

# firefly

## ADVENTURES

TM



## BRIGANDS AND BROWNCOATS

A COOPERATIVE GAME OF THRILLIN' HEROICS AND SHAMELESS MISBEHAVING

RULES EDIT

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# 1. GAME BASICS

*Firefly Adventures* is a cooperative, mission based, skirmish level game where the players need to use their different skills and abilities together to succeed. When you play *Firefly Adventures*, you'll follow one of the Job Briefings, which determines what your Crew needs to accomplish, how they might succeed and how long they have to work. Some Jobs are easier and faster, some are longer and more involved. What type of Job you want to tackle is up to you. You can work a single Job or a play a story of multiple Jobs. In a Story, you'll use the credits you earn from one Job to equip the Crew for the next Job. Each Job will detail how to set-up the map for that Job, how long the Timeline should be and how much you'll be paid for completing the Job.

## 1.1 GAME CONTENTS

Rule Book	5 x Crew Timeline Tokens
6 x Dice (3 Brown, 3 white)	5 x Cowboy Timeline Tokens
4 x Jobs	5 x Thug Timeline Tokens
5 x Casual Crew Figures (grey)	2 x Patrol Timeline Tokens
5 x Heroic Crew Figures (green)	1 x Alarm Timeline Tokens
5 x Cowboy Figures (brown)	5 x Thug Starting Location Tokens
5 x Thug Figures (purple)	5 x Cowboy Starting Location Tokens
5 x Crew Cards	12 x Body Tokens
5 x Downed Crew Cards	6 x Crate Tokens
30 x Tech Challenge Cards	12 x Intel Tokens
30 x Negotiation Challenge Cards	22 x Locked Tokens
40 x Equipment Cards	8 x Tech Challenge Tokens
5 x Cowboy Cards	9 x Negotiation Challenge Tokens
5 x Thug Cards	10 x Numbered Tokens
6 x map tiles 10x10	12 x Objective Tokens
5 x 4x2 Buildings	5 x Patrol Marker Tokens
4 x 3x3 Buildings	4 x Terminal Tokens
1 x 6x4 Building	3 x Safe Tokens
1 x 10x10 Building (game box)	41 x Wound Tokens
30 x \$100 Credit bills	1 x Reward Marker
10 x \$500 Credit bills	
20 x \$1000 Credit bills	
1 x M.U.L.E Token	
6 x Timeline Pieces	

***Appendix contains more detailed descriptions of many pieces and tokens***



# GAME SET UP

Each Job has its own goals and rewards. You may have to steal a sensitive piece of tech, rescue a hostage, smuggle some goods through an Alliance checkpoint, etc. There will be a number of steps to completing each Job, as detailed on the Job. In all cases, rules in the Job descriptions take precedence over rules in the rulebook.

- 1) **Choose Your Format** (*Decide if you are playing a one-off Job or a Storyline.*)
- 2) **Game Setup** (*Set up map with map tiles, buildings, tokens and Goons. Shuffle decks*)
- 3) **Choosing Crew** (*Decide number of Crew and select Crew cards*)
- 4) **Set Up Timeline** (*Set up Timeline segments, place Time Markers and other tokens and pieces*)
- 5) **Buying Equipment** (*Equip the crew for the job*)
- 6) **Deployment** (*Place miniatures on map, do the job!*)

## 1. Choose Your Format

You can Play *Firefly Adventures*' Jobs as one-off games or as part of a Storyline. When playing a One-off Job, start the Crew with \$3000 to buy their Equipment for the Job. When playing a Storyline, start the Crew with \$2000 before the Storyline begins. After that, any other credits you need in the Storyline will have to be earned. See Jobs and Storyline sections for additional information.

## 2. Game Setup

Each Job describes how to set up the map and buildings, where to place Goons and any other items. Place the Reward, as appropriate, under the Reward Marker. The Jobs' maps will direct you how to set up the buildings and how to orient their doors. Place any tokens and miniatures as directed. Shuffle Equipment Negotiation Challenge, and Tech Challenge decks. Place any additional pieces as directed by the selected Job.

## 3. Choosing Crew

### Games with 5 players

When playing with 5 Players, each player controls one of the Crew - everything's shiny. Remember to adjust the Timeline according to the number of Crew working the Job. Each Job may specify how to adjust the timeline for less than 5 Crew.

### Games with 1-4 players

When playing with fewer than 5 players, there's a couple ways to handle it. Remember to adjust the Timeline according to the number of Crew working the Job.

### One Player

This one's easy: decide how many Crew you'd like to attempt the Job with and you will control them all.

### Two Players

Jobs designed for five Crew can be difficult to complete with only two Crew Members. With two players, it's usually better to have each player control two Crew and to increase the Timeline by one Segment.

### Three Players

With three players, you can either attempt the Job with three Crew and increase the Timeline by two Segments or have some of the players control multiple Crew. For example, if you know you're attempting a Job where there isn't a lot of technical know-how needed, you could have one person play Kaylee and another Crew.

### Four Players

Playing a Job with four Crew and increasing the Timeline by one Segment is a good option for four people, giving everyone equal amounts of playing time.

## 4. Set Up Timeline

Lay out the Timeline segments. The number will depend on the Job selected and adjusted for the number of players and Crew. At the very beginning of a Job, stack all the Crew's Time Markers on the first Moment of the Timeline. You may decide the order in which the markers are stacked. Place any other necessary Time Markers or other tokens and game pieces on the timeline as detailed by the selected Job. Place the Reward, as appropriate, under the Reward Marker.

## 5. Buying Equipment

At the start of each Job, the Crew has a chance to buy new Equipment. Seed money is \$3000 for a one-off Job or \$2000 at the start of a Storyline. How the Crew decides to divvy up their credits is up to them. You may want to divide the Credits equally among the Crew, or buy the Equipment the Crew agrees will be the most useful to the Job.

After choosing which Job to Work, before the Job begins, deal out five Equipment Cards. These pieces of Equipment are what's available to buy. When you purchase an Equipment Card, replace it with a new card.

You may pay \$200 to discard all five cards and deal out five new cards. In addition, Crew may sell Equipment they have for half of what they paid for it, rounded up to the nearest \$100.

Once you've bought everything your Crew needs (or wants), it's time to start the Job. Divide any remaining credits among the Crew working the Mission, however you'd like. Crew must be carrying credits to use those credits in Challenges or Bribery attempts.

## 6. Deployment

Each Job will explain where you can initially place Crew miniatures on the map. Once you have placed your Crew it's time for some thrillin' heroics! Start with the Crew character who is on top of the stack of Time Markers.

# THE TIMELINE

Time is your most precious resource in *Firefly Adventures*. The Timeline is the track that records how much time has gone by. The Timeline is divided into Moments, each Segment numbered 1 through 10. Each section of the Timeline has a star ★ on the tenth space which is used for *Timeline Events* as specified by the Job (see section Jobs – Special Rules for additional information.)

## Character Actions

 On their turn, a Crew Character may take two Actions. Goons always take two Actions. Each Action takes a number of Moments. The amount of time an Action takes will be pictured next to that Action ⌚3: Action Boosts are marked with a plus sign + ⌚2: and improve another Action at the cost of more time to complete that Action. Action Boosts do not count as a separate Action and may only be used once per Action. All Action Boosts that do not re-roll a die or ignore a rolled result being used must be declared before committing to an Action.

When a Character takes an Action, move their Time Marker forward on the Timeline a number of spaces equal to how long the Action takes.



## Turn Order

Whichever Character (Crew or Goon) is behind on the Timeline takes the next turn. When it is a Character's turn, they may take two Actions. They may take the same Action twice. Actions are found on Crew Cards, Equipment, Challenge Cards and Locked Tokens. A player may choose to only take one Action. Goons will always take two Actions.

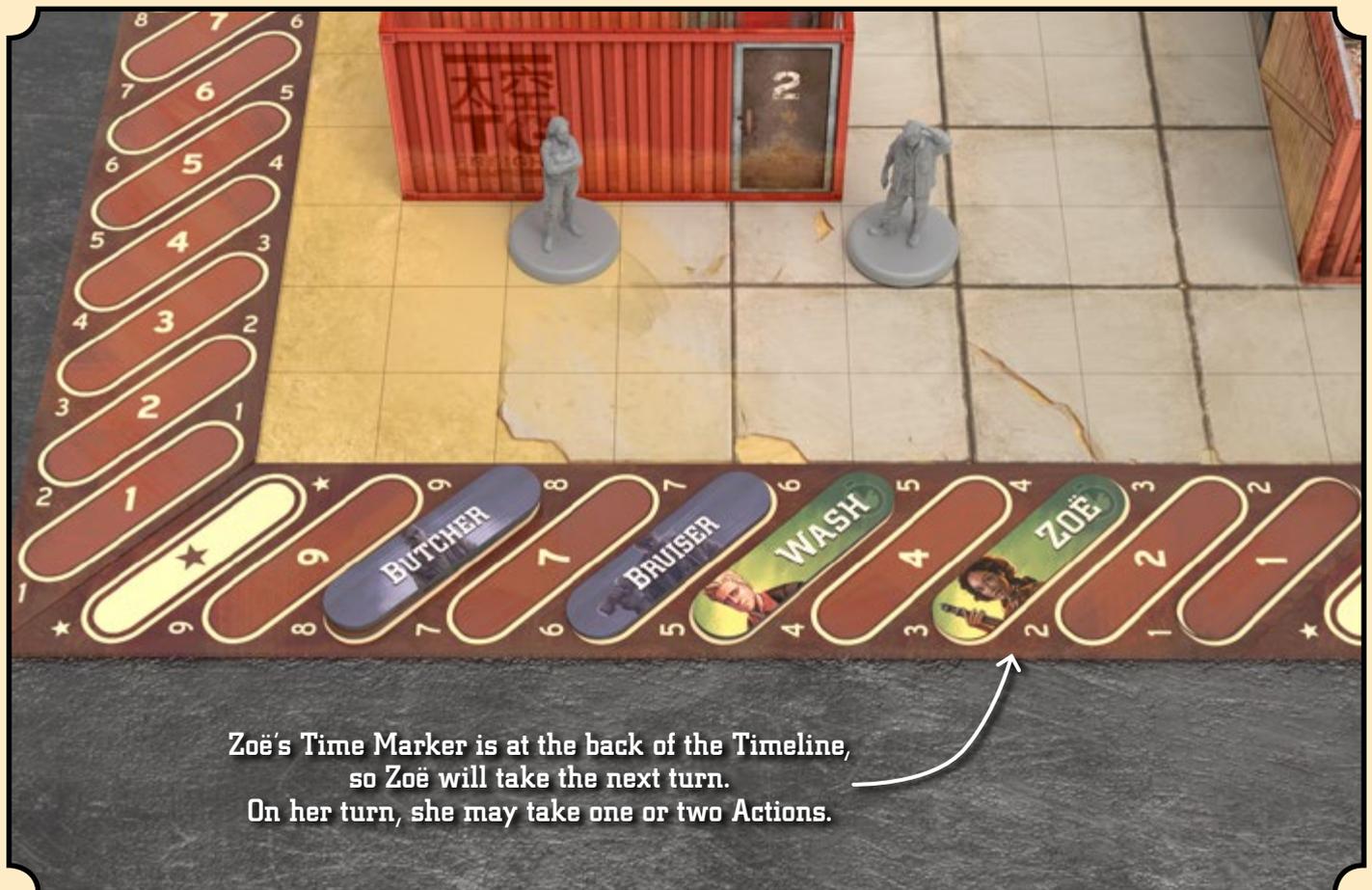
Once their turn is over, the Character at the back of the Timeline takes their turn. The Character whose Time Marker is most "behind" on the Timeline takes the next turn. If there are a stack of Time Markers the most "behind" marker is the one showing on top of the stack.

