Firefly Rules Summary and Reference Cards v1.2
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The following rules summary and reference cards provide a quick reference for playing *Firefly: The Game*.

Included is a large two-sided complete rules summary card to serve as an easy reference during the game. There also is a double-sided half-sheet reference card that includes turn order (including and action overview) as well as common, important rules.

These cards include clarifications from the official FAQ v2.

v1.2: Minor text edits and rules clarifications.
v1.1: Minor text edits.

Printing Instructions:

Print these pages at 100%. Pages 2 and 3 should be printed back-to-back and trimmed down to the edges to create a single two-sided reference card.

Page 4 should have the cards on the left and right placed back-to-back. This may be done in one of two ways:

1. Print page 4 on both sides of a sheet. Then cut out the individual halves to form two double-sided reference cards.

2. Print page 4 and cut around the edges, folding in the middle and gluing the two halves together to form one double-sided reference card.

Enjoy!

FIREFLY THE GAME

FIND A CREW · FIND A JOB · KEEP FLYING

RULES SUMMARY & GUIDE

SETUP

1. If playing with 3+ players, place the "Alliance Cruiser" and "Reaver Cutter" cards from the Nav Decks in their respective discard piles. Shuffle decks.

2. Place the Alliance Cruiser on Londinium. Place the Reaver Cutter in the upper right on the "Firefly" logo space.

3. Each player rolls a die. Starting with the player with the highest roll, then proceeding clockwise, each player chooses a Leader and a Ship and takes a starting Drive Core.

4. From the last player in reverse order, each player places the matching colored Firefly on any Sector.

5. Each player receives $3000 and places 6 Fuel and 2 Parts in the ship's Cargo/Stash (two of either per space).

6. Choose one Story Card. Remove the rest.

7. Shuffle separately each Contact Deck. Lay them to one side. Each player takes one Job card from each Contact and keeps 3. Discard the rest.

8. Shuffle separately each Supply Deck. Lay them to one side. Put the top 3 cards of each Supply Deck into its discard pile.

9. Begin play with the last player from Step 3. Give that player the Dinosaur Marker.

TURN OVERVIEW

Each player may take up to **two *different* Actions** per turn. Then pass the Dinosaur Marker to the left; play proceeds left. Possible actions include:

- **FLY** (Full Burn or Mosey)
- **BUY** (Buy or Shore Leave)
- **DEAL** (Take Jobs, Sell to Contact)
- **WORK** (Attempt Job/Goal or Gain $200)

Interacting with other players in your Sector counts as a free Action. You may trade, buy, or sell Fuel, Parts, or Supply Cards and hire any disgruntled Crew members (paying their cost).

ACTION: FLY

A Fly Action is either a **Full Burn** or a **Mosey**:

FULL BURN

Discard **1 Fuel**. Your ship may move up to the number of Sectors its Drive Core's range.

After traveling to each Sector, draw a card from the Nav Deck matching the Sector's border color (Alliance for blue, Border Space for yellow). Resolve the effects, choosing one option if two are available, as follows:

- **Keep Flying:** May keep moving.
- **Full Stop:** Movement stops. Action ends.
- **Evade:** Move your ship to an adjacent Sector. Movement stops. Action ends.

If you draw a card with "RESHUFFLE DECK" on its bottom or the last card of the Nav Deck, reshuffle all discarded cards (including the one just drawn) to form the deck again.

MOSEY

Move one Sector. Do not spend Fuel. Do not draw a Nav card. Action ends.

CONTACT EVENT

If your ship *shares a Sector at any time* with the **Alliance Cruiser**, resolve the Alliance Contact Event.

If your ship *starts its turn* in the same Sector as the **Reaver Cutter**, resolve the Reaver Contact Event.

Resolving a Contact Event is not an Action.

ACTION: BUY

When in a Sector with a **Supply Planet** (one with a Supply Deck), you may either **Buy** or take a **Shore Leave**.

BUY

To buy a **Supply Card**, look through the discard pile corresponding to the Supply Deck of your sector. Choose up to 3 cards to consider. If considering fewer than 3, draw the balance of cards from the top of the Supply Deck. You may then buy up to 2 (paying the cost in the lower right corner) of those 3 cards. Put the rest in the Supply Deck's discard pile.

To buy a **Ship Upgrade**, you must have an open slot in which to place the Upgrade. (You may discard Upgrades first.)

If you buy a **Drive Core**, it replaces any current Drive Core (discard the current one).

To buy **Fuel** or **Parts** (may be purchased in addition to Supply Cards), pay $100 or $300 apiece (respectively) from any Supply Planet. Each Fuel or Part takes up half of a Cargo/ Stash space (and may be combined in the same space).

SHORE LEAVE

Instead of a Buy Action, spend $100 for each Crew member. Discard *all* Disgruntled tokens.

ACTION: DEAL

When in a Sector with a **Contact** (contains a name corresponding with a Contact Deck), you may **Deal** to consider a Job.

