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v5

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- Publisher: **Gale Force Nine (2013)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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SETUP

In a game with 3 or more players, place the *Alliance Cruiser* and *Reaver Cutter* cards in their respective Nav deck discard piles. When either deck becomes exhausted for the first time, reshuffle the discard pile. Subsequently, reshuffle the deck every time a *reshuffle* card is drawn and resolved.

Place the **Alliance Cruiser** in the Londinium sector. *Commander Harken* is aboard. Place the **Reaver Cutter** in the sector that contains the *Firefly* logo.

Place the **Set Up cards** faceup in the middle of the board. All players roll a die. The highest roller selects a **Leader**, **Ship card** and the appropriate starting **Drive Core**. Place the Drive Core in the Main Drive slot of your Ship card. Going clockwise, each player in turn makes their leader selections. The last player to choose places his **Firefly** on the map in any sector, then players take turns placing their Fireflies in reverse order. You may not place your Firefly in a sector occupied by another player.

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

Choose a **Story card** and return the rest to the box; the chosen card may effect the rest of the setup.

Each player takes 3000 **credits**, 6 **fuel** and 2 **parts**. Place your starting fuel and parts on empty **cargo** or **stash** areas of your ship card. Each takes up half a space; you can have a fuel and a part sharing a space.

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. You may discard any job you don't want, and must discard down to 3 cards.

Flip over the top 3 cards of each **supply deck**, placing them in their discard pile and noting as each is revealed.

When you must *discard a card*, place the card in the discard pile of the appropriate deck. When you must *remove a card from play*, return it to the box (it won't be used for the remainder of the game).

SKILLS & SKILL TESTS

There are 3 types of skills: **fight**, **tech** and **negotiate**, and skill points on crew and gear cards. Each symbol counts as 1 **skill point**.



Fight skill is useful when resolving conflicts with violence.



Tech skill is used when facing challenges from ship breakdowns, breaching security systems, hacking computers to cracking vaults.



Negotiate skill helps you talk your way out of trouble or into more profit.

Skill Tests are identified by a skill icon followed by a die and a **target number** and a list of possible results. To make a skill test, roll a die and add all your available skill points of the appropriate type. Compare your total to the listed results.

Kosherized fight tests: 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 negotiate tests: Before you roll a die, you may choose to pay bribes: for every \$100 you pay the bank, add +1 to your total.

Thrillin' Heroics bonus roll: Whenever you roll a Firefly result, count it as a 6 and make a bonus roll. Roll the die again and add the result to the total.

GAME TURN

On your turn, you may take **2 actions** in whichever order you'd like, and may also interact with other players in your sector. You may not take the same action twice. Play then passes to the player to your left.

On your turn, at no action cost, you may dump fuel, parts, cargo or contraband at any time, and you may drop fugitives and passengers off in any sector with a planet.

ACTION: FLY

You may choose to **full burn** or **mosey**:

To **full burn**, spend 1 fuel token, 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, up to the maximum range of your ship's **drive core**.

To **mosey**, move your Firefly 1 sector. Do not spend a fuel token and do not draw from the Nav decks.

Every Nav card option results in either **keep flying**, **full stop** or **evade**:

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 this result you may take any remaining actions this turn as normal.

Full stop: Stop in the current sector; no further movement is possible. If you have another action to take, you may do so.

Evade: Move to an adjacent sector, but do not draw an additional Nav card; no further movement is possible. If you have another action to take, you may do so.

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 you are ever in the same sector as the **Alliance Cruiser**, you must resolve the *Alliance Contact* event. This does not use an action, and you may take actions normally afterwards.

If you do not have sufficient funds to pay fines, all available credits are seized (warrants are still cleared).

Drawing the *Alliance Cruiser* card while flying causes a full stop.

The cruiser moves in 3 ways. When the *Alliance Cruiser* Nav card is drawn, it moves to the sector of the player who drew the card. When *Alliance Entanglements* is drawn, the player who drew the card moves it. When *Cruiser Patrol* is drawn, the player to the right of the card drawer moves it 1 sector within Alliance space.

The Reaver Cutter

If you start the same turn in the same sector as the **Reaver Cutter**, you must resolve the *Reaver Contact* event. This does not use an action, and you may take actions normally afterwards.

When the *Reaver Cutter* Nav card is drawn, the Cutter moves to your current location and the card's rules apply immediately. If the Cutter moves into your sector as a result of *Reavers on the Hunt*, do not resolve the Reaver Contact event yet. No ship may move into a sector occupied by the *Reaver Cutter*.

The Cutter moves in 3 ways. When the *Reaver Cutter* Nav card is drawn, it moves to the sector of the player who drew the card. When *Reaver Bait* is drawn, the player who drew the card moves it. When *Reavers on the Hunt* is drawn, the player to the right of the card drawer moves it 1 sector within Border space.