Sometimes a Character's Time Marker will end up on top of another Character's. In this case, the marker which is on top is considered to be behind the markers below it.

When a Goon is Alerted, place their Time Marker (physically) on top of the rearmost Time Marker. They are now considered to be "behind" the Characters and take the next turn.

**Note: Sometimes a Character will take their Actions and still be at the back of the Timeline. That's fine! They will then take another turn.**

At the start of the game, stack all the Crew's Time Markers on the first Moment of the Timeline. You may decide the order in which the markers are stacked.



## Waiting

Sometimes you may need to wait a Moment or two. On their turn, a Crew Member may choose to advance along the Timeline as an Action, without actually doing anything. This may allow you to place the Character in a more advantageous position on the Timeline. While waiting, you may not go more than 1 space ahead of the Character currently at the front of the Timeline.

## Available vs. Distracted Characters

Characters whose Time Markers are visible on the Timeline are Available. Some Actions require you to be Available to use.

When a Character's Time Marker is covered by another Marker, they are considered Distracted. Something else has caught their attention. Distracted Characters are unable to Assist other Characters or use Any Time Actions.

## Any Time Actions

Some Crew Actions may be taken when it is not their turn, such as Assisting another Crew Member. These will usually say, "At any Time" next to the Action. Crew may not take Any Time Actions when Distracted. Crew may also not take Any Time Actions when they are already at the front of the Timeline.

## Goon Actions

As the Crew progresses through a Job, Goons who are trying to hinder the Crew will become Alerted and join the Timeline. Goons are Alerted when a Heroic Crew ends their turn within the Goon's line of sight. When a Goon is Alerted, place their Time Marker on top of the rearmost Time Marker, such that they will be "behind" any Time Markers beneath them and will take the next turn.

## Job Specific Time Events

Jobs may have Patrol or Alarm markers added to the Timeline. Also Jobs may have specific or random Timeline events that occur as Crew reach a Star space on each segment. (See the Job section on pages 20-22 for additional information.)



## CREW CARDS

Each Member of the Crew has a unique Crew Card which lists Actions available to them on their turn. Each Crew card is double sided: Casual & Heroic. Depending on whether the Crew is Acting Casual or Acting Heroic, they'll have a different list of possible Actions. Character Actions will indicate the amount of Moments (time) they will take, any restrictions on the Action, and results of the Action.



## Wounds



Crew have their Wounds listed on their Heroic side. Once Wounded, a Character must Act Heroic, until they're fully healed. You can't casually bleed all over the place!

The number of Wounds pictured on their Card is the number of Wounds they can receive before being Downed.

## Downed Crew

When a Crew Member is reduced to zero health, that Character has been Downed. Place a "Downed" status card over their Heroic Actions. They'll need to Heal some Wounds before they can Get Back on their Feet.

While Downed, the only Actions they may take are those listed on the Downed card.

Once a Crew Member heals at least one of their Wounds, they may then take the Action to Get Back on their Feet, removing the Downed card. After removing the Downed Status Card, a Crew Member is still Acting Heroic, even if they are fully healed.



Goons generally do not target Downed Crew unless a Job specifically states that the Goon would target a Downed Crew.

Healing a Downed Crew counts as a Heroic Action, if done in sight of a Goon (see Heal on page 12).

## Crew Actions

On their turn, a Crew Character may take two Actions. When Crew take Actions, they are allowed to see the results of the first Action before declaring the second.

Crew Actions which allow you to do two things with one Character Action (such as Brawl and Move) may be done in either order.

This is a list of general Crew Actions available. Additional Actions may be available depending on individual Crew, Equipment, Job Special Rules, or other sources.

- **Attempt Tech or Negotiation Challenge (Skill Tests)**
- **Move or Move Heavy Object**
- **Investigate and Open Door/Lock token**
- **Bullets & Brawn**
- **Heal**
- **Reroll**
- **Act Casual**
- **Add Die To Test**
- **Assist In A Test**

Add-on Dice and Assisting actions are done as reactions, to a test and maybe taken outside of a Character's activation. Add-on Dice and Assisting actions must be declared before a Skill Test is rolled and before the active player moves on the Timeline (see Re-roll and Add-on Dice on page 11).

## Heroic vs. Casual Actions

Some Actions on Challenge Cards and Equipment are marked with the Independents' Star and Stripes. These are Heroic Actions and any Crew making or assisting a Heroic Action must be Acting Heroic. Casual Actions may be taken while Acting Casual or Heroic.



Crew Members may switch from Acting Casual to Acting Heroic at any time. Some Crew may be able to take Actions in Casual mode that others cannot. Similarly, there are Actions that can only be taken while Acting Heroic.

## Skills & Skill Tests

Throughout their adventures, the Crew will have to rely on their Skills to get paid. There are three types of Skills: Fight, Tech and Negotiate. You can find Skill Points on both Crew and Equipment Cards. The number of Skill Points is determined by counting the applicable Skill Icons.



**Example:** Kaylee has three Tech icons on the left side of her Character Card and she is using the Reprogrammer equipment card which has two Tech icons. This gives her 5 skill points to apply to a Tech Test.

Skill Tests appear on Challenge Cards. Some Jobs may require Skill Tests to advance the Job.



### FIGHT

Fight Skill is useful when resolving conflicts with violence. Whether a bare knuckle Brawl or open gunplay, enough Fight Skill will get you through.



### TECH

Tech Skill comes into play when facing challenges ranging from breaching security systems or hacking computers to cracking a vault.

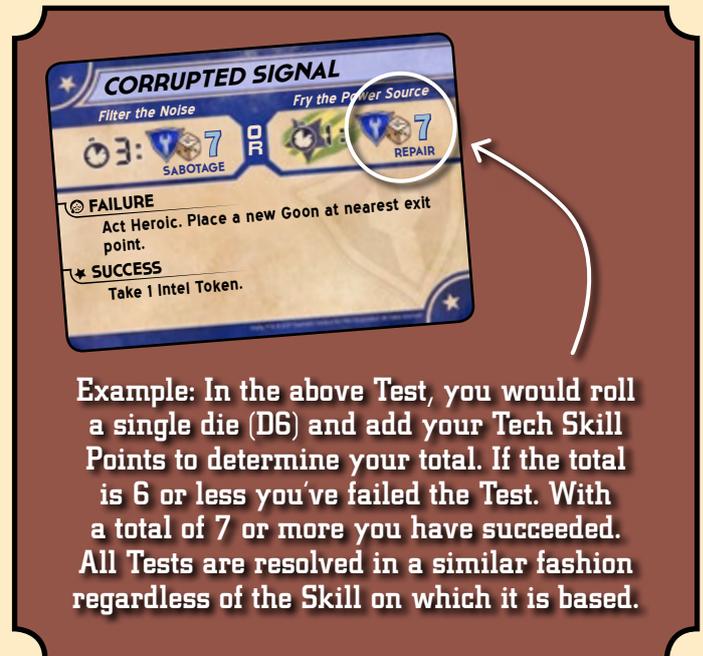


### NEGOTIATE

Negotiate Skill will help you talk your way out of trouble or into more profit. Hoodwinking the local muscle or dealing with angry business partners all come under the header of the Negotiate Skill.

Skill Tests are written as a Skill icon, followed by a number of dice and a number. The Icon tells you which Skill you're using for the Test, the number of dice pictured is how many dice you'll roll in the attempt and the number next to the dice is the target number.

To make a Skill Test, roll the number of dice pictured and add all your available Skill Points of the appropriate type to your dice total. If your dice roll plus your Skill is equal to or higher than the Skill Test's Target, it's a Success. If it's lower, it's a Failure.



**Example:** In the above Test, you would roll a single die (D6) and add your Tech Skill Points to determine your total. If the total is 6 or less you've failed the Test. With a total of 7 or more you have succeeded. All Tests are resolved in a similar fashion regardless of the Skill on which it is based.

## Skill Test Types

Like the Tech Test pictured, some Skill Tests will also have a Type, written below the Test. Some Equipment will give you bonuses to certain types of Test. There are a variety of Test Types such as Sabotage, Repair, Deception, Mechanical, etc.



## Bribery

Not everyone is on the up and up. Some Negotiate Tests will say "Bribery" below their number. Before you attempt the Test, you may choose to pay Bribes. For every \$100 you pay the bank, add +1 to your Test's total.



