

FIREFLY: THE GAME FAQ

Version 3.1: Updated Jan 2014

Special thanks to everyone who has emailed us and the BoardGameGeek community!



The Crew Checks the Encyclopedia

Question: Do you make River's Gifted roll before choosing an option or after?

Answer: River's card states "Before each test, roll". You roll for River's special ability after choosing which option you're attempting and before making any test that option requires.

Question: Can I roll for River's special ability before starting to work a job, to see if she allows me to meet the needs of the Job?

Answer: River can never be used to meet the Needs of a Job: she doesn't count as having any Skill Points outside of rolling for a specific test.

Question: Wanted Crew members have a "Warrant" symbol printed on them. Does clearing my Warrants affect Wanted Crew?

Answer: The Warrant badges on Crew cards show that the Crew is wanted by the Alliance, which is completely different than having a Warrant on your ship. When you clear your ship's Warrants (for example, at the Alliance Cruiser or through Badger), it does not effect Wanted Crew.

GAME SETUP

Question: Do you place the "Alliance Operatives" card in the Misbehave Deck's discard pile during set up?

Answer: No. In games with 3 or more players, the reshuffle cards from both Nav Decks are placed in the discard pile at the start of the game, but the "Alliance Operatives" card is shuffled into the Misbehave Deck normally; they're always a threat!

CREW

Question: Can I hire Disgruntled Crew from another player when it's not my turn?

Answer: No. Making "A Better Offer" (pg. 17) doesn't use an Action, but may only be done on your turn.

Question: Does it take an Action to Hire away another Player's Disgruntled crew? ("A Better Offer", pg. 17)

Answer: No.

SHIP CARDS



Question: How do I get rid of stuff on my ship I don't need or want anymore?

Answer: On your turn, you may dump Fuel, Parts, Cargo or Contraband at any time. You may drop Fugitives and Passengers off in any sector with a Planet (you can't toss them out the air-lock in deep space). This does not use an Action and can be done during another Action, on your turn.

Question: When can you change what Gear Crew are carrying?

Answer: The only time you may not switch Gear is during a Work Action. Other than that, you may change who is carrying what Gear freely. Crew can only carry one piece of Gear at a time. Any Gear not carried by a Crew is considered "Onboard Ship" and may not be used in any way.

Example: Pete uses a Fly Action to move through Border Space. For his first Nav Card, he flips "Punctured Fuel Lines". He has "Kaylee's Reprogrammer", which grants Tech Skill, but no one is carrying it. Facing a Tech Test, he takes a "Pistol" off one of his Crew, replacing it with "Kaylee's Reprogrammer".

Pete's second card is the "Reaver Cutter", requiring a Fight Test! Pete takes "Kaylee's Reprogrammer" off and puts the "Pistol" back in place. In addition, he takes "Fast Horses" off his other Crew and replaces it with a spare "Knife" no one was using. Now he's loaded for bear and ready for some thrillin' heroics!

Question: When I discard a piece of Gear to gain a Keyword, how long does that effect last? For example, I discard an "Improvised Hacking Rig" to meet the keyword requirement of Badger's "Inside Information" Job. My first Misbehave card is "Tight Security", which has a Hacking Rig as it's Ace in the Hole. Do I still count as having a Hacking Rig?

Answer: Discarding Gear to gain a Keyword has no lasting effect. If you discard a piece of Gear to meet the Needs of a Job, that's all it does. You don't then count as having that Keyword for the remainder of your Action. You don't count as having the Keyword for future attempts either, if you botch that attempt.



