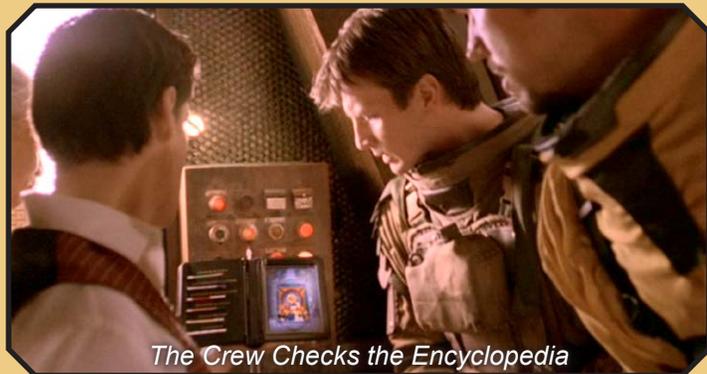


UNIVERSAL ENCYCLOPEDIA

FIREFLY: THE GAME FAQ

Version 4.1: Updated Jan 2015

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



The Crew Checks the Encyclopedia

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.

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.

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.

GEAR

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 its 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.



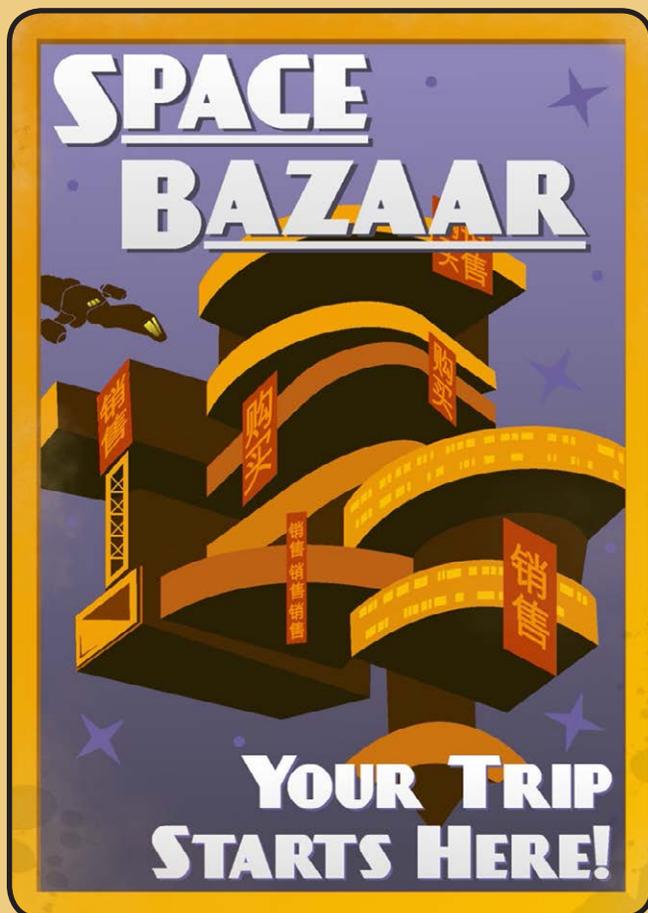
Question: When a card says “re-roll any Test result of 1”, is that referring to the number on the dice or the final result, after adding skill points? “Jayne’s ‘Cunning’ Hat”, “Wash’s Lucky Dinosaurs”, and “Two-Fry’s Carbine” all have this rule.

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”?

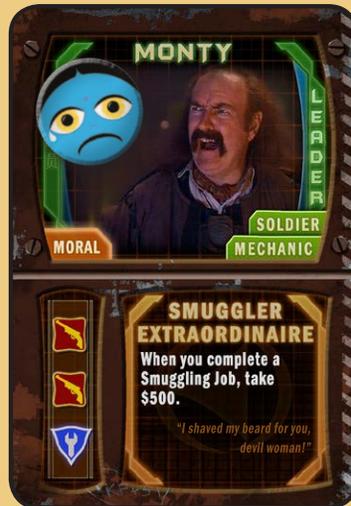
Answer: No. You can’t hire another player’s Disgruntled Leader.