## Attempting Challenges

Crew Members may be called upon to attempt Challenges by the Job. The Job's description will say when and where the Challenges occur. When a Crew Member attempts a Challenge, draw a card from the appropriate Challenge Deck.

## Challenge Cards

Challenge Cards have two different Actions to choose from, at the top of the card, both of which will require a Skill Test. The Crew attempting the Challenge may choose either Skill Test. These will vary between Casual and Heroic, quick or long, or may even be different types of Tests.

**Attempting a Challenge will always mean taking one of the Actions listed on the card and counts as one of the Crew Member's two Actions.** After choosing which Test to attempt, move the Crew Member forward on the Timeline the listed number of Moments, then roll the Skill Test.

Once you draw a Challenge Card, you must attempt one of the two Actions on the Card. You may not draw a Challenge Card if you've used all your turn's Actions.

## Challenges Results

Failing a Challenge may result in the Goons on the board moving, Goons initiating combat, new Goons being placed, the timer being advanced, the Reward being reduced, etc. A Failure result may move a Crew Member further forward on the Timeline, even if they're in the lead or their turn is now over.

After failing a Challenge, discard the card. That strategy has failed and you'll have to try another tact. If the Job requires or allows you to attempt a Challenge again, draw another new Challenge. Succeeding in a Challenge may have bonuses in addition to clearing the card: moving Goons, going back to Acting Casual, or moving Time Markers backwards. When a Job requires you to perform a Challenge any rewards or failures described by the Job are in addition to the results on the card.

## Thrillin' Heroics & Disgruntled Dice

The Verse is unpredictable and unforgiving. Sometimes you manage to pull off a feat that you had no right to. Other times, Lady Luck'll throw sand in your eye.

### Firefly



The dice in *Firefly Adventures* have a Firefly in place of the 6. When you roll a Firefly, you're engaged in some Thrillin' Heroics. **For each Firefly rolled, you may roll an additional bonus die and add it to your results.** Each Firefly rolled adds 6 to the Test result.

**Example 1: Mal is attempting a one die Fight Test, to Shoot. He needs a total of 9 on his roll. He rolls a Firefly! He rolls his bonus Thrillin' Heroics die and rolls a 4: now he's hit!**

**Example 2: Zoë is now Shooting, with a gun that allows her to roll 2 dice. She needs a roll of 8 to hit. Zoë rolls a 3 and a Firefly. With a total of 9, Zoë has already hit, so she opts not to roll a third die.**

### Disgruntled



The opposite sides of the dice have a Disgruntled Icon instead of a 1. **If you roll more Disgruntled Faces than Heroic dice, things have gone awry and you fail the Test.** Disgruntled faces never add to the dice's total.

**Example 3: Mal Shoots again, at a closer target. This time, he rolls a Disgruntled face: Failure! Regardless of how many points of Fight Skill he has, he has failed to hit.**

Even if you have enough Skill to pass a Test without rolling at all, you must always roll at least one die. You may roll fewer than allowed. If you roll an equal amount of Heroic and Disgruntled Dice, you may still pass the Test.

**Example 4: Zoë takes another shot and rolls one Heroic and one Disgruntled die. She rolls her bonus die and gets a 4. She now has 1 Disgruntled die, 1 Heroic die and a total of 10. Since her Heroic dice aren't outnumbered by her Disgruntled dice, she hits her target again.**

## Movement



Every Character has a Movement Action on both sides of their card, showing a number of arrow filled squares. Characters may use movement to move themselves or objects.

## Move a Square

A Movement Action allows a Character to move a certain number of squares, as pictured on the Character Card. Characters may move straight or diagonally except through doors and around building corners. Characters may move through other Characters of the same type: Goons can move through Goons (regardless of type unless specified by a Job), Crew can move through Crew, etc.

## Move a Heavy Object

Crew may also use a square of movement to move Heavy Objects which are next to them. Movable Heavy Objects include Downed Crew and Bodies. Goons may not be moved, unless otherwise stated.

When you move a Heavy Object, you may move it from any square next to you to any other square next to you. Moving a Heavy Object uses up 1 square of the Crew's Movement, as if they had moved themselves 1 square. Heavy Objects can be moved diagonally through Open Doors and around building corners.



With a square of Movement, a Character can move a Heavy Object next to them to any other square next to them. Useful for hiding bodies!

## Move Another Crew

Crew Actions used to move another Crew member do not require that Crew Member to be available unless the Crew Ability states that.

## Investigate Doors & Locks

Open unlocked doors do not require any additional movement to open and move through.



Lock tokens may appear on Doors, Safes, and other items. Crew may not Investigate a Lock a Goon is standing next to. Any Crew standing next to a Locked Token may Investigate the Lock on their turn without taking an Action: flip the token over to see what it takes to open the Lock. Sometimes it will be open, sometimes it will be locked and require a Skill Test and another Action to open the Lock. Any door without a token next to it is open.

## Open a Lock

Characters may use an Action to attempt the Skill Test required to open a locked door. Some tokens picture Heroic Actions, some Casual. If the Skill Test is successfully passed, the door is open: remove the token. It does not take a square of movement to open and move through an unlocked door, however the character must have some movement left from a separate Move Action to be able to move through the door they have just unlocked.

If an attempt to open a lock fails it may be repeated on subsequent Actions. Unless otherwise stated the locked token sticks around and may be attempted again later, by the same Character or a different Character.

## Bullets & Brawn

In *Firefly Adventures*, avoiding a fight is often the best way to stay alive. Sometimes trouble's gonna find you regardless, so you'll want to be prepared for the violence of the worst sort. There are two types of Fight Actions: Shoot & Brawl. Which way you want to solve problems will be up to you.

## Shoot

**SHOOT** Crew and Goons will be slingin' lead in *Firefly Adventures*. To Shoot, a Character uses a Shoot Action.

## Equipment in Shooting

Shoot Actions are found on Equipment. You have to be holding a gun to Shoot! Any piece of Equipment with a Shoot Action is a Firearm. You may only add the Fight Skill from one Firearm Weapon to your Shoot roll (unless specifically stated).

Each Shoot Action will have a number of dice pictured, next to a Fight Skill Icon. The Target Number of the Skill Test is equal to the distance the shooter is from their target.

When Shooting, roll the number of dice pictured in the Shoot Action and add the Character's Fight Skill, plus any Fight Skill on the weapon they're Shooting. Do not add Fight Skill from other weapons. A pistol in your belt don't do you any good when firing a Sniper Rifle! If the total of the dice result plus the Fight Skill is equal to or greater than the distance to the target, it's a successful hit and the target takes a Wound.



## Shooting at Close Quarters

You may not Shoot at a target that is right next to you (unless specifically stated). Once they're that close, Brawling is your only option.

## Shooting into a Crowd

You may not Shoot at a target next to a fellow Crew Member. You may Shoot past and through fellow Crew Members who are not next to any Goons (hit the deck!).

## Shooting into Cover

Add +3 to a Shooting Test's Target Number when the target is in cover. See Line Of Sight and Cover & Visibility sections in Game Maps for additional information.

## Brawl

**BRAWL** Sometimes things get crowded, sometimes you don't want gunfire attracting every low-life in shouting distance. Whether it's fists, knives, or somethin' fancier, sometimes ol' fashioned fisticuffs is the answer.

Crew and Goons with a Brawl Action on their Character Card or Equipment may Brawl with a Character standing next to them. If the character does not have a Brawl icon on their character or equipment they cannot Brawl. Some Crew may be quicker or slower at Brawling; move the Brawling Character forward on the Timeline the number of Moments pictured next to their Brawl Action.

All Characters and Goons may defend themselves in a Brawl, whether or not they have the Brawl Action on their Card. Defending yourself in a Brawl does not move you forward on the Timeline.

In a Brawl, both the combatants roll a die and add the Fight Skill on their Character Card. Whichever total is higher deals a Wound to their opponent. If the totals are equal, both Characters take a Wound. If either Character rolls a Disgruntled Face (Failure!), they don't deal a Wound, regardless of what their total is. If both combatants dice are Disgruntled, neither player takes a Wound.

## Equipment in Brawls

You may add the Fight Skill from two melee Weapons to your Brawl roll. Any Equipment with a Brawl Action is a Melee Weapon.

When Brawling with multiple melee weapons, you may use whichever Brawl Action you'd like (usually the shorter, not the longer). You add all the Fight Skill from your Crew Card and both melee weapons.

## Brawling in a Crowd

During Brawls with more than two Characters, a Crew with the Assist Action on their card may Assist, as with any Skill Test. If a Goon is next to multiple Crew, the Crew may choose which Crew is being targeted.

## Breaking Away from Goons

When a Heroic Crew Member is standing next to a Alerted Goon, they may not be able to move away without getting hurt. When standing next to a Alerted Goon, Heroic Crew must Brawl with the Goon first. If the Crew is moving to another square adjacent to the same Goon or group of Goons they still must make a successful Breakaway attempt.

You don't have to Brawl to move away from a Waiting Goon. Casual Crew look like they belong (unless the Job indicates differently) and may move away from Alerted Goons.

If the Crew wins the Brawl with a higher Test total, they may choose to move the number of squares pictured on their card's Movement Action, instead of inflicting a Wound. This move does not count as an additional Action and does not use any additional time, beyond the time spent to take the Brawl Action. Any Crew may elect to move instead of inflicting a Wound if they win a defensive Brawl. Available Crew next to the defensive Brawl may Assist, as in a normal Brawl.