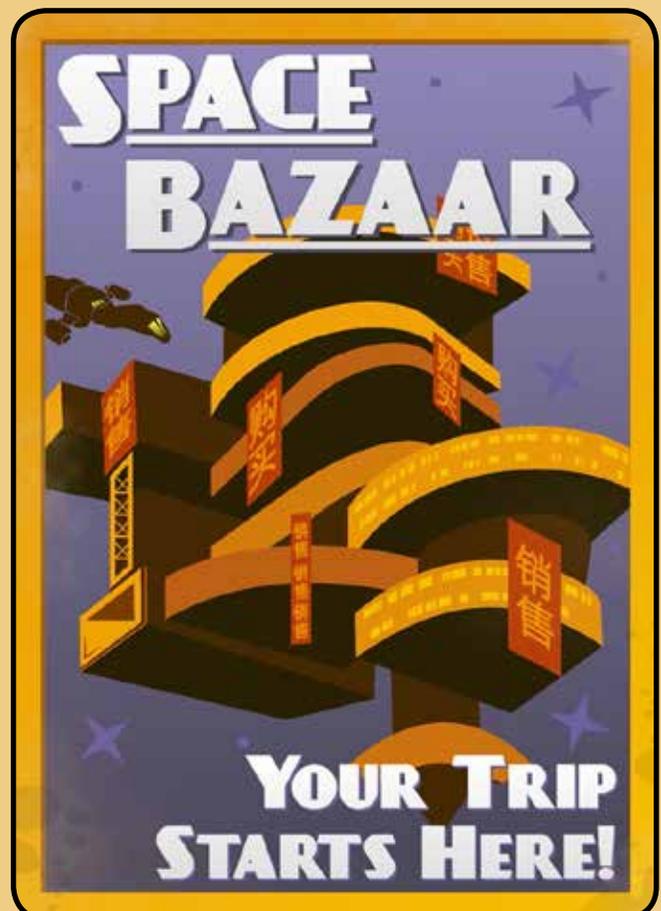
Question: When a card says "re-roll any Test result of 1", is that referring to the number on the dice or the final result, after adding skill points? Jayne's Hat, Wash's Lucky Dinosaurs, and Two-Fry's Carbine all have this rule.

Answer: With all those cards, you may re-roll all dice rolls of 1. If you roll a 1, re-roll it and then roll another 1, you can re-roll the dice again. In future printings of the game, these cards will be reworded to say "re-roll any 1".



Question: With Gambling Gear such as "Tall Playing Cards", if I draw the "Alliance Operatives" reshuffle card, when do I reshuffle?

Answer: When Gambling, draw all the cards you need at once and resolve the Gambling results. If any of the drawn cards are the reshuffle card, reshuffle after resolving the Gambling.



LEADERS

Question: After a Leader gets a second disgruntled token and fires all their crew (“You’re all Ruttin’ Fired”, pg. 10), is the Leader left with any disgruntled tokens?

Answer: No, after firing all their crew, the Leader should be clear of disgruntled tokens. Firing everyone improves their mood dramatically.

Question: Can I hire away another player’s disgruntled Leader with “A Better Offer”?

Answer: No. You can’t hire another Player’s disgruntled Leader.

Question: Do I have to pay for my Leader to take Shore Leave?

Answer: Yes, your Leader needs a drink too.

Question: Does my Leader count towards my Max Crew?

Answer: Yes, your Leader needs a berth to sleep too.



Question: When I need to choose one of my Crew to get killed, can I choose my Leader?

Answer: Yes, your Leader can take one for the team. When your Leader would be killed, return them to your ship and disgruntle them (“Leaders are REALLY Lucky”, pg. 10). Be careful using your Leader as a meat shield; finishing a Job can be tricky with one of your best people onboard the ship nursing their wounds!

Question: If my Leader is killed, can I use my Medic’s ability on him?

Answer: Yes. If the Medic Check is successful, your Leader returns to the ship unscathed, as normal. If you fail the Medic Check, the “Leader’s are REALLY Lucky!” rule kicks in and your Leader is returned to the ship and disgruntled.



WORK ACTIONS

Question: *If I have more than one Active Job with the "Heavy Load" penalty, are they cumulative? If I'm working 3 Jobs with "Heavy Load", do I really have to pay 4 Fuel to Full Burn?*

Answer: Yes, and yes. The effect is cumulative. If your Drive Core doesn't require a Fuel to Full Burn, you still have to pay the Heavy Load penalty.



Question: *When do I need to meet the Needs of a Job? For example, I have a Shipping Job that I've started working: I picked up the Cargo at the Pick-Up planet. After picking up the Cargo, a few of my Crew were killed and I no longer meet the Needs on the Job. Can I deliver the Cargo and complete the Job with my current Crew?*

Answer: No. Any time you're using a Work Action to advance a Job, you must meet the Needs of the Job. In this case, you'll need to get your Crew back up to spec before delivering the Cargo.

Question: *When my Crew Works a Job, are they unavailable to do another Job until they finish the first one?*

Answer: No, it doesn't work that way. Using a Work Action does not tie up your Crew in any way. Crew are only considered to be Working the Job during the Work Action.