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.



Nandi in Action

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.



Zoë, Mal & Jayne

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.

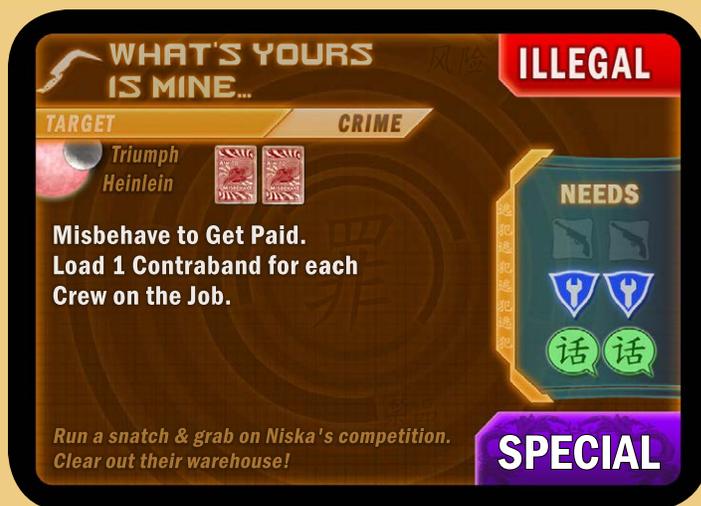
When using a Work Action, if there are Misbehave Cards pictured on the Job, you'll need to proceed past the number of Misbehave Cards pictured. If the Job also has a Drop-Off Location, you'll need to Fly again to the Drop-Off Location to deliver the Goods before completing the Job. If the Job only has 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.



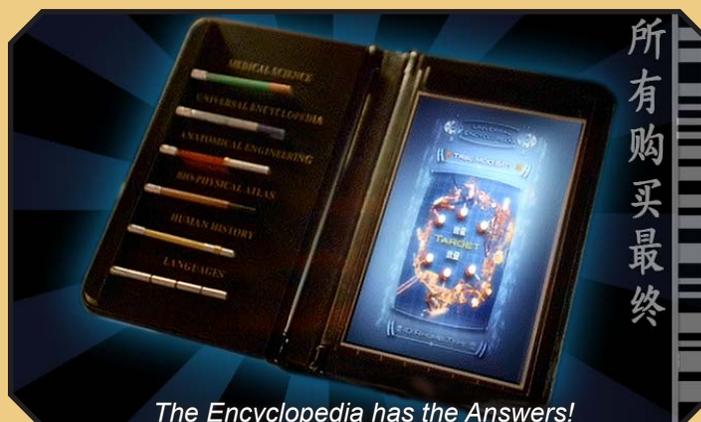
Question: When I Complete a Job without a cash pay-out, such as Niska's "What's Yours is Mine...", do I have to pay my Crew their Cut?

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, Shepherd 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, as an Outlaw Ship, he needs to resolve the Alliance Contact Event and roll for his Wanted Crew. His Wanted Crew evade capture and then he uses a Buy Action to hire River from Persephone's discard pile. He's already resolved the Alliance Contact, so doesn't need to again. Next turn, he breaks down one sector away, leaving him stranded next to the Cruiser. Liz then moves the Cruiser one sector, back to Pete. Pete now has to roll for all his Wanted Crew again!

ALLIANCE CONTACT
Resolve immediately for Outlaw Ships in Alliance Cruiser's Sector.

Search and Seizure

- Pay Fines: \$1000 per Warrant
- Clear Warrants.
- ALL Contraband & Fugitives seized, including those in your Stash.
- Roll for each Wanted Crew
- 1: Remove Crew from Game.
- 2-6: Crew Dodges Capture.
- If Flying, Full Stop.



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.

PERSEPHONE
INTERNET IMPORT-EXPORT CO.

CORTEX UPLINK

From any location, you may use a Deal Action to Consider the top, face down card from any Contact. Accept or discard the Job as normal.

\$1200

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.