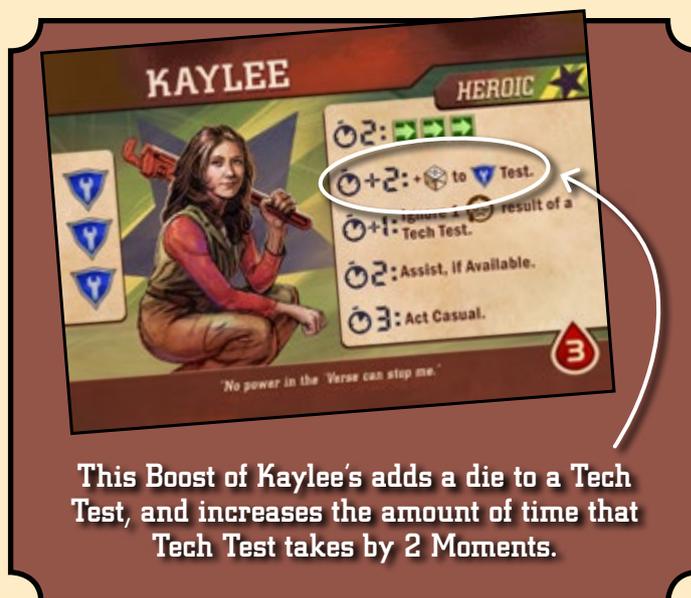
Breaking Away from two adjacent Goons requires only one Action. Goons don't assist each other, so the additional Goon doesn't make it harder to break away.

## Additional Crew Actions

In addition to Attempting Challenges, Moving, Shooting and Brawling, Crew have a variety of other abilities.

## Action Boosts

Some Actions on a Character's card are marked with a plus sign. These are Action Boosts, which improve another Action being taken, at the cost of taking more time. Boosts do not count as a separate Action and may only be used once per Action.



This Boost of Kaylee's adds a die to a Tech Test, and increases the amount of time that Tech Test takes by 2 Moments.

## Reroll

Some Crew and Equipment allows you to reroll a Test or die, as an Add-On Action. Unless otherwise stated, the reroll may only be used by the Character taking the reroll Action and an Action may only be used once to reroll a Test.

You may reroll the same die or Test multiple times, if you have multiple Actions or Equipment which allow a reroll. This may be an option if you have an Action to reroll a Test and also have some sort of Equipment which allows a reroll, or another Character has an Any Time Action which allows a reroll.

If an ability allows you to reroll a "Test" you must reroll all the dice of the Test. If an ability allows you to reroll a "die," then you may reroll a single die from a multiple dice Test.

## Add Die to Test

Some Actions allow a Crew to add a die or Skills to a roll. This needs to be done before rolling the Test. You may not add a die to a Test after rolling. These are always Add-On Actions, which increase the amount of time the Skill Test requires.

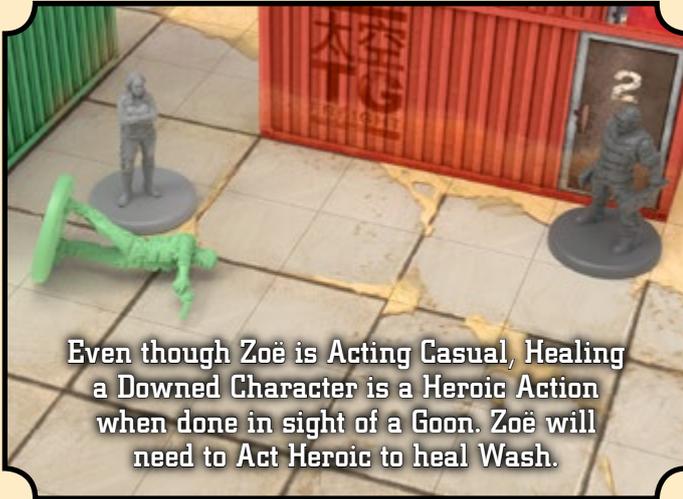
**Example: Kaylee is attempting a Tech Test and has an Action Boost which adds a die to the Test, for an +2 Moments of Time. The unmodified Tech Test takes 3 Moments of Time, so now the Test will move Kaylee forward 5 on the Timeline. Because the Boost's +2 Time is added to the Test's Time, it is not a separate Action. If Kaylee takes another Tech Test with her second Action, she could use her Boost ability again.**

## Heal

Some Characters have the ability to heal Wounds. To heal a Wound, you must be standing next to the Wounded Character. You may heal a Character multiple times during a turn. Wounded Characters may Heal themselves.

Downed Crew Members must be healed before they can take Actions other than waiting or healing themselves.

Healing counts as a Heroic Action when in sight of a Goon.



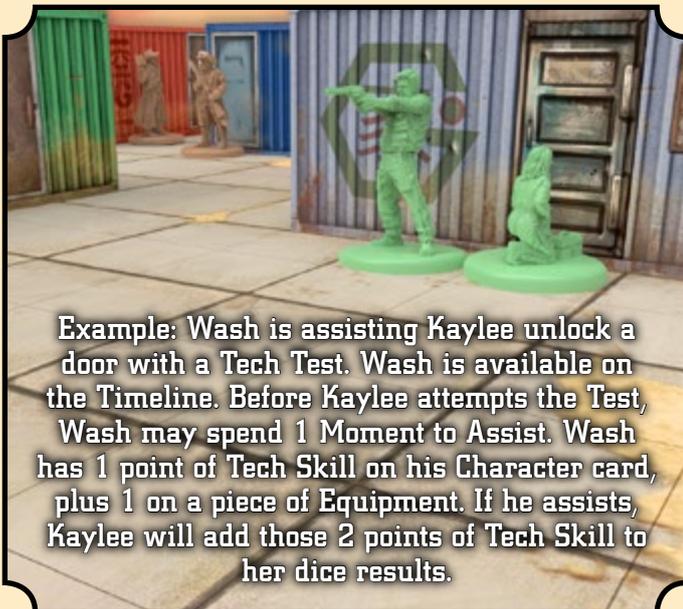
Even though Zoë is Acting Casual, Healing a Downed Character is a Heroic Action when done in sight of a Goon. Zoë will need to Act Heroic to heal Wash.

## Act Casual

All the Crew have “Act Casual” as a Heroic Action. You must be Out of Sight of all Goons and be unhurt to go back to Acting Casual. To Act Casual, flip the Crew Card and swap your Crew miniature for the Casual pose.

## Assisting in a Test

Some Tests are tough and may be difficult or impossible for one Character to complete alone. Crew next to a Character making any Skill Test may Assist, if they have the Assist Action showing on their Character card and are Available on the Timeline. Characters may Assist in Fight Tests.



Example: Wash is assisting Kaylee unlock a door with a Tech Test. Wash is available on the Timeline. Before Kaylee attempts the Test, Wash may spend 1 Moment to Assist. Wash has 1 point of Tech Skill on his Character card, plus 1 on a piece of Equipment. If he assists, Kaylee will add those 2 points of Tech Skill to her dice results.

A Character decides whether or not to Assist in a Skill Test before the Skill Test is rolled and before the active player moves on the Timeline. When a Crew Member Assists, they add their Skill points to the result, potentially turning a Failure into a Success!

## Assisting Heroic Tests

Assisting a Heroic Test counts as Heroic Action. To Assist a Crew Member in a Heroic Action, you must also be Acting Heroic. Crew Members may switch from Acting Casual to Acting Heroic at any time.

## Move Another Crew

Crew Actions used to move another Crew member do not require that Crew Member to be Available on the timeline unless the Crew Ability states that.

## Move a Goon

Crew Actions that move a Goon do not require the Goon be Available or their time marker being present on the timeline. Goons can be moved out of Brawls with other Crew.

## EQUIPMENT CARDS

From Medical Kits to Grenades, There is a plethora of items which improve your chances of completing a Job. The right Equipment can make up for a Crew Member's shortcomings, or may enhance their natural-born talent.

## Skill Points from Equipment

Some pieces of Equipment have Skill Icons. Those Skill Icons count towards applicable Skill Tests. Skill Icons on Firearm and Melee Weapons (see below) only count towards Skill Tests in which the Equipment is being used.



## Timed Equipment Actions

Some pieces of Equipment will have Timed Actions listed on their card. These Actions add to the possible Actions a Crew Member may take on their turn. Taking an Action on an Equipment Card counts as one of that Crew's two Actions. Any Equipment's abilities that don't require spending time do not count towards a Characters two Action per turn.

## Carrying Equipment

Crew may carry up to four pieces of Equipment. This can be any mix of Weapons, Clothing or other doo-dads. Credits carried by a character do not count as equipment towards their carry limit.

Over the course of playing the game, if a Crew Member acquires more than four pieces of Equipment, they'll have to leave some of it back in their bunk to be used later, give it to another Crew Member, or drop it.

There is no rule regarding whether the dropped Equipment remains on the map to be picked up later. Players can decide for their own game in general or on a Job by Job basis. Alternately, if a Crew is already carrying four pieces of Equipment, they can immediately exhaust the new Equipment, so that they can carry it, but not use it for the remainder of the Job.

## Firearms vs Melee Weapons

Some Gear and Actions refer to Firearms or Melee Weapons. Any piece of Equipment with a Shoot Action is a Firearm. Any piece of Equipment with a Brawl Action is a Melee Weapon. Both Firearms and Melee Weapons are considered "weapons."

## Exhausting & Refreshing Gear

Some Gear requires you to "Exhaust" the Gear to use it. To Exhaust a card, flip it face down. Exhausted Gear may not be used for the remainder of the game, unless some Event or Action allows you to "Refresh" it. To Refresh a card, flip it face up. If you're playing a series of Jobs as a Storyline, all cards are Refreshed in between Jobs.

## Buying Equipment

At the start of each Job, the Crew has a chance to buy new Equipment. How the Crew decides to divvy up their credits is up to them. You may want to divide the Credits equally among the Crew, or buy the Equipment the Crew agrees will be the most useful to the Job. See Game Set Up and Jobs for details.

## Exchanging Equipment & Credits

On their turn, Crew standing next to another Crew may give or receive Equipment/Credits from each other. This takes 1 Moment of time for each Character. This does not count as an Action. You may give a Character multiple pieces of Equipment/Credits at the same time.



## GAME MAP

Each Job includes of map of the area in which the Job takes place. The Jobs' maps will direct you how to set up the buildings and how to orient their doors.

