firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Clydesdale Class Gunboat

HISTORY

SIGNATURE ASSETS

Reinforced Armor d8
Warheads 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 Gunboat**
☑ Use this as a **D4** to earn 1 PP.

☐ **FIRE!:**
The captain may spend 1 PP to double Systems for one Action. 1s and 2s count as jinxes for the roll.

☐ **Like a Pylon:**
When attacked by a ship with a higher Engines Attribute, the captain may choose the ship to take an Outmaneuvered D8 Complication to gain 1 PP.

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 **Armed and Dangerous**
☑ Use this as a **D4** to earn 1 PP.

☐ **Banned Modifications:**
Take a You Can't Have Those d8 Complication when the Alliance discovers that your ship has been illegally altered to gain 1 PP.

☐ **Y'All Are Outgunned:**
Spend 1 PP to double Systems when fighting a ship that lacks your firepower.