HARKEN

Your Papers are in Order: When Solid with Harken, you may ignore the "Customs Inspections" Nav Card.

\$100

Command Cruiser
White Sun

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

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

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

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?

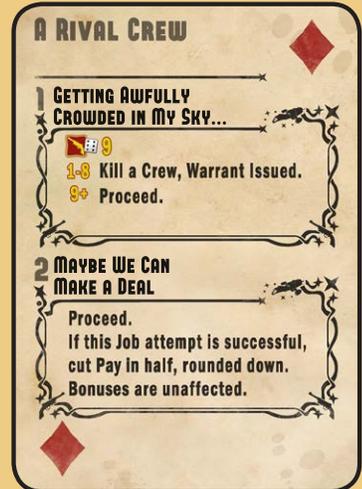
Answer: If this card comes up while you're Working a Goal, you may not choose the second option. A Job attempt is different than a Goal attempt.

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.



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

INFREQUENTLY ASKED QUESTIONS - 2015

In a game as big and expansive as **FIREFLY: THE GAME**, there are the odd and occasional situations that come up. The following pages deal with some of these oddities. Don't feel like you need to read and absorb all the following questions to play the game!

CREW

Question: Is Fendris's special ability optional or mandatory? It says, "If your Leader becomes Disgruntled, Disgruntle Fendris instead."

If you encounter a circumstance that Disgruntles the entire Crew, is he forced to automatically Jump Ship? (1 Disgruntled token for himself, a 2nd from the Leader)?



Answer: All special abilities are mandatory, unless they specifically say "may." In Fendris's case, if your leader is Disgruntled, you must Disgruntle Fendris instead. If something causes your entire Crew to be Disgruntled, that causes Fendris to leave your ship, as he will receive two Disgruntled Tokens.

Similarly, Simon's special ability, adding +2 to River's dice roll, is also mandatory. You must add 2 to your roll.

Follow-Up Question: What order does Disgruntled take effect? Does Fendris become Disgruntled himself FIRST, or does his special ability kick in? This would be relevant if he is already Disgruntled when the ship encounters a circumstance that Disgruntles the entire Crew. Does he "protect" the Leader before he Jumps Ship, or does his own 2nd Disgruntle kick in first, leaving the Leader on his own?

Answer: You can choose which order to apply the effects. In the above situation, you could choose to Disgruntle your Leader first, causing Fendris to leave the ship.

Question: Saffron's, Yolanda's and Bridget's "Deceptive" special rule states if one version of Saffron is hired, the other 2 are "removed from Play. If you hire one of them and another one is in a discard pile, do you remove the card from the discard pile? Does the third player to hire her get to keep her?

Answer: No, cards that are in discard piles are not in play and are not affected by this rule. Only remove one of her other identities when they are in another player's Crew.

That is correct; the third player to hire one her identities can rest assured that she'll stick around.

Question: If Yolanda, Saffron or Bridget is killed, do you discard her other identities?

Answer: No. She's very wily - she's obviously faked her own death!

Question: If you have both Tracey "Whenever a Crew is Killed, Tracey must be Killed first" and Meadows "Any time a Crew is Killed, Apprehended or Seized by the Alliance, you may Kill Meadows instead" in your Crew and you have to Kill a Crew, what happens?

Answer: Tracey must be chosen to be killed first, per his rule. However, you can then use Meadows' rule to save Tracey, if you'd like. In either case, you could then use a Medic to try to avoid actual death.

Question: Nandi's "Heart of Gold" special ability states that she may hire Crew for no cost. Does this rule apply when buying Disgruntled Crew from a rival?

Answer: Yes, Nandi's "Heart of Gold" ability allows her to hire away Disgruntled Crew from other captains at no cost.

CREW, CONTINUED

Question: Can Zoë, Kaylee or Inara re-roll a Showdown?

Answer: Yes, if you're using the skill they're able to re-roll for the Showdown. After you choose which type of skill you're using for the Showdown, treat it as that type of Skill Test. Any Crews' special ability or Gear Special rules that effect a specific type of test, such as an "Improvised Hacking Rig" or "Knife", can be used in that type of Showdown.