## Map Grid

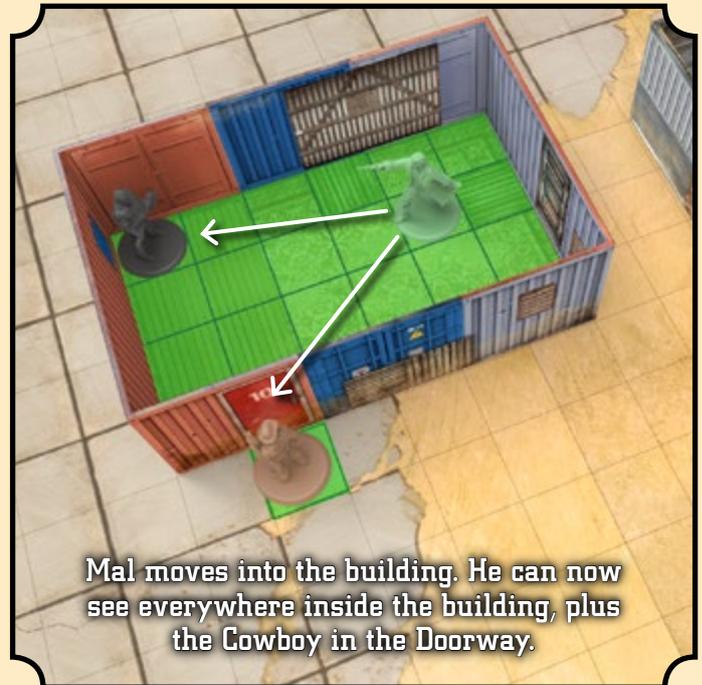
The *Firefly Adventures* game map is divided into 1" grid squares. Each square is considered "Next to" all eight squares that surround it. Many Actions, such as Brawling or exchanging Equipment require a Character to be Next to their target.



When moving or Shooting, Characters may go perpendicularly or diagonally with the exception of building corners and doors. However, you may not move diagonally across the corner of a building or through a door. When moving through a door, you must go straight through. When going around a building corner you cannot move diagonally to cut the corner. See Building Walls, Corners, & Doors section for further details.

## Measuring Distances

When measuring distances, use the shortest route possible. Going diagonally often shortens the route by a few squares.



## Buildings

*Firefly Adventures: Brigands & Browncoats* includes 10 pre-assembled buildings, in various sizes. Depending on the Job, buildings may be used as hideouts, vaults, shops or other structures. In addition, the bottom of the box may be used as a large 10x10 building.

## Building Walls, Corners, & Doors

The walls of buildings block line of sight and may not be moved through. Characters inside buildings (and not in the Doorway space) cannot see Characters who are outside the building.

Each building has one or more Doors. Characters standing in either square immediately perpendicular (not diagonal) to an open Door are considered to be in the Doorway. Characters in Doorways can see through the door, and may be seen from the other side. A Character standing next to an open door may Brawl with someone on the other side of the door.

Standing in a Doorway also provides Cover from anyone on the other side of the door. See *Cover & Visibility* for additional details.

Building doors and corners are the exception to moving diagonally. Characters may not move diagonally through doors, they must move straight through. Characters going around a building corner cannot move diagonally to cut the corner, they must move in straight lines to turn the corner.



## Line of Sight

Shooting is the most common Action that requires line of sight, but there are others, such as Alerting Goons and Goons moving towards the nearest visible Heroic Crew. Three dimensional buildings and terrain block Characters line of sight. Details printed on the map tiles do not block line of sight.

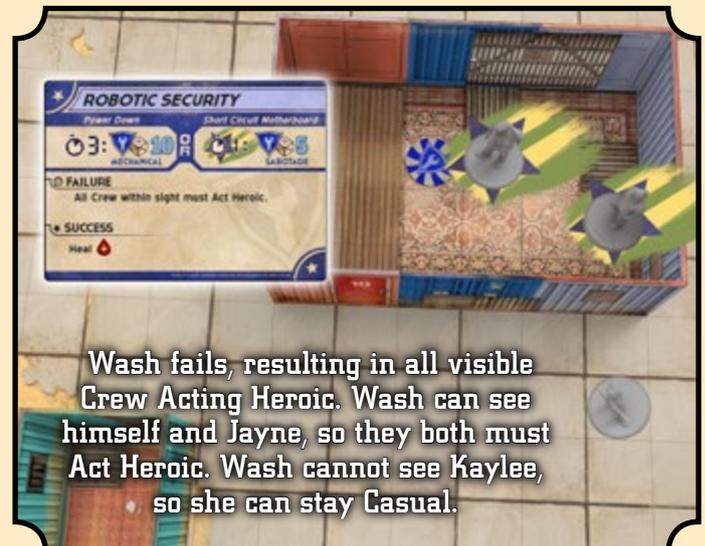
A Character is Visible to another Character if you can draw a line from the two squares that doesn't cross a building. A Character has line of sight to all squares to which you can draw a line that doesn't cross a building. If you can only draw a line corner to corner, that's not enough, as shown below.

If a Character can not draw an unobstructed line from a point in their square to a point inside another square, then their sight is blocked and they can not see anything that is in that square.

Note, not all of the square must be unobstructed to be visible, just part of the square. A character still has line of sight to a square that is only partially obstructed. That square is still visible and might provide Cover for a Character in that square. (See Cover & Visibility on Page 16).

Some Challenges' failure result will affect all Characters "in Sight." This affects all the Characters the Crew Member attempting the Challenge can see.

Closed Doors block line of sight unless the character is standing in the doorway (unless the Job's rules stated otherwise). A character in a doorway can see through a closed door to the limits of line of sight. Likewise a character in a doorway can be seen from the other side. This is a rule designed to fit the chaos of combat into a regular grid. The door is still considered to be closed only the Character in the doorway can be seen.



## Cover & Visibility

Building corners, doors and other low obstacles such as the M.U.L.E. can provide cover from incoming fire. Add +3 to a Shooting Test's Target Number when the target is in cover. Cover does not affect Brawling.

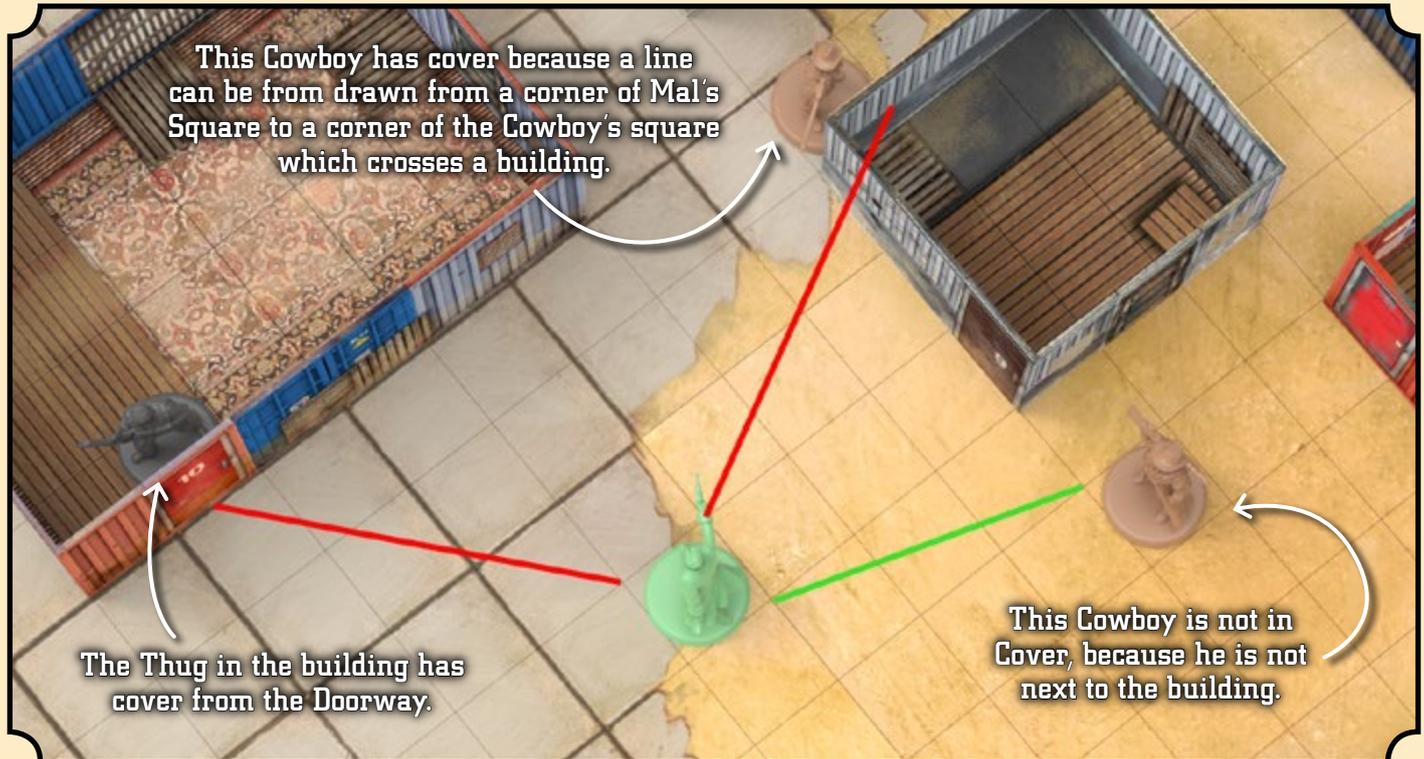
A Character is Visible to another Character if you can draw a line from the two squares that doesn't cross a building.

If you can draw a line from any portion of a Shooter's square to the target's square that crosses a building or obstacle **and** the target is standing next to the object providing cover, then the target is considered to be in cover.

When a Character's line of fire is partially obstructed, but the target is not touching the obstruction, there is no penalty to hit. They're not able to take advantage of the cover unless they're standing next to it.

Below, Mal has his choice of targets. Two of the Goons are in Cover (red lines) and will be +3 difficulty to Shoot.

One of Goons (green line) is not next to a source of cover, so can be Shot without penalty.