ACTION: BUY

You may use this action to either purchase **supply cards** (**crew**, **gear** and **ship upgrades**) and restock **fuel** and **parts**, or to give your crew **shore leave**.

Signs on the map mark in which sectors you can buy from the corresponding supply deck and/or discard pile.

Buying Supply Cards

When buying supply cards, look through the entire discard pile and choose up to 3 cards to **consider**. For each card less than 3 that you pull from the discard pile, you may draw 1 facedown card from the supply deck.

You may then pay the bank for up to 2 of them (you don't have to buy any), at the cost listed in the purple tab. Place unpurchased cards faceup in the discard pile.

Buying Fuel & Parts

At a **supply planet**, you may buy fuel for \$100 each and parts for \$300 each in addition to buying supply cards.

Shore Leave

When you are 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.

Crew Cards

The cost to hire the crew is also the **cut** they expect to be paid at the end of each successful job. The maximum number of crew your ship can hold is listed on your Ship card.

Crew with a **warrant badge** next to their cost are wanted by the Alliance. If you have wanted crew you are an **outlaw ship**: when you encounter the *Alliance Cruiser* the crew may be seized.

You may dismiss crew in any sector with a planet by placing them faceup in the discard pile of the card's supply deck. This does not use an action. You may not dismiss crew to prevent them from being killed, and you may not dismiss your leader.

Leaders are crew but differ from normal crew:

Entrepreneur: Leaders are self-employed and do not receive pay from jobs.

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 receives a second *disgruntled* token, immediately discard all your crew to their supply deck discard piles and remove the *disgruntled* tokens from your leader.

Gear Cards

Each member of your crew may only carry 1 piece of **gear** at a time. If you own more gear than can be carried, set the extra gear aside until it's needed. Gear not carried by a crew may not be used in any way.

Skill points from gear are added to your skill test totals. Keywords represent specialized types of gear.

Ship Upgrade Cards

All **ship upgrade** cards require an open upgrade slot on your ship card to purchase and equip. You may never have more upgrades than you have available slots. You may discard a ship upgrade to make room any time.

Drive Core

You may only have one **drive core** at a time. If you get a new core, discard your current one. Each core has a maximum range: the number of sectors it can take the Firefly during a full burn. Drive cores may also have additional special rules.

ACTION: DEAL

If you are in a sector with a **contact**, you may **deal** with that contact by looking at jobs in their Contact deck.

If you are **solid** with the contact, you may also sell **cargo** and **contraband** to them as part of your Deal action.

Which sectors you can deal in are marked on the map. When in that sector, you may consider jobs from the corresponding Contact deck. Each card details what you need to do to complete the job and what you'll earn.

Accepting Job Cards

When buying job cards, look through the entire discard pile and choose up to 3 cards to **consider**. For each card less than 3 that you pull from the discard pile, you may draw 1 facedown card from the contact deck.

You may then accept up to 2 of them (you don't have to accept any). Any unaccepted cards are placed faceup in the discard pile.

Inactive job cards you have not begun to work are kept concealed in your hand. Do not place them faceup in the active job area until you use a Work action to begin the job.

You may not have more than 3 active and 3 inactive jobs at a time.

Job Cards

Next to the job's **name** is the **symbol** of the contact who gave you the job. There may be bonuses associated with doing certain **job types**:

Shipping jobs are legal and require you to pick up cargo at one location and drop it off at another planet.

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 are illegal and require you to pick up contraband at one location and drop it off at another planet. They require you to *misbehave* and make you an outlaw ship.

Crime jobs require you to head to a destination and *misbehave*; they usually only have a target location.

Immoral jobs are indicated by a small red tab below the legal/illegal tab. Whenever you complete an immoral job, all your moral crew become *disgruntled*.

Illegal jobs require you to **misbehave** to complete them. The number of Misbehave cards pictured on the job indicates how many Misbehave cards you'll draw when working the job.

Job Instructions and Requirements

After misbehaving (if necessary), every job has different instructions. Crime jobs have 1 set of instructions; deliveries have 2 sets.

Some jobs require **skills** and/or **keywords** to work the job, listed in the **Skill Needs** window.

Some jobs have a green bonus tab listing 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.

Job Payment

The purple tab shows how much you'll be paid for completing the job. If the tab says *Special*, the pay is detailed in the job instructions.

When you finish a job, your need to **pay your crew**.

ACTION: WORK

You may attempt to **advance one job**: loading cargo, committing crimes or other activities.

To start work on a job, you must be in the **pick-up location** for deliveries or **target location** for crime.