Question: Zoë, Kaylee, and Inara's abilities allow them to re-roll Fight, Tech, and Negotiate tests respectively. Do they only get one re-roll per test?

Answer: Zoë, Kaylee, and Inara's abilities only allow you to re-roll a test once. These are powerful abilities, but they don't let you re-roll over and over again (that would be silly).

There are some other abilities that allow you to re-roll all ones, such as "Jayne's 'Cunning' Hat." In that case, re-roll any ones you roll, until you roll something other than a 1.

Question: Can you use Stitch's special ability to turn a Negotiate Test into a Fight Test during a Boarding Test?

Answer: No. The Boarding Test is a prerequisite to Working a Piracy Job or Bounty. Stitch's ability only applies to actually Working the Job itself.

Question: I have Stitch in my Crew while facing a Negotiate Test with the Bribes option. Can I pay the Bribes to make the test easier and use Stitch's special ability to switch it to an Fight Test?

Answer: No. It's either a bribable Negotiate Test or a Fight Test, never both.

Question: When one player has The Guardian, who allows you to re-roll Showdowns and the other player has Chari, who may force her rival to re-roll a Showdown, which one happens first? Or do they cancel each other out?

Answer: There is no conflict, just follow the logical flow of events. Each Crew can only use their ability once per Showdown. The Guardian's special ability reads "May re-roll Showdown Tests." Chari's special ability reads "In a Showdown, you may force rival to re-roll".



When these crews face each other, the Showdown would be resolved as follows:

If the Guardian's Crew wins the initial roll, Chari uses her special ability to force the Guardian's Crew to re-roll their dice. If that forced re-roll wins, there is no need for The Guardian to use his special ability. If the Guardian's re-roll would result in a loss, the Guardian would then use his ability to try to win the Showdown.



BUT, if the Guardian loses the initial roll, the Guardian would use his special ability to re-roll his dice. If his second roll is still a loss there is no need for Chari to step in. If the Guardian's re-roll would win the Showdown, only then would Chari force the Guardian's Crew to re-roll for the final result.

Re-rolls are optional, only use them if needed.

Question: When playing with the promo "Big Damn Hero" Crew Cards, should we remove the normal versions of those cards from play?

Answer: Yes.

CREW CONTINUED

Question: Why doesn't The Middleman (the only Wanted Crew in the **BLUE SUN** Expansion) come with a corresponding Bounty Card?

Answer: The Middleman does not have a Bounty because although his suspicious activity has attracted the attention of the Alliance - they will take the opportunity to detain him for questioning if possible - but he hasn't crossed anyone to the point that a Bounty has been issued. He is just the middleman...

Question: Can I hire Disgruntled Crew away from a rival captain multiple times on my turn?

Answer: No. Hiring Disgruntled Crew from another player doesn't use an Action, but may only be done once per turn, just like all the other Actions. You must also have space in your Crew to accommodate the newly snatched Crew.

Question: Do Crew benefit from Gear they're carrying in other ways during a Fight Test with Koshalized Rules? For example, does Crew get a bonus to Fight if carrying a "Knife"? Does the re-roll from "Two-Fry's Carbine" apply?

Answer: In a Koshalized Fight, you may not add Fight Skill from Gear to the dice roll, but any other special rules from Gear still applies. Lund's special ability allows him to add Fight Skill from any Gear he is carrying.

get a second Disgruntled Token. The already Disgruntled Leader then fires their whole ruttin' Crew, leaving the Leader to face the hostile Crew all by their lonesome.

Follow-Up Question: When Working a Bounty using "Sash's Hand Cannon", attempting to apprehend a Crew from a Disgruntled Leader, what happens? Can I apprehend the Wanted Crew before they're fired?