Look through the Contact's discard pile first. Choose up to 3 Job cards to consider. If considering fewer than 3, draw the balance of cards from the top of the Contact Deck. You may then accept up to 2. Put the rest in the Contact Deck's discard pile.

Discard until you have 3 or fewer Job cards for Jobs you have not started (**Inactive Jobs**) in your hand. Keep these cards hidden.

If you are Solid with the Contact, you may also **sell Cargo and/or Contraband** at the price listed on the back of the Contact's card (or buy Fuel from Harken).

ACTION: WORK

To undertake a Job, place the card in front of you. This becomes an **Active Job**. You may only have up to 3 at any time (and may not voluntarily discard them).

A Work Action also is required to advance a **Goal** listed on the Story Card.

(Instead of a standard Work action, you may choose Work to **gain $200 if on a sector with a planet**.)

1. CHOOSE AND EQUIP CREW

Distribute any Gear cards to Crew members on the Job (up to one Gear per Crew). These may not be changed during the Job. Any Crew and Gear not used on the Job remain on the ship, cannot be used during the Job, and are not affected by any effects of Misbehave cards.

2. CONFIRM NEEDS

Ensure that the Crew and Gear equipped in Step 1 meet the "Needs" listed on the Job card (if any). Otherwise, you cannot advance.

3. DO THE JOB

For a **Delivery (Shipping, Transport, or Smuggling) Job,** you may gain the listed items from the listed **Pick-Up** planet. If these items are lost for any reason, you cannot obtain them again from the Pick-Up planet (but may try to obtain them by other means).

You may then drop off the items on the listed **Drop-Off** planet to complete the job.

For a **Crime** Job, travel to the **Target** planet and complete the tasks to complete the Job.

If the Job requires that you **Misbehave,** you must resolve and proceed through the listed number of Misbehave Cards (see below).

4. RESOLVE THE JOB

If you completed all the tasks on the Job:

- **Get paid** the amount on the lower right.
- Add any **Bonus** on the lower left if you have a Crew of the listed profession.
- Pay a **Cut** to each crew member (pay the bank the hiring cost of each Crew). Alternatively, you may choose not to pay the Cut to some or all Crew members. Each unpaid Crew gets one **Disgruntled** token.
- If completing an **Immoral Job,** all **Moral** Crew gain one **Disgruntled** token.

You are now **Solid** with the corresponding Contact (see below).

The first player to accomplish the Story Card's Goals or the one who otherwise meets the Story Card's win requirements wins the game.

If you result in an "Attempt Botched" or obtain a Warrant in attempting a Story Card Goal, you may try again on subsequent turns.

OTHER RULES

SKILL TESTS

Each **Skill Test** is of a particular type: ⬛ **Fight**, 🛡 **Tech**, or 🌐 **Negotiate**. To attempt the Skill check, roll one die. Add any Skill Points from Crew and Gear with the corresponding type (each instance of the icon counts as +1). Resolve based on the outcomes listed.

If you roll a Firefly, it counts as a 6. Then roll again and add that number.

SPECIAL CREW RULES

Each Crew member can only carry one Gear item (and must be doing so to use the Gear).

If your ship contains a **Wanted Crew** (with the Warrant Symbol next to its cost), that ship is now considered an Outlaw.

A **Leader** who would be killed returns to the ship with a Disgruntled Token instead.

You may discard any Crew on a Sector with a planet as a free action.

If you have a **Medic**, when any Crew member is killed (including the Medic), roll one die. On 5–6, return that Crew to the ship instead.

DISGRUNTLED

If a Crew member has one Disgruntled token, another player in the same Sector may take that Crew by paying its original cost.

If a Crew member gains a second Disgruntled token, it is discarded.

If the **Leader** gains a second Disgruntled token, all members of the crew get discarded. Discard the Disgruntled tokens.

MISBEHAVING

If a Job or Goal requires that you **Misbehave,** you must successfully proceed through the shown number of Misbehave cards to succeed.

Choose one of the options (if two are listed) on the Misbehave card and complete the requirements listed, resolving as follows:

- **Proceed:** Move to the next Misbehave card if any or complete the task if the last Misbehave card.
- **Attempt Botched:** The attempt fails. End the Work action. If performing a Job, it still remains an Active Job. You may attempt the Job or Goal again on a subsequent turn.
- **Warrant Issued:** The attempt fails. End the work action. Gain a Warrant Token. If working a Job, discard the Job.

If you gain a **Warrant while completing a job for Niska**, kill a Crew (as listed on his card).

SOLID REPUTATION

You become **Solid** with a Contact (if not already) by completing a Job for that Contact.

Flip the Job card to the Contact side and place it under your ship card. You may now sell Cargo and Contraband to the Contact in a **Deal** action (see above) and gain any bonus listed on the Contact side.

If you gain a **Warrant** while on a Job for that Contact, you lose your Solid reputation but may regain it by completing a Job.

