firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Clydesdale Class Transport

HISTORY

SIGNATURE ASSETS

Reinforced Armor d8
Hauling Equipment d8

ATTRIBUTES

	4	6	8	10	12
ELECTRIC	☐	☐	☐	☐	☐
STRUCTURE	☐	☐	☐	☐	☐
ENGINE	☐	✔	☐	☐	☐
HULL	☐	✔	☐	☐	☐
SYSTEMS	☐	☐	☐	☐	✔

CREW

Crewmember uses own Skill and Specialties when operating the ship. 4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 **Clydesdale Class Transport**
☑ Use this as a **D4** to earn 1 PP.
☐ "Clunk":
When the ship is involved in a high stakes confl ict, the engineer may choose to have the ship take a Engine Problems D8 Complication to gain 1 PP.

☐ **Barrel Roll:**
The pilot may choose to have the Crew take a Nauseating Maneuvers D8 Complication to step up Engines for one Action.

8 **Bull in a China Shop**
☑ Use this as a **D4** to earn 1 PP.
☐ **Bit of a Gas Guzzler:**
Step back Engines for the rest of the scene to gain 1 PP.

☐ **Ramming Speed!:**
Take or step up a Minor Hull Damage Complication when you successfully ram another ship to step up a Complication that you just inflicted on that ship.

8 **Defanged Tiger**
☑ Use this as a **D4** to earn 1 PP.
☐ **Hear Me Roar:**
Spend 1 PP to create a I'm a Mean Ship, Rawr! d8 Asset when trying to bluff your way out of a situation.

☐ Mean, Lean, Computing Machine: Spend 1 PP at the beginning of a Timed Action involving your computer system. For each of your rolls during the Timed Action, you may reroll any die that comes up 1 instead of accepting a Plot Point for that die. If a die comes up as a 1 when rerolled, it may not be rerolled a second time.