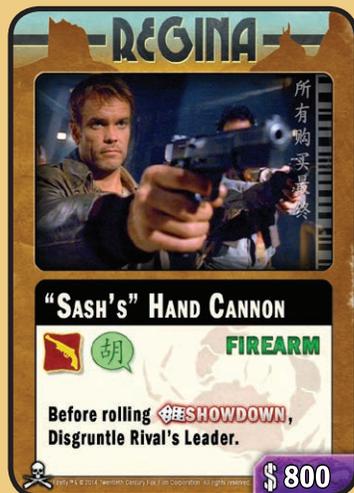
Answer: No. When the already Disgruntled Leader is Disgruntled again, all the fired Crew return to their Supply Planets' discard piles, before rolling the Showdown. When boarding the Ship of a Disgruntled Leader, when your prey is a member of the Crew, it's best to leave the Hand Cannon behind in Equip Crew step of your Work Action.

Question: The "Alliance Ident Card" and Helmsman both make you "Count as Solid with Harken". When does it apply? Does it apply if you have a Warrant? Can it be used to fulfill a Goal?

Answer: While you have these cards, you always count as having a Solid Rep with Harken, for all purposes, including Completing Goals. Even if you receive a Warrant, you still count as having a Solid Rep with Harken.

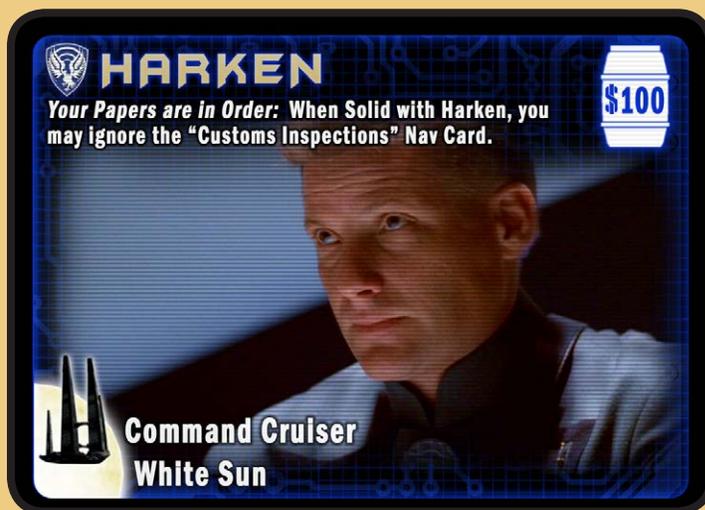


GEAR



Question: When using "Sash's Hand Cannon" in a Showdown, when the target rival Leader is Disgruntled, does its special rule cause a second Disgruntled? If so, what happens?

Answer: When a Disgruntled Leader is targeted by someone carrying "Sash's Hand Cannon", they



WORK ACTIONS

Question: For Jobs like Patience's "Ranch Hand Recruitment" that require you to pick up any number of Passengers, then Get Paid based on how many Passengers you deliver, do you have to deliver the same number of Passengers as you picked up?

Answer: No. You could load a certain number of Passengers to start the Job, pick up more Passengers later, then deliver more Passengers than you started the Job with. As long as you're picking up and delivering at least one, you've fulfilled the requirements of the Job. In this case, Patience doesn't much care where her new ranch hands are coming from, as long as they're able bodied enough to shovel manure all the live long day.

Question: Can you perform Make-Work at the Space Bazaar, The Alliance Cruiser, and Cortex Relay 7?

Answer: Space Bazaar: Yes, Alliance Cruiser: No, Cortex Relay 7: Yes.

Some Set Up and Story Cards refer to "Planetary Sectors." A Planetary Sector is any Sector that contains a named planet. The Space Bazaar and Cortex Relay 7 count as planets, the Alliance Cruiser and Asteroid Sectors without planets do not. You may Make-Work in any Planetary Sector.

Question: I have a Job in my Active Jobs area that I've previously started (for example, a legal delivery Job) and draw the "Alliance Customs Inspection" while Flying. If I choose Option 2: "Turn and Burn" and receive a Warrant, do I have to Discard my Active Job(s)?