Question: *Can I work multiple Jobs at the same location with one Work Action?*

Answer: No. Using a Work Action only lets you Work a single Job. You'll need to use another Work Action on a future turn to work another Job.

Question: *When a Misbehave Card is botched, do you discard the Misbehave Card or keep it for a later attempt?*

Answer: Regardless of the result, Misbehave Cards are always placed in the discard pile after resolving. When you Work the Job again later, start fresh: you need to pass the full number of Misbehave Cards pictured in a single Job attempt.



JOB CARDS

Question: *Can I discard Inactive Jobs from my hand?*

Answer: Anytime you end up with more than 3 Jobs in your hand, you must discard back down to 3 cards. The discarded Jobs go back to their respective Contact's discard pile.

Example: Pete has three Jobs already in his hand and uses an Action to Deal with Badger. He draws three cards from Badger's deck and accepts two of them. At this point, he has five Jobs in his hand and must discard two of them. He may not discard more than two - you always discard down to three Jobs.

Note: During Game Setup, you may discard any of your starting Jobs you don't want to undertake.

Question: *Can I discard Active Jobs on the table?*

Answer: No. The only way to clear Active Jobs is to complete them or have a Warrant Issued while working them.

Question: *What should a player do with Job Cards they complete for a Contact they are already Solid with? Should they be discarded or should the player keep them so that the Job is out of circulation?*

Answer: Once a Job is completed, it can't be done again. When you complete a Job for a Contact you're already Solid with, remove the completed Job from the game.

WORK ACTIONS, CONT

Question: *I don't get doing Jobs: how do I do them?*

Answer: Accepting and Completing Jobs is the key to winning *Firefly: The Game*. Here's a quick run-down of the arc of completing a Job. First, use a Deal Action to talk to a Contact. Consider the Jobs they're offering and accept 1 or 2 of them to do. After accepting a Job, it goes into your hand. You may not have more than 3 Jobs in your hand at a time.

Each Job will have either a Target or Pick-up Location on the card. You then need to use a Move Action to get your Firefly to the correct location. Some Jobs have Needs listed on the right hand side of the card. Your Crew must have the Skills or Keywords listed in the Needs tab to begin a Work Action. Once you're at that Location, use a Work Action to progress the Job.

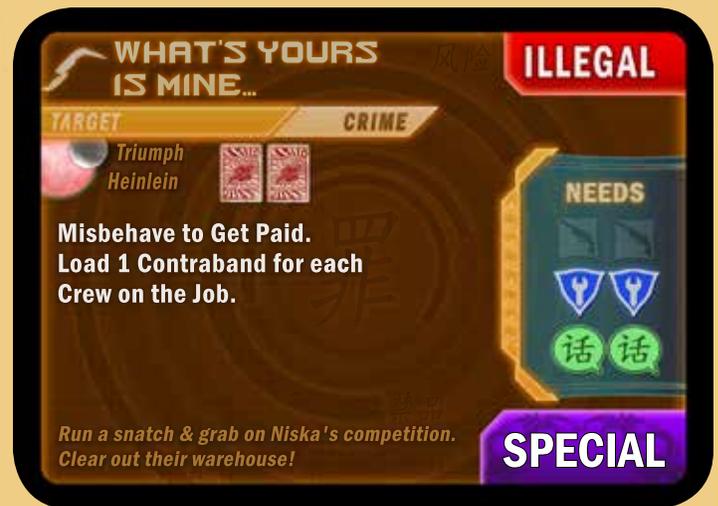
When using a Work Action, if there are Misbehave Cards pictured on the Job, you'll need to proceed past the number of Misbehave Cards pictured. If the Job also has a Drop-Off Location, you'll need to Fly again to the Drop-Off Location to deliver the Goods before completing the Job. If the Job only has a Target Location, you're done. You've completed the Job and can Get Paid.

Question: *When do Jobs become "Active"?*

Answer: A Job becomes Active when you first use a Work Action on the Job. Regardless of what happens after starting the Work Action, it is now an Active Job until completed or discarded because a Warrant is Issued.

Example 1: John stops at Ariel to pick up Passengers. He uses a Work Action, places the Job on the table in the Active Jobs area to the left of his Ship Card, then loads the Passengers into his Hold.

