

TWO STEP MISBEHAVE CARDS

Instead of two different options, some Misbehave Cards in *Crime & Punishment* have two steps to passing the card. When you draw one of these cards, you must do both steps in order to pass the card. For example, on the Card to the right, you have a Fight Test followed by a Negotiate Test to Proceed Past the card.



EQUIPMENT SEIZURES

Some Misbehave Cards call for Seizing a type of equipment. If your crew is unlucky enough to have any of their gear Seized, it is removed from the game and may not be repurchased.

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CRIME & PUNISHMENT

Crime and Punishment adds new Cards to the Misbehave Deck, a new Alliance Alert rules and 2 new Set Up Cards and 2 new Story Cards.



Set Symbol

Each of the new cards in this set is marked with the Scales of Justice Set Symbol.

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10 Alert Cards
40 Misbehave Cards
2 Set-Up Cards
2 Story Cards
30 Tokens

ALLIANCE ALERT CARDS

Crime & Punishment introduces ten new Alliance Alert Cards. When an Alert Card is in play, there is new special rule that affects all the crews working the 'Verse.



Place the Alert Cards face down on the table. Some Set Up and Story Cards direct you to start the game with an Alert in Play. There are also new Misbehave Cards that direct you to put an Alert into play. When an Alert leaves play, return it to the bottom of the Alert Deck.

NEW MISBEHAVE CARDS

Crime & Punishment includes 40 new Misbehave Cards. Shuffle these cards with the original 40 Misbehave Cards to make an 80 card Misbehave deck. The Crime & Punishment Misbehave Cards introduce a few new mechanics.

WANTED CREW TOKENS

Some of the new Crime & Punishment Misbehave Cards use new “Wanted” tokens. When you draw a card that states “Your Crew is now Wanted”, add a Wanted token to each of your Crew who isn’t already Wanted. They now count a Wanted whenever you’re called upon to make a Wanted Crew Roll.



LYING LOW

If a Crew with a Wanted Token is dismissed, discard the Wanted Token: they’re lying low for while.

I’LL BE IN MY BUNK

When a Misbehave cards directs one of your Crew to Return to the Ship, that Crew member and their equipment may not be used for the remainder of the Job. You may not move equipment between Crew while Working a Job.

SPLITTING UP

Some new Misbehave Cards require your Crew to split into two teams. When splitting your crew, 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.



NO ONE LEFT

If, at any time Working a Job, all your Crew is killed or Returns to the Ship, you’ve Botched the Job.

REPLACEMENT MISBEHAVE CARDS

Some Misbehave Cards’ second option requires you to draw a different Misbehave Card to replace your current one. You don’t count as having Passed the original card.



For example, Mal is working a 2 Misbehave Job and chooses “The Long Way Around” option (left) for his first Misbehave Card. He draws a new card and must Proceed Past the new card, plus another card after that to finish the Job.