Answer: Page 14 of rules states: "If you receive a Warrant while Working a Job, discard the Job". You only discard a Job if you receive a Warrant during a Work action. And when you receive a Warrant during a Work Action, you only discard the Job you were Working; your other Jobs are unaffected.

Question: Do a Job's Skills requirements have to come from one Crew or from the entire Crew? Also, does Gear count?

Answer: Skill points from all the Crew Working the Job and all the Gear they're carrying count towards a Job's Skill requirements.

Question: Some **BREAKIN' ATMO** Jobs pay per point of a Skill. Do you also get paid for Skill Points from Gear?

Answer: Yes, all the Skill Points you have in your Crew count, both from Crew and Gear.



Question: When playing with the **PIRATES & BOUNTY HUNTERS** expansion, do Fugitives Bound by Law count towards your Active Jobs?

Answer: Unlike other Jobs, Bounties never go into your hand as Inactive Jobs and are not placed next to your Ship Card as Active Jobs. A Bounty Card is only taken from the Most Wanted List after the target has been captured. You may hold as many Bound by Law fugitives from Bounties and/or Cortex Alerts as you'd like.

A player with multiple captured Bounties on their ship is a ripe target for other players (although their rivals may only try to jump one Bounty per Work Action).

Question: In **PIRATES & BOUNTY HUNTERS**, when a player delivers a Bounty and Gets Paid, do they have to pay their Crew? Can the player keep all the money without Disgruntling their Crew?

Answer: Your Crew expects a cut when a Bounty is paid; they did risk their lives apprehending the fugitive after all. If you choose not to pay them their cut, they will become Disgruntled.

WORK ACTIONS, CONTINUED

Question: Does Niska's "Pound of Flesh" special rule apply when working one of his Piracy jobs and failing the Showdown, thus earning a Warrant?

Answer: Yes. Whenever you receive a Warrant during a Work Action, the Job being Worked is returned to the Contact's Discard Pile. All Illegal Piracy Jobs result in a Warrant Issued if the attacking Crew loses the Showdown. Therefore, if you lose a Showdown during one of Niska's Piracy Jobs, the Piracy Job is discarded and the crew is subject to his "Pound of Flesh" special rule.

Warrants received outside of a Work Action, from other sources such as "Alliance Customs Inspection", do not cause you to discard a Job and would not be subject to Niska's special rule.

Question: When you win a Showdown while Working a Piracy Job against a rival Crew that contains "Agent McGinnis", do you have to discard the Piracy Job you're Working?

Answer: No. Having won the Showdown, you've completed the Job successfully.



If the Piracy Job you're working is from Harken, the Warrant from Agent McGinnis does prevent you from becoming Solid with Harken, but you still Get Paid. You're in the embarrassing situation of committing piracy for Harken, then having another Alliance Officer report you as pirates, Harken has no choice but to disavow your actions. Can't trust them purple-bellies...

Question: When targeting a Moral Leader's Ship with a Subjective Morality Piracy Job, do you also Disgruntle the attacking Leader, if they're moral?

Answer: Yes. The Leader is Disgruntled along with all their moral Crew. The Leader is obviously just as upset by the circumstances as their Crew.

Question: Here's the situation: in a Showdown, I roll a 6, add a Thrillin' Heroics bonus dice but still lose the Showdown. If I have the ability to re-roll, can I just re-roll the bonus dice? Or do I have to re-roll everything?

Answer: When you choose to re-roll any Test, you have to start over from scratch. For example, you are in Showdown and are using your Fight Skill, of which you have 5 points. You roll a 6: Thrilling Heroics! You then roll another dice, getting a 4. At this point, you have a total of 15, which isn't enough to beat the other player's total of 16. If you choose to re-roll, you start over, discarding all the dice you've rolled so far. You'll need to roll two 6s in a row to win!