If you gain a **Warrant** while on any Job, you lose your Solid Reputation with **Harken** and cannot regain it until you have no Warrants.

DEFINITIONS AND TERMS

Bribe: For this Negotiate Test, you may pay $100 for each +1 you want to add to the total (before rolling).

Discard: Put the Card in the discard pile of its original deck. That card may be obtained in the future.

Gear: An item Supply Card (denoted by the name of the Supply Planet on the top). Gear may only be used if carried by a Crew but may still be stored on the ship.

Gear Types (usually used for requirements or bonuses): Available Gear types are Explosives, Fake ID, Fancy Duds, Firearm, Hacking Rig, Sniper Rifle, Transport.

Kill: Remove that Crew card from the game.

Kosherized: You may not add any Fight Skill Points from Gear for this Fight Skill Test.

Outlaw: A ship with a Warrant Token or carrying Wanted Crew, Fugitives, and/or Contraband.

Remove: Remove that card from the game.

Professions (usually used for bonuses): Available Crew professions are: Companion, Grifter, Mechanic, Medic, Merc, Pilot, Soldier.

Supply Card: Crew, Gear, or Ship Upgrade.

ACTION OVERVIEW

Each player may take up to **two** **different** Actions per turn. Then pass the Dinosaur Marker to the left; play proceeds left.

ACTIONS

FLY (Full Burn or Mosey)

- **Full Burn:** Discard 1 Fuel. Move up to the number of Sectors of your Drive Core's range. Draw and resolve a Nav card in each sector reached (Alliance for blue, Border Space for yellow). Resolve each card (see reverse).
- **Mosey:** Move 1 Sector. Do not spend Fuel. Do not draw a Nav card.

Contact Event: Resolve Alliance if sharing the same Sector with the Alliance Cruiser *at any time*. Resolve Reaver if *starting* the turn in the same Sector as the Reaver Cutter.

BUY (Buy or Shore Leave; Only at Supply Planet)

- **Buy:** Consider 3 Supply cards (first from the discard pile, then take the balance from the deck). Pay to buy up to 2 (discard the rest). Must have an open slot for Upgrades (may discard Upgrades from the ship first). May also buy Fuel or Parts for $100/$300 respectively.
- **Shore Leave:** Pay $100/Crew. Discard Disgruntled tokens.

DEAL (Take Jobs and Sell; Only in Sector with Contact)

- **Take Jobs:** Consider 3 Job cards (first from the discard pile, then take the balance from the deck). Select up to 2 (discard the rest). Discard down to 3 Inactive Jobs if necessary.
- **Sell:** If Solid with the Contact, may sell Cargo and/or Contraband at listed price (or buy Fuel from Harken).

WORK (Attempt Job/Goal or Gain $200)

1. Choose and equip Crew (1 Gear per Crew).
2. Confirm you meet the Job's Needs requirement.
3. Advance the Job: pick up items, drop off items, complete tasks, and/or Misbehave (see reverse).
4. Complete the Job if all tasks completed. Gain payment (and bonus if you have matching Crew profession). Give each Crew a Cut (equal to their hiring cost) or one Disgruntled token. Become Solid with the contact. If Job is Immoral, give all Moral Crew a Disgruntled token.

If on a planet sector, you may perform **Work** to gain $200.

INTERACT (Free Action)

Interacting with other players in your space counts as a free Action. You may trade, buy, or sell Fuel, Parts, or Supply Cards, and pay to hire any disgruntled Crew members.

COMMON RULES REFERENCE

SKILL CHECKS

Skill Test types:

| Fight | Tech | Negotiate |

To perform a check:

- Roll one die.
- Add any Skill Points from Crew and Gear with the corresponding icon type (each counts as +1).
- Resolve based on the outcomes listed.

A rolled Firefly counts as a 6. Roll again and add that number.

RESOLVING FULL BURN

Choose one option if two available, then resolve:

- **Keep Flying:** May keep moving.
- **Full Stop:** Movement stops. Action ends.
- **Evade:** Move your ship to an adjacent Sector. Movement stops. Action ends.

If you draw a card with "RESHUFFLE DECK" on the bottom or the last card of the Nav Deck, reshuffle all discarded cards (including the one just drawn) to form the deck again.

RESOLVING MISBEHAVE

If Misbehave is required, you must successfully proceed through the shown number of Misbehave cards to succeed.

Choose one option if two available, then resolve:

- **Proceed:** Move to the next Misbehave card if any or complete the task if the last Misbehave card.
- **Attempt Botched:** The attempt fails. End the Work action. If performing a Job, it still remains an Active Job. You may attempt the Job or Goal again on a subsequent turn.
- **Warrant Issued:** The attempt fails. End the work action. Gain a Warrant Token. If working a Job, discard the Job.

DISGRUNTLED TOKENS

Crew with one Disgruntled token may be hired by another player in the same space. They are discarded if they gain a second. A Leader with two Disgruntled tokens discards all the Crew instead and then discards the tokens.