

Another game aid

by Universal Head



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Game: **FIREFLY: THE GAME**

Publisher: **Gale Force Nine (2013)**

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v1

Jan 2014

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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firefly

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: the only 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 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*).

firefly

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 buy *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.

firefly

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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).

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- give your crew **shore leave**: pay \$100 for each crew, then remove all disgruntled tokens.

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