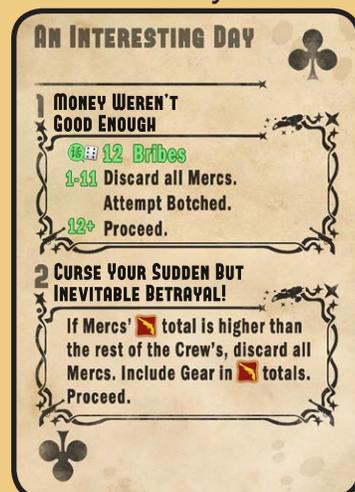
Question: The rules state that you need to commit Gear to a Job, but say nothing about Crew. Are you forced to commit ALL Crew to a Job, or can you choose to leave someone on the Ship? For example, a Disgruntled but valuable Crew member on an easy job?

Answer: Most of the time, you'll probably want to bring all your Crew along, just in case they're needed. If you want to bring less than your full Crew though, you may choose to leave any Crew you'd like onboard the Ship. You still have to pay all Crew a cut, even if they stayed onboard the ship.

MISBEHAVING

Question: The Misbehave Card "An Interesting Day" has you compare the Fight Skill of your Mercs to the rest of your Crew. What if you don't have any Mercs?

Answer: If you don't have any Mercs in your Crew, then you Proceed: the total Fight Skill from all your Mercs is 0. Even if you don't have any Fight Skill at all, the non-existent Mercs' total of 0 isn't higher.



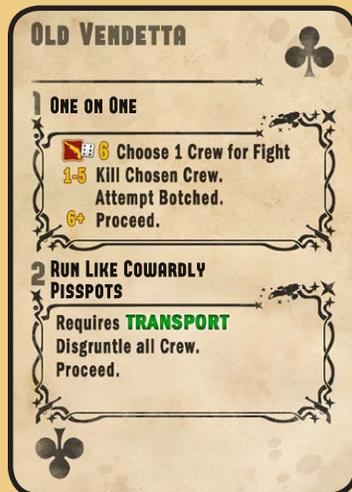
MISBEHAVING, CONTINUED

Question: If you pick Option 1 on the “Old Vendetta” Misbehave Card, with River in your Crew, what happens? Do you make River’s “Gifted roll before or after choosing who is going to fight?”

Answer: You make River’s roll after choosing the option, before making the Skill test. In that case, you would choose Option 1, roll for River, then decide who you want to send. If River’s roll results in her going back to the ship, she obviously can’t be chosen for the Fight test.

Question: If one of your crew is fighting in Option 1 of the “Old Vendetta” Misbehave Card and loses, while Tracey is in your Crew, who dies? Tracey or the Crew fighting in the Vendetta?

Answer: Tracey is remarkably good at catching bullets meant for someone else. In this case, Kill Tracey instead of the Crew chosen for Option 1 of “Old Vendetta”.



Question: The “Reavers Dead Ahead” Nav Card states “the player to your right must move a Reaver Ship to a Sector adjacent to your current location.” If my ship is in a Border Sector that’s next to Alliance Space, can the Reaver Ship be moved into Alliance Space?

Answer: No, Reaver Ships may never move into Alliance Space, for any reason. In the very rare case that there is no Border or Rim Sector to which the Reavers could legally move, do not move a Reaver Ship at all.

Question: If multiple players are in the same Sector and the Alliance Cruiser moves into that space, then one of the players uses a “Cry Baby” card to move the Cruiser, do the other players have to resolve the Alliance Contact?

Answer: No, the captain who deployed that “Cry Baby” just saved everyone from a lot of trouble. No one will have to resolve Alliance Contact as a result.

Question: Where is the faster drive core that goes with the promo version of the Artful Dodger ship card?

Answer: The Artful Dodger uses a “Modified Radion Accelerator Mark II” Drive Core taken from the Osiris Supply Deck. The boxed Game Booster version of the Artful Dodger comes with a dedicated Drive Core Card.

Question: Do Drive Cores count as Ship Upgrades? For example, with respect to the Nav card “Ship Graveyard”?

Answer: No, Drive Cores and Ship Upgrades are separate types of cards. If a card allows you to take a Ship Upgrade from a discard pile, you can’t choose a Drive Core.