## GOONS

Goons are your opponents: the not-so-savory folks set to ruin your plans. There are two different types of Goons in *Brigands & Browncoats*: Thugs & Cowboys. Thugs are the sort of fellow you might encounter guarding a high-muckety-muck's back door, armed with a billy club or other implement of close quarter destruction. Cowboys are packing a variety of firearms and prefer to settle their differences with an exchange of gunfire.

### Goons' Character Cards

Like Crew, Goons have a Character card that has their rules and Actions. Goons Character cards are divided into two parts: an Action Card on one side and an individual Card on the other side.

### Goon Action Cards

Each type of Goon has an Action card. The Action card lists what Actions that type of Goon will take when it is their turn. Like Crew, Goons take two Actions on their turn. For each of their Actions, Goons will attempt to take the first Action listed on their Action card. If that isn't possible, they will take their second Action, and so on.



### Thug Actions

Thugs are fairly straightforward. If possible, they will spend 2 Moments to Brawl with an opponent as their first and second Action. If it's not possible to Brawl, then the Thug will spend 3 Moments to move as an Action. The rules for exactly how and where Goons Move are on the next page.



The Thug farther away will have to use both Actions to Move towards Mal. The Thug closer to Mal will move with his first Action, then will be able to Brawl with his second Action.

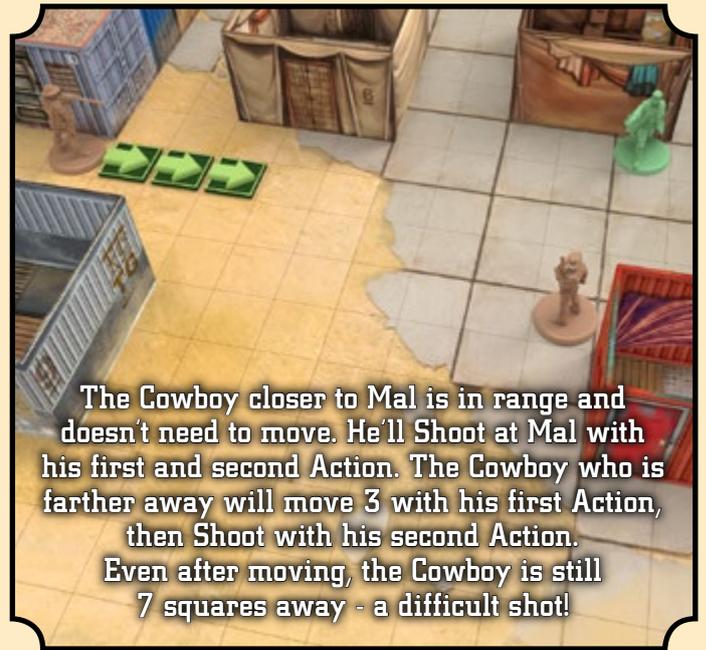
## Cowboy Actions

Cowboys' Actions are a little more nuanced. If a Cowboy is more than 6 squares away from their nearest opponent, they will move. End their movement such that they are in a position to Shoot, if possible.

If a Cowboy can see a target, they will Shoot with their second Action, regardless of distance.

A Cowboy that is within 6 squares but not next to their target will Shoot with their first and second Action.

Cowboys only Brawl when they are next to a Crew Member.



The Cowboy closer to Mal is in range and doesn't need to move. He'll Shoot at Mal with his first and second Action. The Cowboy who is farther away will move 3 with his first Action, then Shoot with his second Action. Even after moving, the Cowboy is still 7 squares away - a difficult shot!

## Individual Goon Cards

The individual Goon Character cards which give you a special rule for each individual Goon are on the reverse side of the Goon Action cards.

Each card pictures one of the unique Cowboy or Thug miniatures. The individual Goons cards give each Goon a special rule, a different amount of Fight Skill and Wounds. Some Goons may be better fighters, may move faster or do more damage.

When using Individual Goons their special rules take precedence over the general Goon abilities. Having the same back for each general Goon type allows you to shuffle and randomize them.



**Optional Starting Rule:** For your first couple games, do not use the individual Goons and just treat all Goons as having 1 point of Fight Skill and 2 Wounds.

## Alerting Goons

Most of the time, Goons will start somewhere on the map, but are Waiting. They're just standing around, twiddling their Goon thumbs, ready for something to hit the fan. They're paying attention to the area around them, but they're not doing anything. **Before being Alerted, the Goons' Time Markers will not be on the Timeline and they will not be taking Actions.** Place their Time Markers on their individual cards.

Once some suspicious Characters come their way and start making mischief, Goons will be Alerted. If the Job goes well, they may not ever become alert and active.

At the end of each Crew Member's turn, any Waiting Goon who can see a Heroic Crew or Body Token will be Alerted. When a Waiting Goon is Alerted, place their Time Marker on the Timeline, such that the newly Alerted Goon will take the next turn. This Goon is now Active and will continue to take turns when their Time Marker is last in the Timeline.

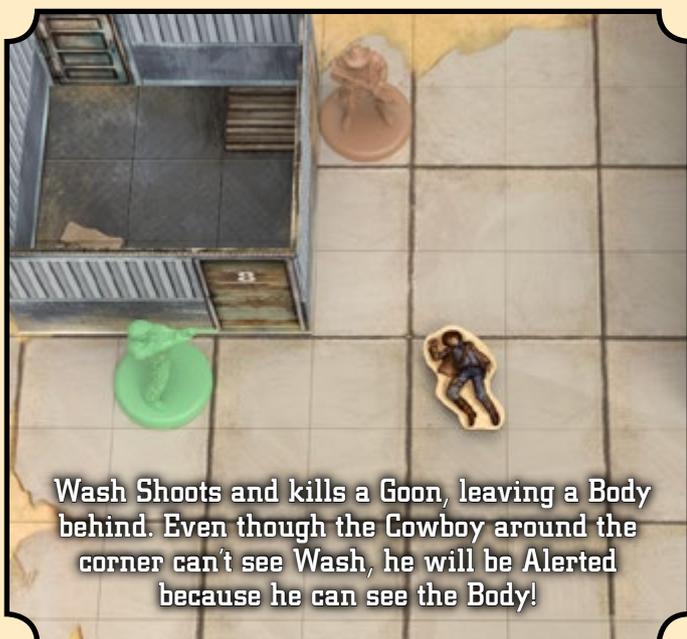
When Multiple Waiting Goons are Alerted by the same Crew Member, Action, or Event place their Time Markers such that the Goon closer to the Character or event which Alerted them goes first. Any new Goon who appears mid-Job will be Alerted.

Goons already on the map are only Alerted by seeing Heroic Crew or Bodies at the end of a turn or if they have taken a Wound while Waiting. Goons are not Alerted by a Heroic Crewmember crossing their line of sight if the Crew ends their turn out of sight.

Opening a Lock while staying Casual does not Alert a Goon as the Casual Crew look like they belong there.

## Leaving Bodies Behind

When a Goon takes enough Wounds to disable them, take the Goon miniature off the map and replace it with a Body Token. Bodies can be moved as an object and will Alert Goons who can see them. You may move over Bodies but not end a movement on top of a Body.



## Wounding Waiting Goons

Sometimes a Goon will be waiting, minding their own business, and someone will have the temerity to hit, Shoot or otherwise injure them! Any Waiting Goon who takes a Wound is Alerted. If a Shoot or Brawl Action fails to Wound them and they would otherwise not be Alerted for any other reason then they will remain Waiting.

## Goon Challenge Tokens

If a Goon is Alerted and moves away from its original location a Challenge Token associated with that Goon moves with it, unless the Job says to discard the Token if the Goon is alerted.

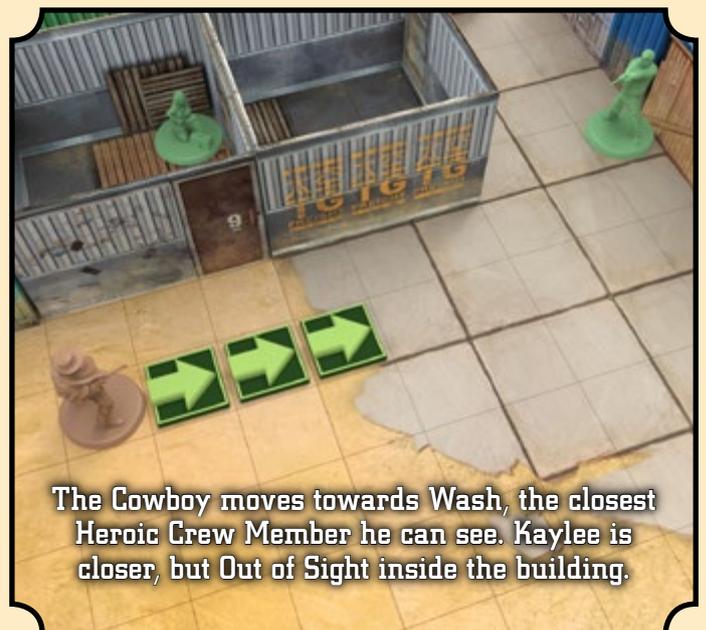
## Back To Waiting

If there are no Heroic Crew on the map, Goons will move towards the nearest unoccupied Goon Starting position. These will be marked on each Job's map. If there are no Heroic Crew on the board, a Goon who begins their turn at a Goon starting Location will go back to Waiting. Take their marker off the Timeline, heal all their Wounds and end their turn. If for whatever reason there are no unoccupied Goon starting positions try to move the Goon towards wherever the Goon could be Waiting that seems like the most fun resolution will be.

In general try to move the Goon in such a way as to make the Job more difficult for the Crew. You could decide on a starting location for that Goon, mark a Patrol path for them, have them shadow the nearest Crew, whatever seems appropriate.