Example 2: Liz uses a Work Action to start an Illegal Job on Persephone. She places the Job Card in the Active Jobs area to the left of her Ship Card, then attempts to Misbehave. She botches the first Misbehave Card and will have to try again next turn. The Job stays in the Active Jobs area until completed.



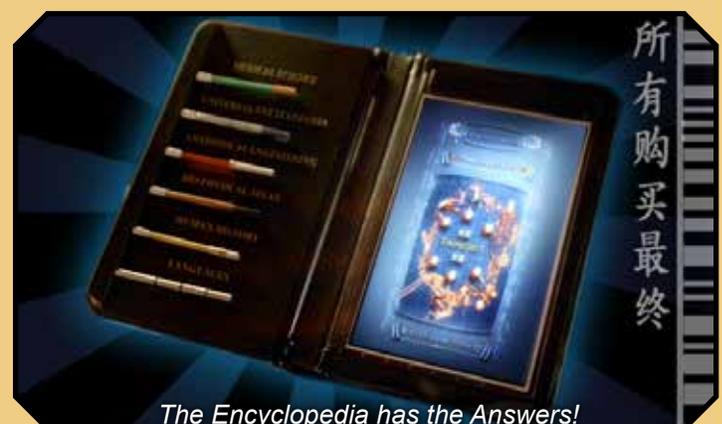
Question: *When I Complete a Job without a cash pay-out, such as Niska's "What's Yours is Mine...", do I have to pay my Crew their Cut?*

Answer: Yes, you always have to pay your Crew when you Complete a Job, regardless of the Pay value of the Job. Folks don't like working for nothing!

Question: *Pg. 13 of the rulebook says "Any Gear or Crew onboard the Ship may not be used in any way while Working the Job". Why would any Crew or Gear be Onboard the Ship?*

Answer: There are occasions when some members of your Crew may not be available to Work a Job. Crew that are not able to contribute to the Job are considered to be "onboard the Ship". For example, Shepard Book may not Work Immoral Jobs. Additionally, if one of your Crew is Killed while Misbehaving and then saved by a Medic Test, they return to the ship: their Skills and Gear are unavailable for the remaining Misbehaving Cards.

Gear is considered to be Onboard the Ship if it is not being carried by a Crew member. Each Crew can only carry a single piece of Gear.

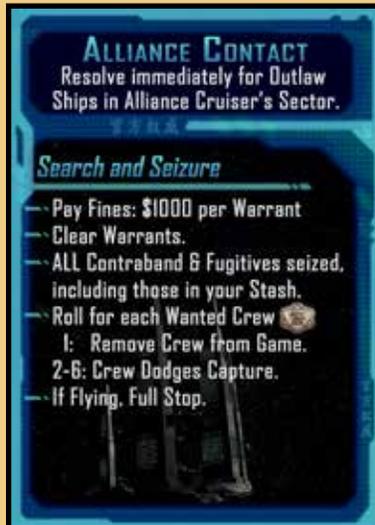


FLY ACTIONS

Question: On my turn, the Alliance Cruiser lands on my space and I resolve the Alliance Contact Event, rolling for all my Wanted Crew. At the start of my next turn, do I have to roll for all my Wanted Crew again?

Answer: Each time you encounter the Alliance Cruiser, you only need to resolve the Alliance Contact Event once. If the Alliance Cruiser moves out of your space, then moves back into it, you would need to make Wanted Crew Rolls again. If you and the Cruiser stay put, you don't need to check again.

Example: The Alliance Cruiser is stationed at Persephone, where Pete is headed to look for River. Pete makes it to Persephone, at which point he needs to resolve the Alliance Contact event. He does so, then uses a Buy Action to hire River from Persephone's discard pile, making him an Outlaw Ship. He's already resolved the Alliance Contact though, so he's free to fly away the following turn. BUT, he breaks down one sector away, leaving him stranded right next to the Cruiser. Before his next turn, Liz moves the Cruiser one sector, back to Pete. Pete now has to roll a Wanted Crew roll for River!



DEAL ACTIONS

Question: When Solid with Amnon Duul, what Action do I need to take to load Passengers and Fugitives at the Space Bazaar?

Answer: If you're Solid with Amnon Duul, you can load Passengers and Fugitives as part of a Deal Action, along with Considering Jobs and selling Cargo and Contraband.

Question: When taking a Deal Action to use the "Cortex Uplink" (from the Breakin' Atmo Booster) to Consider a Job from a distance, can I also sell Cargo?