Once you've met the job's needs, place the Job card faceup to the left of your Ship card; it becomes an **active job**. The only way to clear an active job is to complete it or have a warrant issued while working it.

To work a job using a Work action:

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; gear not carried is on the ship. Gear cannot change hands between crew until the job attempt is over. If a member of your crew with gear is killed, the gear they were carrying is returned to the ship.

Gear or crew on the ship may not be used in any way while working the job. Crew may be forced to return to the ship. Crew on the ship may not be affected by the results of any Misbehave cards or skill tests encountered when working a job.

Confirm Needs

The team you have assembled must meet any requirements in the **needs** tab on the job card to work the job. If not, the job may not be advanced in any way. Job cards without a needs tab have no prerequisites.

Some jobs have a **test** to take instead of needs.

Do the Job, Legally

Follow the instructions on the Job card to attempt to work the job.

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.

If you've loaded cargo, contraband, passengers or fugitives on to your ship as part of a job and subsequently lose them, you can't return to the pick-up location to get more.

Misbehave

To complete an illegal job, you must successfully proceed through the number of Misbehave cards pictured. 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. Misbehave Cards are always placed in the discard pile after being resolved.

Most Misbehave cards have 2 options; you may attempt either option. Some options may start with a requirement. You may not choose an option with a need you cannot meet.

If there is a person, profession or specific named item in the bottom right hand corner of the misbehave cards, you may proceed automatically if you have this 'ace'.

Misbehave cards end in 1 of 3 ways:

Proceed: You may continue to work the job, following its instructions.

Attempt Botched: You've failed this attempt but you may attempt the job again in a future turn. Leave the Job card faceup in your active jobs area.

Warrant Issued: The attempt has failed and the authorities are aware of your involvement. Place a **warrant token** on your ship card. Discard the Job card to the discard pile of the issuing contact.

Success: Get Paid

When you successfully complete a job take **credits** from the bank equal to the pay listed on the Job card. Your reputation becomes **solid** with the contact that issued the job. When you complete a job for a contact you're already solid with, remove the Job card from the game.

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.

Pay each crew (not the leader) the value listed on their card (whether they worked the job or not), returning this money to the bank. 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.

You do not have to pay your crew after receiving credits from other sources.



Disgruntled Crew

When a crew becomes *disgruntled* place a **disgruntled token** on their card.

A disgruntled crew that receives a second disgruntled token for any reason is immediately discarded to their original supply deck. They are immediately available to be rehired by you or any other player in that area.

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.

Reputation

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.

When you are solid, contacts will buy cargo and contraband from you at the prices on the contact side of the job cards.

Most contacts' special rules (listed at the top of the contact side of the job card) take effect when you are solid with them.

However Niska's *Pound of Flesh* special rule is in effect as soon as you accept one of his jobs.

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.

You may subsequently again prove yourself solid to an offended contact by completing a job for him.

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

If 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.**

WINNING THE GAME

Each **Story card** details the steps you need to win the game. If the Story card has numbered **goals** you must complete them in order. You must use a work action to advance a goal: take a **goal token** to mark your progress.

If the goal requires misbehaving, misbehave before following any other instructions. Special abilities that apply during jobs do not apply while working goals, and you do not pay your crew after completing a goal.

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.

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.

ADDITIONAL RULES

Parley with Rivals

There are 2 interactions that can occur between players in the same sector:

1. Trading When 2 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 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 other players in this fashion does not require using an action. The opportunity for trading ends when one of the players leaves the sector.

2. Hiring Disgruntled Crew While stopped in the same sector as a rival, a player may pay the hiring cost of a disgruntled crew to the bank. That crew jumps ship; add the card to your crew area and remove the disgruntled token.

Pass the Dinosaur

The player whose turn it is holds the **Dinosaur marker**, 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 to speed up the turns.

Death in the 'Verse

Whenever a test result reads **kill** some number of crew, choose an appropriate number of your crew to remove from the game. Whenever crew are killed the controlling player always may choose which crew are discarded.

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 1 medic check per crew killed, regardless of how many medics are in your crew. All medics have this ability, even if this rule is not printed on their card (as with *Simon Tam* and *Doralee*).

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GAME TURN

Take 2 actions in any order (but not one action twice).

You may **buy, sell and trade** crew, fuel, parts, cargo, contraband, ship upgrades and gear without restriction with other players in your sector.

At no action cost, you may **dump** fuel, parts, cargo or contraband at any time, and may **drop off** fugitives and passengers in any sector with a planet.

ACTION: FLY

Full burn *or* mosey

Full burn: Spend 1 fuel token, move to an adjacent sector, then draw and resolve a Nav card from the *Alliance* or *Border Space* deck. You may continue moving, drawing a new card per sector, up to the maximum range of your drive core.