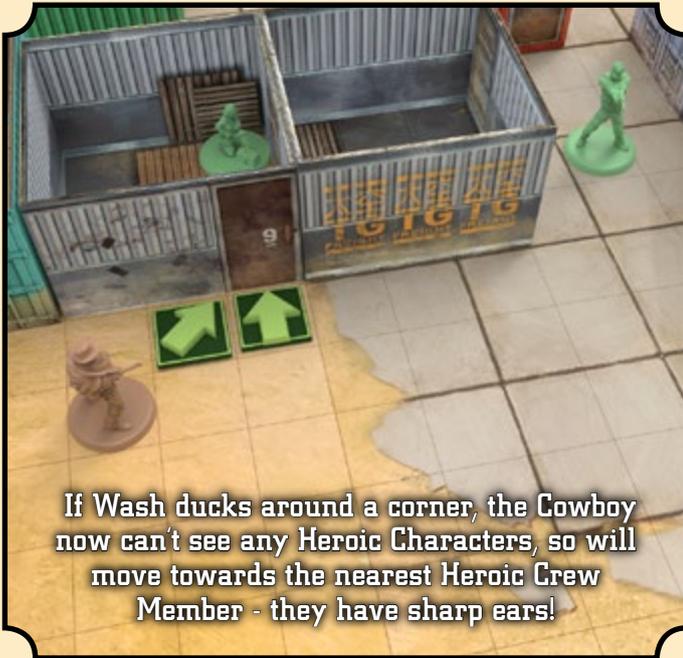
## Goon Movement

Goons will always move towards the nearest Heroic Crew they can see. When moving Goons, move them via the most direct route.



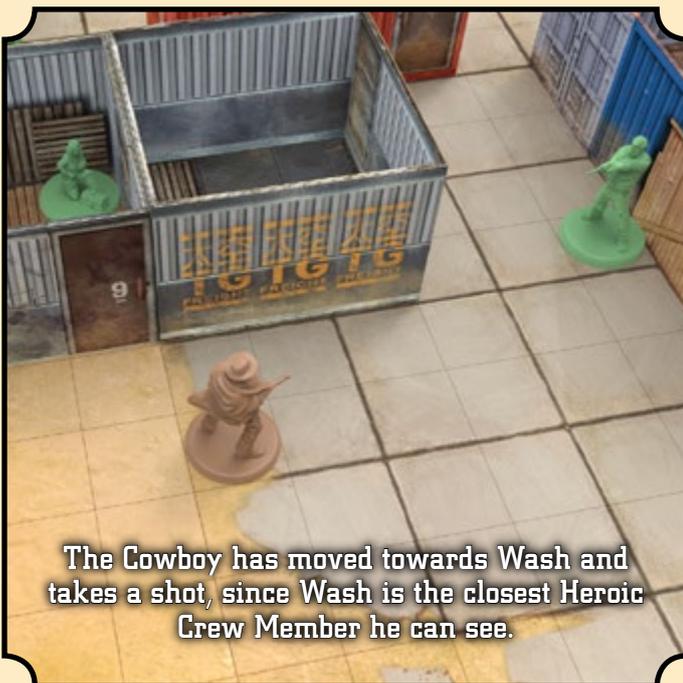
If a Goon cannot see a Heroic Crew, they will move towards the nearest Heroic Crew on the map.

Goons are on their own turf and may freely move through locked doors, unless the Job's rules state otherwise. They have the correct keys, passwords, retinas, etc to pass through locks. Goons moving through Locked Doors automatically Lock the Doors behind them. It does not take them an Action to move through Locked Doors. Goons do not need to make Breakaway rolls to move away from Crews in Brawls.



## Goon Shooting

Goons will Shoot at the nearest Heroic Crew they can see. This may not be the easiest Crew for them to hit.



## Goon Brawling

Brawl just like Crew. They also need to be next to their target. Crew defending against a Goon's Brawl Action do not move forward on the Timeline.



If for some reason a Goon must move away from a Brawl they do not need to make a Breakaway roll. Goons are not restricted from moving out of a Brawl.

Remember that a Crewmember involved in a defensive Brawl may still defend even if they do not have Brawl skill on their character or equipment cards. If they win the defensive Brawl they may choose to move away. Any Crew may elect to move instead of inflicting a Wound if they win a defensive Brawl.

## Selfish Goons

Goons do not Assist each other in Shooting or Brawling.

Goons are also willing to Shoot into a Brawl. If a Goon Shoots into a Brawl and fails because they roll a Disgruntled die, then they've missed their target and hit a Character next to their target. If there is more than one Character next to their target, randomly determine which other Brawler is hit.

## Goons Are No Dummies

When working a Job, try to have the Goons take their Actions in a way that feels "smart." For example, if a Cowboy needs to move away to Shoot, have them move to Cover, if possible. If a Thug is the same distance away from two Crew, have them move towards the one with fewer Wounds remaining.

The goal of the game is to succeed, while being challenged. Moving the Goons to make it easier for the Crew isn't in the spirit of the game. If you are ever in doubt about how a Goon's Actions should play out, the person playing the Crew Member at the front of the Timeline makes the final decision.

## JOBS

Each Job has its own goals and rewards. You may have to steal a sensitive piece of tech, rescue a hostage, smuggle some goods through an Alliance checkpoint, etc. There will be a number of steps to completing each Job, as detailed on the Job.

In all cases, rules in the Job descriptions take precedence over rules in the rulebook.

### One-Off Jobs vs Storylines

You can Play *Firefly Adventures*' Jobs as one-off games or as part of a Storyline. When playing a One-off Job, start the Crew with \$3000 to buy their Equipment for the Job. When playing a Storyline, start the Crew with \$2000 before the Storyline begins. After that, any other credits you need will have to be earned.

### Job Time

Each Job will list an amount of time you have to complete the Job, for a given number of Crew (usually five). If you're playing that Job with fewer than the recommended number of Crew, add a Timeline Segment for each missing Crew or adjust according to the Job's rules.

### Job Set Up

Each Job describes how to set up the map and buildings, where to place Goons and any other items. Place the Reward, as appropriate, under the Reward Marker.

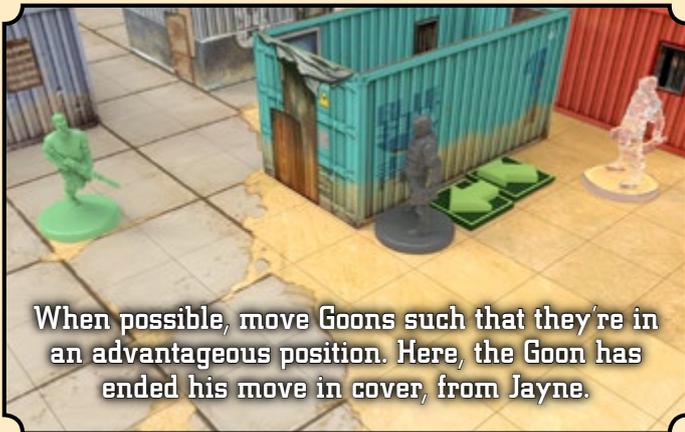
### Equip The Crew For A Job

After choosing which Job to Work, before the Job begins, deal out five Equipment Cards. These pieces of Equipment are what's available to buy. When you purchase an Equipment Card, replace it with a new card.



You may pay \$200 to discard all five cards and deal out five new cards. In addition, Crew may sell Equipment they have for half of what they paid for it, rounded up to the nearest \$100.

Once you've bought everything your Crew needs (or wants), it's time to start the Job. Divide any remaining credits among the Crew working the Mission, however you'd like. Crew must be carrying credits to use those credits in Challenges or Bribery attempts.



When possible, move Goons such that they're in an advantageous position. Here, the Goon has ended his move in cover, from Jayne.



Both Mal and Jayne are the same distance away. The Cowboy should choose to Shoot at the Crew who is easier to hit, or the Crew who poses the greater threat.

## Goon Reinforcements

When things go wrong, Goons will sometimes call in additional muscle to deal with the problem. When a Job or a Challenge calls to place a new Goon, place the new Goon on a square at the edge of the map, as close as possible to the event or Character who caused the reinforcements to arrive.

Choose the reinforcements from an unused Goon whose type is already in play. If available place a Goon Starting Location at that spot so the Goon has someplace to return to if they go back to Waiting. If the Job calls for reinforcements and all the Goons are already on the table, Alert the nearest waiting Goon instead.

## Time's Up

If the Job is not completed in the given time, it's a Bust. Can't get paid if the Job's a Bust... you don't get paid the Reward. If you happened to find any Equipment or credits lyin' about, those are yours to keep.

## Getting Paid

Every Job has different criteria for success. If you complete the Job successfully, the Crew gets Paid the Reward, as defined by the Job. Some Jobs' Reward will increase if the Job is finished quickly. Some Jobs may have penalties for missteps.

## Measures of Success

After you complete the Job and figure out your Reward, consult the Measures of Success to see how you stack up: Did you crawl away like a bug? Did you pull off a Big Score?

When playing a series of interconnected Jobs as a Story, you'll use the Rewards from one Job to fund your next adventure.

## Job Special Rules

There are a number of different Special Rules which may be in affect during different Jobs. These are included on each Job. There are a few that are used in a number of different Jobs and are explained in more detail, below.

## Crates & Safes



Scattered about the map of a Job may be various Crates or Safes which could contain credits, valuable Equipment or other Rewards.

Crates are unlocked. To open a Crate, a Character must be standing next to it: flip over the token to see what the Crate contains. Looking in a Crate usually does not take time or an action unless otherwise specified.

If the Crate contains credits, take them from the bank. They may be used immediately for Bribes or other events. Place the Crate Token with the rest of the Job's Reward and add the value of the Crate when measuring the success of the Job.

If the back of the Crate Token pictures the Equipment symbol, take the top card from the Equipment deck, for free.

Safes are locked and will have a Locked Token next to them detailing how to open it, like a Locked Door. Like Crates, Safe Tokens may be flipped over to see what they contain, after they are opened.

## Patrol

Sometimes Goons are patrolling an area, rather than just standing around. The Job's Set Up map will describe how to set up the Patrol Route, usually using the numbered Patrol Markers. The Patrol Markers have a pointed side which points towards the next Patrol point.

When playing with the Patrol rules, place the Patrol Time Marker on the Timeline, as specified by the Job. When the Patrol Time Marker is the last on the Timeline, all Goons currently on Patrol will take two Move Actions, towards the next marker on the Patrol route. After moving the Patrolling Goons, advance the Patrol marker forward the number of Moments it takes that type of Goon to move twice (i.e. 6 for Goons, 4 for Cowboys).