Answer: No. The "Cortex Uplink" only allows you to Consider a single Job. You can't take any other actions you would normally be able to take when Dealing with that Contact.



BUY ACTIONS

Question: When using a Buy Action for Shore Leave, can I also buy Fuel and Parts?

Answer: No. When on Shore Leave, your Crew aren't looking to run errands.

Question: All my Contraband got seized by the Alliance and I need it to finish a Job! Where can I buy more?

Answer: You can't use a Buy Action to get more Contraband. You'll have to track down more from Jobs or Nav Cards, or trade with another player.

Question: Harken has a \$100 fuel symbol in the upper right corner of his card. What does this mean?

Answer: When you're Solid with Harken, the Alliance Cruiser becomes a refueling station. You may purchase as much Fuel as you'd like from Harken for \$100 each, when Dealing with Harken.



STORY CARDS

HARKEN'S FOLLY

Commander Harken has been entrusted by the Alliance to provide security for a gathering of Alliance VIPs and Parliament Officials. Lead Harken off on a wild goose chase and infiltrate the venue. Inside, plant bugs and hack secure servers to gather sensitive intel that'll make you rich.

GOAL 1: Making Friends in High & Low Places

To Complete Goal, become Solid with Badger, Patience, Amnon Duul and Niska.

To secure the needed access and information to pull off this caper, cement your relationship with a variety of less-than-reputable folk.

GOAL 2: Crying Wolf

Valentine
White Sun



V#8

1-7 Attempt Botched & Warrant Issued.
8+ Move Alliance Cruiser to Valentine & Evade.
Goal Complete.

Travel to Valentine and send a fake priority 1 planet-wide distress signal demanding Harken's attention.

GOAL 3: Belle of the Ball

Ariel
White Sun



V#8

1-7 Attempt Botched & Warrant Issued.
8+ Success - Intel Gathered!

The first player to gather the intel wins the game.

On Ariel, infiltrate the conference. Gather the intel and use your connections to become the 'Verse's foremost information broker!

2 Hours

Question: Do I have to use a Work Action to complete Goals that do not require a Skill test? For example, Goal 1 of the "Harken's Folly" Story Card requires me to be Solid with the four other Contacts, but doesn't require a Skill Test.

Answer: Only Goals that call for a Skill Test need a Work Action. On Story Cards such as "Harken's Folly", you wouldn't need to use a Work Action to complete the Goal 1: "Making Friends in High & Low Places". Simply take a Goal token once you've met the requirements. For Goal 2: "Crying Wolf", which requires a Tech Test, you would have to take a Work Action at Valentine to attempt the Test.

Question: If you earn a Goal Token for becoming solid with certain Contacts, do you lose that Goal Token if you lose your Solid Rep later?

Answer: No. For example, the "Harken's Folly" Story card's first Goal is "Become Solid with

Badger, Patience, Amnon Duul and Niska". Once you achieve this, you've completed the first Goal. Even if you go on to lose that Solid Rep later, you keep the Goal token.

Question: I drew the Misbehave Card "A Rival Crew" when Misbehaving during a Goal attempt. The second option, "Maybe We can Make a Deal" says "Proceed." If this Job attempt is successful, cut Pay in half, rounded down. Bonuses are unaffected". Can I choose this option if I'm Working a Goal, not a Job?

Answer: If this card comes up while you're Working a Goal, you may not choose the second option. A Job attempt is different than a Goal attempt.

Question: When playing the "Respectable Persons of Business" story card and Settling Incomplete Jobs, how do you pay for Jobs with "Special" pay values? How about Jobs with Skill-based Pay, from Breakin' Atmo?

Answer: For Jobs with "Special" in the Pay Tab, you don't owe the bank any credits. Only Jobs with a specific value need to be paid. For Jobs with Skill-based Pay, you only have to pay the bank the base value of the Card. For example, if a Job pays \$500 + \$300 per Fight point, you would only owe the bank \$500 when Settling Incomplete Jobs.

Question: On page 16, it states "Working a Goal is different than Working a Job; special abilities that apply during Jobs do NOT apply while working Goals." What special abilities does this apply to exactly?

Answer: Some Special Abilities specifically mention using them on Jobs, such as Two-Fry and Stitch. Such special abilities may only be used while Working Jobs, not Goals. Similarly, those abilities can not be used on a Nav Card's Skill Test.



