Well Rounded IS Well Prepared

A Crew with a good mix of the 3 skills will be well-suited to handle the hazards of the 'Verse. Guns are great, but you can't shoot your way out of every situation…and they're damn near useless when your ship breaks down!

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