Keep flying: You may move again and draw another Nav card, up to your drive core's maximum range.

Full stop: Stop; no further movement is possible.

Evade: Move to an adjacent sector then stop, but do not draw an additional Nav card.

Mosey: Move 1 sector (no fuel token or Nav card draw).

In the same sector as **Alliance Cruiser**, resolve *Alliance Contact* event. If starting the same turn in same sector as the **Reaver Cutter**, resolve the *Reaver Contact* event.

Outlaw ship: Any outstanding **warrants**, carrying **contraband** or **fugitives**, or any **wanted crew** onboard.

ACTION: BUY

Purchase **supplies** (**crew**, **gear** and **ship upgrades**) and restock **fuel** and **parts**, *or give your crew shore leave*.

Supply cards: look through the discards and choose up to 3 cards to **consider**. For each card less than 3 that you take, you may draw 1 card from the deck. You may then buy *up to 2* cards.

At a **supply planet**:

- buy fuel for \$100 each and parts for \$300 each in addition to buying supply cards.
- give your crew **shore leave**: pay \$100 for each crew, then remove all disgruntled tokens.

ACTION: DEAL

Deal with a **contact** in the same sector by looking at jobs in their deck.

If you are **solid** with the contact, you may also **sell** cargo and contraband to them as part of this action.

Job cards: look through the discards and choose up to 3 cards to **consider**. For each card less than 3 that you take, you may draw 1 card from the deck. You may then accept *up to 2* cards. **You may have a maximum of 3 active and 3 inactive jobs.**

ACTION: WORK

In a sector with a planet, take \$200 from the bank *or try to advance one job*.

You must be in the **pick-up location** for deliveries or the **target location** for crime, and your team must meet the Job card's **needs**.

Equip Crew: Each crew and leader may only carry 1 gear card; gear not carried is on the ship and cannot be used to work a job. Crew on the ship are unaffected by the Misbehave card results or skill tests when working a job.

Misbehave: You cannot choose an option with a requirement you cannot meet. Proceed automatically if you have the named 'ace' in the card's bottom right.

Proceed: Continue to work the job.

Botched: Failure; may try again in a future turn.

Warrant: Failure; take a warrant token and discard the Job card.

Success: Take your **pay**; your reputation becomes **solid** with the contact.

If you receive a **warrant** while working a job, any reputation with that contact is lost. Receiving a warrant for any reason loses reputation with *Harken*.

Add the **bonus pay** (only once) if a crew who completed the job has the profession in the green bonus tab.

Pay each crew (not the leader) the value on their card (whether they worked the job or not) to the bank.

Crew not paid get a disgruntled token. After completing an **immoral job**, all moral crew become disgruntled. A disgruntled crew with a second token is immediately discarded to its original supply deck.

Players in the same sector may hire disgruntled crew away from you by paying their fee (remove the token).

OTHER

Kosherized fight tests: Use only the fight skill on crew cards (fight skill from gear cannot be added).

Bribes negotiate tests: Before rolling, you may add +1 for every \$100 you pay the bank.

Thrillin' Heroics bonus roll: Whenever you roll a Firefly, count it as a 6, roll again and add the result to the total.

Medic: **Medic** in your crew, check when a crew is killed:

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

Leaders: When your leader would be killed, return him to your ship with a disgruntled token instead. If he receives a second token, immediately discard all your crew to their supply deck discard piles and remove the tokens.

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GAME TURN

Take 2 actions in any order (but not one action twice).

You may **buy, sell and trade** crew, fuel, parts, cargo, contraband, ship upgrades and gear without restriction with other players in your sector.

At no action cost, you may **dump** fuel, parts, cargo or contraband at any time, and may **drop off** fugitives and passengers in any sector with a planet.

ACTION: FLY

Full burn *or* mosey

Full burn: Spend 1 fuel token, move to an adjacent sector, then draw and resolve a Nav card from the *Alliance* or *Border Space* deck. You may continue moving, drawing a new card per sector, up to the maximum range of your drive core.

Keep flying: You may move again and draw another Nav card, up to your drive core's maximum range.

Full stop: Stop; no further movement is possible.

Evade: Move to an adjacent sector then stop, but do not draw an additional Nav card.

Mosey: Move 1 sector (no fuel token or Nav card draw).

In the same sector as **Alliance Cruiser**, resolve *Alliance Contact* event. If starting the same turn in same sector as the **Reaver Cutter**, resolve the *Reaver Contact* event.

Outlaw ship: Any outstanding **warrants**, carrying **contraband** or **fugitives**, or any **wanted crew** onboard.

ACTION: BUY

Purchase **supplies** (**crew**, **gear** and **ship upgrades**) and restock **fuel** and **parts**, *or give your crew shore leave*.