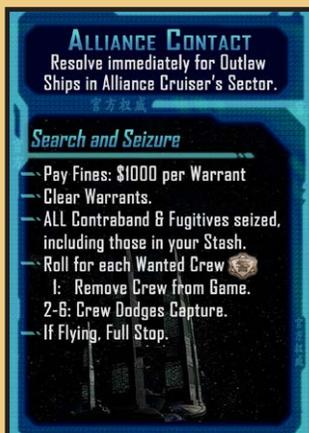


FLY ACTIONS

Question: The rules state that in games with three or more players, the “Reaver Cutter” and “Alliance Cruiser” Nav Cards get put into their respective discard piles. What happens in one or two player games? Do we just shuffle these cards into the Nav Decks, or do we leave them out of the game entirely?

Answer: Shuffle the two cards into the Nav Decks at the beginning of the game. In a two player game, it might be the case that you won’t go through a whole deck - having them removed at the beginning of the game would make the ‘Verse a little too cozy.

FLY ACTIONS, CONTINUED



V
S



Question: The Alliance Contact summary card states “Resolve Immediately for Outlaw Ships”. If you are a Legal Ship (no Contraband, no Fugitives, no Wanted crew and no Warrants), does the Alliance Contact event affect you? The card suggests you can ignore it, and fly right through a Sector with the Alliance Cruiser.

Answer: A Legal Ship may move into a Sector containing the Alliance Cruiser without having to resolve the Alliance Contact event. That is the difference between the Alliance Contact event and drawing the “Alliance Cruiser” Nav Card. Any ship, Legal or Outlaw, that draws the “Alliance Cruiser” Nav Card is subject to the entire menu of harassment the Alliance inflicts, ending with a Full Stop.

Question: Say it is not my turn and someone else moves the Alliance Cruiser into my Sector. Do I resolve the Alliance Contact immediately?

Answer: Yes, if you’re an Outlaw Ship. You resolve Alliance Contact immediately, before the active player continues their turn (although there’s nothing preventing you from resolving the Contact while the other player continues their turn if it won’t interfere).

Question: In *PIRATES & BOUNTY HUNTERS*, the Bounty Cards say “Fugitive” at the top of the cards. Are Bounty Cards seized by contact with the Alliance Cruiser?

Answer: No. Only the square, red Fugitive Tokens are seized by the Alliance.

Question: If an Outlaw Ship enters the same Sector as the Alliance Cruiser, does Alliance Contact get resolved first or the Nav Card?

Answer: Alliance Contact is resolved immediately, before the effects of the Nav Card. If the Alliance Contact causes a full stop, your Fly Action is over; don’t draw a Nav Card for that Sector. However, if an Outlaw Ship enters a Sector which contains the Alliance Cruiser and deploys a “Cry Baby”, the Alliance Cruiser is moved and a Nav Card for that Sector is resolved as normal.

Question: An Outlaw Ship moves into the Sector with the Alliance Cruiser and resolves the Alliance Contact Event, but is still an Outlaw Ship afterwards, because their Wanted Crew evaded capture. At what point do they have to resolve the Alliance Contact again?

Answer: Any actions the Outlaw Ship takes while staying in the same Sector as the Alliance Cruiser will not trigger another Contact Event. Only when the two Ships go their separate ways and come in contact again will the Outlaw Ship be subject to the Alliance Contact Event again.

Question: If a Legal Ship is sharing a Sector with the Alliance Cruiser and becomes an Outlaw Ship, does the Alliance Contact Event happen immediately?

Answer: Yes. Any time a clean, Legal ship is in the same Sector as the Alliance Cruiser and becomes an Outlaw Ship, it is immediately subject to the Alliance Contact Event.

Follow-Up Question: What if an Outlaw Ship becomes a Legal Ship as the result of the Alliance Contact, but then becomes an Outlaw Ship again, all while staying in the same Sector?

Answer: They would have to resolve the Alliance Contact again.

Wait! I have more questions! Where should I send them?

Answer: The community on Firefly’s [BoardGameGeek forum](http://BoardGameGeek.com) is very active and is a great place to ask questions about the rules and converse about the game.

Alternately, you can email us at info@gf9.com