Goons who are Alerted, with their own Time Marker on the Timeline, are no longer on Patrol and will not make a Patrol move.



## Intel Tokens



In the course of working a Job, the Crew may find or stumble across key pieces of information, intelligence or tips that may improve their chances of successfully completing the Job.

Most Jobs specify how Intel Tokens may be received and used. Any Intel

Tokens the Crew has at the end of Job may be carried over and used in the next Job they attempt.

## Alarms



Most folks don't leave their valuables right out in the open, ripe for the taking. Security Systems are just one of the obstacles the Crew will have to reckon with while Working a Job.

Like Patrol, there is an Alarm Time Marker. In Jobs where the Crew has to contend with an Alarm of some sort, the Job will direct you to place the Alarm Time Marker on the Timeline. At some point in the Job, the Alarm Time Marker may be moved forward or backward on the Timeline.

When a Crew Member ends their turn on or ahead of the Alarm Time Marker, the Alarm has been triggered. Check the Job Briefing to see what happens next.

## ★ Timeline Events

The 'Verse ain't always predictable. Sometimes things outside your control conspire to get in the way of your credits.

Each section of the Timeline has a star ★ on the tenth space.

For each star, the first time a Crew Member ends their turn on or beyond the star, roll a die and look on the Job's Events to see what's happened.

These random events may be good, bad or worse. Whatever happens, your Crew will need to be prepared.

## Playing a Story

When playing a Storyline, you'll link multiple Jobs together. Your goal is to earn enough credits to get your name out of the muck and live like respectable folks.

The goal when playing a Storyline is to reach \$10,000 over the course of 3 Jobs. As a crew, you'll need to work a series of Jobs until you reach that goal or go Bust.

## Seed Money

As stated in Equip The Crew For The Job under Game Set Up and Jobs the seed money to start a Storyline with is \$2000. After that, any other credits you need will have to be earned.

## Get Paid

Depending on the success of the Job, you and your Crew will earn some combination of credits and Intel. Credits can be saved toward your ultimate goal, or can be spent on more, better Equipment to bring to the next Job.

As a Crew, all the players will need to agree how to divvy up the credits, how many to spend and how many to save.

## Keep Flying

After finishing a Job, refresh all exhausted cards and heal all Crew's Wounds. Decide which 5 Crew will work the next Job, if you have more than 5 Crew available.

## Equipment Maintenance

Crew keep all previous purchased Equipment - you'll be able to carry it into the next Job. Remember, each Crew Member may only carry four pieces of Equipment during a Job. Crew may exchange Equipment with each other between Jobs.



## I'll Be In My Bunk

Any Character who ended the previous Job Downed will have to sit out the next Job, recovering from their injuries.

## Finding New Work

There's a lot of folk livin' on the raggedy edge, hoping for a leg up. Unlawful work isn't just posted on the local bulletin board. You'll need information about your next Job from a reliable source - but good information doesn't come cheap.

Before starting each Job after your first Job, you'll need to either spend \$500 credits or an Intel Token to be able to continue working.

If you don't have \$500 credits or an Intel Token after Working a Job, the Crew's failed to make ends meet and keep flyin'. You'll have to start over and try again another day.

## Make a Name for Yourself

As you play the Jobs multiple times, keep a list your Crew's previous Rewards. Each time you play a Job, see if you can beat your previous record.

## PLAYING AS GOONS

In any Job, a player can also take the role of the Goons' Boss. This can provide a greater challenge for the Crew than if the Goons act according to their normal rules.

When a person is playing as the Goons' Boss, there are few differences in how the Goons work.

## All Alert, All The Time

All the Goons used in a Job start the Game Alerted. Place all the Goon's Time markers on the 5 of the Timeline.

## Any Action

When it is a Goon's turn to go, the Boss may have that Goon take any combination of two Actions listed on the Goon's card. The normal rules for the order in which the Actions need to be taken do not apply.

## Any Target

When taking a Goon's turn, the Boss may choose to Move and Shoot in any direction, not just at the closest Crew. Goons may not Brawl or Shoot Casual Crew.

## Any Place

When the Job calls for new Goons to be placed on the map, the Boss may place the new Goon anywhere that is Out of Sight of all the Crew, or at the map's edge.



# APPENDIX - Parts and Tokens

## Parts

### 6 MAP TILES

Double-sided map tiles may be arranged in different configurations to create different shaped play areas.

### 10 BUILDINGS

Three-dimensional buildings bring the game board to life and allow for easy line of sight determination. Each building has a number printed on its walls for fast map placement.

### 5 CREW CARDS

Each member of the Crew has their own card, detailing what Actions are available to them. A Hero can either act "Casual" or "Heroic." Depending on how they are acting, they have a different set of available Actions.

### 5 CASUAL & 5 HEROIC CREW MINIATURES

Each Crew Member has a grey Casual Miniature and a green Heroic Miniature. When the Crew is Acting Casual, use the grey figure. When a Crew Member is Acting Heroic, use the green figure.

### 4 JOBS

The driving force of the game, each Job lays out what the Crew of Serenity needs to accomplish and special rules for that Job. Visit the *Firefly Adventures* website for more!

### 6 TIMELINE SEGMENTS

*Firefly Adventures* uses a Timeline to track how much time the Crew has to complete a Job. Different Actions take different amounts of time. Each Character on the map has their own Time Marker, which tracks how much time they have spent so far. As your Crew moves, shoots and attempts Challenges, you'll advance their Time Marker up the Timeline.

### 30 TECH CHALLENGE CARDS

When a Job calls on a Hero to undertake a technology-driven Challenge, draw a Tech Challenge card to see what exactly needs to be done.

### 30 NEGOTIATION CHALLENGE CARDS

Whether it's threats, seduction, bribery or general flim-flam, if a Hero needs to talk their way out of a situation, they'll draw a Negotiation Challenge Card.

### 10 GOON CARDS & MINIATURES

*Firefly Adventures - Brigands & Browncoats* contains 10 different Goons: 5 Cowboys and 5 Thugs. Each miniature is paired with a unique card. Each Goon's card lists their special rule.

### 40 EQUIPMENT CARDS

A variety of guns, explosives and other tools the Crew use to accomplish their missions. If you're playing a series of Jobs, Crew may keep their Equipment to use in the next Job.

## Tokens

*Firefly Adventures* uses a variety of tokens in the course of the Job. Not every Job will use every token. Each Job Briefing will detail which tokens are needed.

### BODY TOKENS

When the Crew defeat a Goon, the Goon miniature is removed from the board and replaced with a Body Token. Visible Bodies may Alert other Goons or reduce your Reward.

### CARGO CRATE TOKENS

Valuable cargo and other items will need to be transported, recovered, or liberated from their current owners. Crew may find credits or Equipment in Cargo Crates, show on the back of the tokens.

### GOON STARTING LOCATIONS

These tokens mark where on the map the Goons begin the game. In the course of a Job, Goons may return to their starting position.

### INTEL TOKENS

Intel may be bought, earned, or stolen - depending on the situation. Some Challenges will have opportunities to take Intel Tokens. Intel Tokens may be used in different ways, depending on the Job.

### LOCKED TOKENS

Not everyone in the 'Verse is exactly trustworthy. Some folks depend on a loaded gun to protect what's theirs, some on a sturdy lock. You'll face locked doors in some Jobs. The back of the Locked Tokens shows what's required to open the door. Any door without a Locked Token next to it is considered open.

### M.U.L.E.

Whether it's loaded with contraband or Crew beating a hasty retreat, it's dependable transportation from one misdeed to another. The M.U.L.E. will often be the starting and/ or ending point of a Job.

The M.U.L.E does not block line of sight. The M.U.L.E does provide cover as a low obstacle.

### CHALLENGE TOKENS

Jobs involve numerous obstacles which the Crew have to overcome. Challenge Tokens mark where on the map the Challenge takes place.

### NUMBERED TOKENS

*Brigands & Browncoats* includes Numbered Tokens, 1-10. These may be used to track locations, difficulty or other Job events.

### OBJECTIVE TOKENS

Objective Tokens are sometimes used to mark places of interest on a map, things which need to be investigated, or other Job events.

### PATROL MARKERS

Goon's aren't always just sittin' back, watchin' the 'Verse stroll by. Sometimes they're on Patrol, moving about, lookin' for trouble. Patrol Markers are placed on the map to define a Patrol route.

## Tokens - Continued

### TERMINALS

The Cortex is the network that connects the far-flung plants and moons of the 'Verse. Whether it's transferring credits, accessing records, or infiltrating security systems, a Cortex Terminal is likely your first stop.

### REWARD MARKER

While Working a Job, your Crew's Reward may go up or down. Place the Reward Marker on top of the pile of credits you'll earn if the Job is a Success.

### WOUNDS & DOWNED CREW CARD

Crew and Goons can each suffer a certain number of Wounds before they're Downed. When a Crew Member is Downed, place a Downed Actions card on their Crew card. These are the only Actions a Downed Crew may take. When a Goon is Downed, replace their miniature with a Body Token.

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## TURN SUMMARY

### Last Next:

The Character at the back of the Timeline takes the next turn.

### Take Action:

On their turn, a Character may take two of the Actions listed on their Character Card.

### Spend Time:



After taking an Action, move the Character's Time Marker forward the number of Moments pictured to the left of the Action.

### Threat Check:

At the end of each Crew's turn, check to see if any Goons have been Alerted, either because they took Wounds or because they can now see a Heroic Crew.



### Life in the 'verse

A few key points to remember:

- ◆ On your turn, you may take the same Action twice.
- ◆ Actions listed on Equipment Cards count towards a Character's two Actions on their turn.
- ◆ Goons always take two Actions.
- ◆ Instead of taking an Action, you may wait, advancing your Time Marker as far as you'd like (as long as you don't go more than one Moment past the Character in the lead).
- ◆ Characters may only Assist or use abilities which spend time if they are Available. Characters are Available when their Time Markers are not covered.



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