Supply cards: look through the discards and choose up to 3 cards to **consider**. For each card less than 3 that you take, you may draw 1 card from the deck. You may then buy *up to 2* cards.

At a **supply planet**:

- buy fuel for \$100 each and parts for \$300 each in addition to buying supply cards.
- give your crew **shore leave**: pay \$100 for each crew, then remove all disgruntled tokens.

ACTION: DEAL

Deal with a **contact** in the same sector by looking at jobs in their deck.

If you are **solid** with the contact, you may also **sell** cargo and contraband to them as part of this action.

Job cards: look through the discards and choose up to 3 cards to **consider**. For each card less than 3 that you take, you may draw 1 card from the deck. You may then accept *up to 2* cards. **You may have a maximum of 3 active and 3 inactive jobs.**

ACTION: WORK

In a sector with a planet, take \$200 from the bank *or try to advance one job*.

You must be in the **pick-up location** for deliveries or the **target location** for crime, and your team must meet the Job card's **needs**.

Equip Crew: Each crew and leader may only carry 1 gear card; gear not carried is on the ship and cannot be used to work a job. Crew on the ship are unaffected by the Misbehave card results or skill tests when working a job.

Misbehave: You cannot choose an option with a requirement you cannot meet. Proceed automatically if you have the named 'ace' in the card's bottom right.

Proceed: Continue to work the job.

Botched: Failure; may try again in a future turn.

Warrant: Failure; take a warrant token and discard the Job card.

Success: Take your **pay**; your reputation becomes **solid** with the contact.

If you receive a **warrant** while working a job, any reputation with that contact is lost. Receiving a warrant for any reason loses reputation with *Harken*.

Add the **bonus pay** (only once) if a crew who completed the job has the profession in the green bonus tab.

Pay each crew (not the leader) the value on their card (whether they worked the job or not) to the bank.

Crew not paid get a disgruntled token. After completing an **immoral job**, all moral crew become disgruntled. A disgruntled crew with a second token is immediately discarded to its original supply deck.

Players in the same sector may hire disgruntled crew away from you by paying their fee (remove the token).

OTHER

Kosherized fight tests: Use only the fight skill on crew cards (fight skill from gear cannot be added).

Bribes negotiate tests: Before rolling, you may add +1 for every \$100 you pay the bank.

Thrillin' Heroics bonus roll: Whenever you roll a Firefly, count it as a 6, roll again and add the result to the total.

Medic: **Medic** in your crew, check when a crew is killed:

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

Leaders: When your leader would be killed, return him to your ship with a disgruntled token instead. If he receives a second token, immediately discard all your crew to their supply deck discard piles and remove the tokens.

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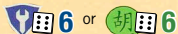
PIRATES & BOUNTY HUNTERS

NEW RULES



BOARDING RIVAL SHIPS

A player must pass a **boarding test** to gain access to a rival's ship to commit a hostile act. You may use either **tech skill** or **negotiate skill**.



1-5: Attempt botched
6+: Boarding successful

If the test is successful, proceed with the intended action. If failed, the attempt is over and your Work action is complete.

SHOWDOWNS

In **showdowns**, the current active player is the **attacker** and the target player is the **defender**. Starting with the attacker, both players choose which skill they will use (they do not have to be the same).

Both players may allocate gear to any crew they wish (following the normal rules) before the roll.

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

Thrillin' Heroics bonus rolls do apply.

PIRACY

Piracy is a new job type that is a direct attack on another player's ship, goods and crew. To work a piracy job your ship must be in the same sector as your target; and you must be working a piracy job to attack another ship.

When using a Work action to attempt a piracy job, place the card in your **Active Job** area. All piracy jobs require you to first pass a **boarding test** to access the target player's ship. If successful, proceed to the **showdown** portion of the job.

If the boarding test failed, the Job card remains in your Active Job area but your attempt is over.

If the showdown succeeds, the piracy job is considered complete.

Piracy jobs are morally **subjective**: it is **immoral** to work a subjective job on a target ship with a **moral** leader.

Stealing Goods

Goods are everything a ship might carry in its hold or stash that is not a person: cargo, contraband, fuel and parts. Passengers and fugitives are *not* goods.

The amount of goods you may steal is limited by the job and how much empty space you have on your ship.

You may not steal more goods than you have empty space, though *before* you steal goods you may first jettison goods from your ship to make room, and passengers and fugitives may be dumped in sectors with planets (but not in empty space).

Any goods stored in a ship's **stash** cannot be stolen. When targeted by a piracy job, you may rearrange your goods, passengers and fugitives between your cargo hold and stash. Once the showdown is rolled you may no longer rearrange.

If you steal jobs, you may have more than 3 jobs in your hand; but before finishing the current Work action, you must discard down to 3 jobs.

