

FIREFLY: THE GAME FAQ

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



The Crew Checks the Encyclopedia

GAME SET UP

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

Answer: No. 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, GEAR AND BUYING FROM SUPPLY PLANETS

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 icons on Crew cards show that the Crew is wanted by the Alliance

completely different than having a Warrant on your ship. When you clear your Warrants (for example, at the Alliance Cruiser or through Badger), it does not effect Wanted Crew.

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!*



The Encyclopedia has the Answers!

GAME FAQ, CONTINUED

DEALING WITH CONTACTS

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.



JOBS & WORKING JOBS

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 deck.

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: 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 Pickup 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 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.

GAME FAQ, CONTINUED

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.

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: 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.

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.

Question: When do Jobs become "Active"?

Answer: A Job becomes Active when you meet the Needs of the Job and 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.

STORY CARDS

Question: Can you lose Goal Tokens?

Answer: No: once you've completed a Goal, you're golden: you can't lose it. 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: 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.