BOUNTY HUNTING

Bounties are jobs requiring you to apprehend a fugitive and deliver them to a destination.

During setup, place the **Bounty deck** next to the Contact decks and reveal the top 3 Bounty cards. These are the **Verse's Most Wanted List**.

When a fugitive is apprehended and their bounty claimed, reveal a new Bounty card.

Every time the *Alliance Cruiser* Nav card is drawn, return the 3 faceup Bounty cards to the bottom of the Bounty deck and reveal 3 new cards.

If a card for a character that has been killed or removed from the game is revealed, remove it from the game and replace it with another.

Each Bounty card details where the fugitive was last seen, where to deliver them, showdown results and the reward. Some bounties are **immoral**: moral crew get disgruntled when you collect the reward for an immoral bounty.

Any player may work a faceup bounty. Bounties do not count as jobs in your hand or towards your Active Jobs limit.

You must decide what gear to use before working a bounty.

Apprehending a Fugitive

You must use a Work action while in the same sector as the target fugitive. You may only attempt to apprehend a single fugitive with each Work action.

Fugitive is in a rival's crew: First pass a boarding test, then resolve a showdown against the entire rival crew.

Fugitive is on a supply planet: Resolve a showdown between your crew and the lone fugitive in the supply planet's discard pile (the player to your right rolls for the fugitive). *Thrillin' Heroics* bonus rolls do apply.

Fugitive is in your crew: The target fugitive is apprehended without a showdown. All members of your crew except your leader become disgruntled.

Alternatively, first kick them off your ship, send them home and nab them there.

Bound by Law

When you successfully apprehend a fugitive, place the Crew card to the left of your Ship card with the Bounty card on top to make the fugitive as **bound by law**.

The bound by law fugitive does not count towards your Active Jobs limit, or as part of your crew in any way. They do not participate in jobs, showdowns or skill tests and are ignored for Alliance Wanted rolls. They do not count towards your ship's maximum crew or cargo space.

If **Reavers** kill your passenger and fugitive tokens, any bound fugitives you are transporting are removed from play.

Delivering Bound Fugitives

To get paid, you must take the bound fugitive to the location listed on the Bounty card, and use a Work action to deliver them. The fugitive Crew card and Bounty card are then both removed from the game.

Bounty Jumping

Bounty jumping is attempting to steal a bound fugitive from another player. To do so, you must use a Work action in the same sector as the target ship. You may only jump a single bounty per Work action.

First pass a Boarding test; if this is botched, you've failed to board and your Work action is over. If passed, roll a showdown. The showdown results on the target bound fugitive's Bounty card still apply.

After a successful bounty jump, you may declare the action a **rescue**. You may add the fugitive to your crew without paying their hiring cost, or return the fugitive to their Supply deck's discard pile. Return the Bounty card to the bottom of the Bounty deck.

CORTEX ALERTS

A **cortex alert** is a special type of bounty that pays out on a whole class of fugitives rather than a single named one.

The first player to successfully apprehend one of the targets takes possession of the Bounty card. That player may then choose to apprehend additional targets to add to the bounty stack. When turned in, the player receives the payment for *each* bound fugitive delivered.

Cortex alerts can be bounty jumped; all attached fugitive cards change hands.

DESTINATION & HAVENS

Destinations

For Story cards with a series of goals occurring at different planets, use the numbered **Destination tokens**. During setup, place them in the sectors of the goals indicated by the Story card.

Havens

Haven tokens are color-matched with the ship models. Some Story cards direct you to choose havens during setup.

After choosing leaders, players place their Haven tokens in sectors containing planets but not at Supply or Contact planets.

You may not place your Haven token in a sector that already has another player's token. Unless otherwise noted, player ships start at their havens.

NEW PROFESSION: LAWMAN

Lawmen work for free: Lawmen have a \$0 hiring cost and are not paid a cut from jobs.

Lawmen obey the law: Lawmen will never work an illegal job. If you are working an illegal job, all lawmen stay aboard ship.

Lawmen enforce the law: Lawmen have a Bounty Bonus, which is paid when a bound fugitive is successfully delivered to the drop-off location. If you have more than 1 Lawman in your crew, their bonuses are cumulative.

CRIME & PUNISHMENT



ALLIANCE ALERT CARDS

Alert cards can be put into play by new Set Up, Story and Misbehave cards. When an Alert card leaves play, return it to the bottom of the Alert deck.

Every time the *Alliance Cruiser* Nav card is drawn, draw a new Alert card and place the active Alert at the bottom of the Alert deck.

If you're not using the Alert deck, remove the *Alliance Alert* Misbehave cards from the Misbehave deck.

NEW MISBEHAVE CARDS

If at any time while working a job all your crew are killed or return to the ship, **you've botched the job**.

If you're directed to draw a different Misbehave card, this does not count as having passed the original card.

If a Misbehave card has 2 steps to passing the card, you must do both steps, in order, to pass the card.

Return to the Ship

When a Misbehave card 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

If you have to **split your crew into teams**, you must have at least 1 crew in each team. If you only have 1 crew member when you have to split the crew, **you've botched the job**.

Wanted Crew Tokens

When you draw a card saying *Your Crew is Now Wanted*, add a **Wanted token** to each of your crew who isn't already *wanted* (other than your leader). They now count as *wanted* when you have to make a Wanted Crew roll.

If a crew with a Wanted token is dismissed, discard the token.

Equipment Seizures

If a Misbehave card seizes a type of equipment, it is removed from the game and may not be repurchased.

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BLUE SUN



SETUP

Place the new map section on the left-hand side of the existing board.

Remove the following cards from the **Border Space Nav deck**: 1 *Reaver Cutter*, 1 *Reaver Bait*, 8 *Reavers on the Hunt*. Then add the 10 Border Space Nav cards from this expansion to the deck.

Place a **Reaver Cutter** in each Reaver Space sector.

After choosing leaders, players place the **Haven tokens** matching their ship, instead of placing their ships, in sectors containing planets. They cannot be placed in supply or contact planet sectors, or in a sector containing another player's haven. Unless otherwise noted, players' ships start at their haven.

A **Set Up card** may be paired with any Story card. Each aspect that differs from the standard setup is marked with a green title bar. 'Planetary sector' refers to any sector with a named planet in it.

NEW RULES

When using this expansion, **you may give credits to another player at any time**, even if you're not in the same sector.

If any action would put a *Reshuffle* card in a discard pile without resolving it, reshuffle the deck when you've finished the action.

Goods refers to cargo, contraband, fuel and parts.

THE RIM

When **full burning** through **The Rim** space (bordered by red lines), draw Nav cards from the **Rim Space deck**. You may never move diagonally between sectors.

Uroboros Belt You can start working a job in the **Uroboros Belt** in any of the 4 sectors with Uroboros asteroids in them. These sectors are not 'planetary sectors' unless they also contain a named planet.

REAVERS

The 3 sectors surrounding Burnham are **Reaver Space**. Each is marked with a permanent Reaver Alert. Only 1 Reaver Cutter may ever be in a sector. You may not move a Reaver Cutter into a sector containing another Reaver Cutter.

When using this expansion, **you may mosey (not full burn or evade) into a sector that contains a Reaver Cutter**.

ALERT TOKENS

Each time a **Reaver Cutter** moves, place a **Reaver Alert token in the sector it just vacated**. There can be more than 1 token in a sector. Unless specified, Alliance Cruiser movement doesn't leave behind Alliance Alert tokens.

If you move into a sector containing Alert tokens during your Fly action, resolve them before drawing a Nav card.

Roll a die (this cannot be modified). If the result is equal to or less than the number of tokens, the player to your right chooses a Reaver or Alliance ship (depending on the encountered token) and moves it to your sector. All normal contact rules apply. Whatever the roll, remove all tokens from the sector.

If you are an outlaw ship on full burn and an Alliance ship moves to your sector, your Fly action ends immediately (do not draw a Nav card).

If a Reaver Cutter moves to your location and you then draw a *Reaver Cutter* Nav card, do not move another Cutter there. Resolve the *Reaver Contact* event immediately.

Long-Range Scanner Array: this allows you to resolve Alert tokens in *adjacent* sectors at any time during your Fly action. It does not interrupt your Fly action and you may use it multiple times in an action.

NEW CONTACTS

Lord Harrow

When you are **solid** with Lord Harrow, you may purchase cargo for \$300 each from him. When using an action to **deal** with him, buy as much cargo as you like in addition to considering his Job cards. You also gain an extra \$500 each time you complete a *Smuggling* or *Shipping* job.

Mr Universe

Use an action to **deal** with **Mr Universe** to get **Big Damn Challenge cards**. These go into your hand and count towards your hand size, just as jobs do.

To attach a challenge to a job, place it under the job when you first work it. Legal challenges may only be attached to legal jobs, and illegal challenges may only be attached to illegal jobs. You may not attach challenges to piracy jobs or bounties, or jobs already in the active job area. Once attached, the challenge does not count towards your active jobs limit.

To complete a job with an attached challenge, meet the normal job requirement *and* the challenge requirements. Each challenge lists the additional reward added to the job pay if both are successfully fulfilled.

When you are **solid** with Mr Universe (you've completed a job with an attached challenge), **your max hand size goes up by 2**. Slide the challenge under your Ship card with your other solid contacts. You keep or lose your rep with Mr Universe independent of your rep from the original job.

If you have a warrant issued when you are working a job with an attached challenge, discard the challenge along with the job and lose your solid rep with Mr Universe. Your max hand size drops by 2 and you must immediately discard down to your new max hand size.

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BLUE SUN



SETUP

Place the new map section on the left-hand side of the existing board.

Remove the following cards from the **Border Space Nav deck**: 1 *Reaver Cutter*, 1 *Reaver Bait*, 8 *Reavers on the Hunt*. Then add the 10 Border Space Nav cards from this expansion to the deck.

Place a **Reaver Cutter** in each Reaver Space sector.

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KALIDASA



SETUP

Place the new map section on the right-hand side of the existing board.

Add the 20 **Alliance** and 20 **Border Space Nav** cards to their decks.

When playing with both the **Kalidasa** and **Blue Sun** expansions, combine all the Rim Space Nav cards into a 60 card deck. Remove 1 of the *Reaver Cutter* cards: **there should only ever be 1 reshuffle card in any deck.**

When playing games with the larger 60 card Nav decks, shuffle the *Reshuffle* cards into the deck during set up.

Shuffle the new **jobs** into their respective decks.

Place the **Operative's Corvette** in the Cortex Relay 2 sector.

Place the **Higgins Harvest Sector** tile on its place in the Red Sun system. If you're not using the **Blue Sun** expansion, take the 7 Higgins jobs that go to Blue Sun planets out of his deck.

A **Set Up card** may be paired with any Story card. Each aspect that differs from the standard setup is marked with a green title bar. "Planetary sector" refers to any sector with a named planet in it.

NEW RULES

If any action would put a *Reshuffle* card in a discard pile without resolving it, reshuffle the deck when you've finished the action.

Goods refers to cargo, contraband, fuel and parts.

When a job has a **nested skill test**, your roll on the original skill test may trigger a second test.

THE RIM

When **full burning** through **The Rim** space (bordered by red lines), draw Nav cards from the **Rim Space deck**. You may never move diagonally between sectors.

THE OPERATIVE'S CORVETTE

When the Corvette ends its movement in a sector with an outlaw ship, or an outlaw ship moves into a sector with the Corvette, immediately resolve the **Corvette Contact card**.

If you draw the *Reaver Cutter* Nav card when moving into the Corvette's sector, you're protected from the Reavers. Do not resolve the card, then reshuffle the Nav deck normally.

If the Corvette is ever in the same sector as a Reaver Cutter, move the Reaver ship to a Reaver starting sector.

The Corvette may not end its move in the Reaver starting zones. Whenever the Corvette enters a sector with any Reaver Alert tokens, remove the tokens without resolving them.

The Corvette may enter any sector on the map.

ALERT TOKENS

The Corvette does not leave Alert tokens behind (as Reaver Ships do in **Blue Sun**), but there are a number of Nav cards that will generate **Alliance Alert Tokens**. There may be more than 1 token in a sector.

If you move into a sector containing Alert tokens during your Fly action, resolve them before drawing a Nav card.

Roll a die (this cannot be modified). If the result is equal to or less than the number of tokens, the player to your right chooses an Alliance ship and moves it to your sector. If in Alliance Space, that player may choose the Alliance Cruiser or the Corvette. In Border or Rim Space sectors, only the Corvette may be chosen. All normal contact rules apply. Whatever the roll, remove all tokens from the sector.

If you are an outlaw ship on full burn and an Alliance ship moves to your sector, your Fly action ends immediately (do not draw a Nav card).

When playing with both the **Kalidasa** and **Blue Sun** expansions, you may have both Alliance and Reaver Alert tokens in the same sector. Resolve the Alliance Alert tokens first. If the Corvette arrives, it clears the Reaver Alert tokens.

BONUS JOB OPPORTUNITIES

Bonus opportunities need to be done after starting the job, but before completing it, and may only be done once. If you complete a bonus opportunity, place a Completed token on the card to mark it as finished.

When you complete the bonus opportunity, take the reward listed in the green bonus area. You do not have to pay your crew a cut of the bonus opportunity. Pay your crew normally when you complete the job.

If a job has 2 job types, special rules for both types apply. A jobs with *Salvage Op* listed as its job type counts as a Salvage Op when completed.

NEW CONTACTS

Magistrate Higgins

When you are **solid** with Magistrate Higgins, you may have 1 additional active job. If you have 4 active jobs and lose your solid rep with Higgins, choose one of your active jobs to discard.

Fanty and Mingo

When you are **solid** with Fanty and Mingo, you receive a \$500 bonus when you complete a Transport job. You may also buy contraband for \$400 each when you **deal** with them.

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