firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Lamprey Class Salvage Ship

HISTORY

SIGNATURE ASSETS

Hauling Equipment d8
Hull Boring Device 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 **Lamprey Class Salvage Ship**
☑ Use this as a D4 to earn 1 PP.

☐ **Parts 'R Us:**
Spend 1 PP to create a d8 Asset when you're looking for a part to fix a ship.

☐ **Rippin' and Fixin' Montage:**
Spend 1 PP at the beginning of a Timed Action involving repairing a ship or gathering salvage. For each of your rolls during the Timed Action, your Crew 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.

8 **Unsafe**
☑ Use this as a D4 to earn 1 PP.

☐ **She's Flyin' Apart!**
When you are about to be Taken Out in a scene, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

☐ **Loose Internals:**
When a crewmember takes a Complication related to being injured while on the ship, the crewmember can step up the Complication to gain 1 PP.

8 **Turtlin'**
☑ Use this as a D4 to earn 1 PP.

☐ **Brace For Impact!**
When your ship is about to be Taken Out, spend 1 PP to reroll your dice. If you fail to set or raise the stakes on your second roll, you cannot spend a PP to stay in the fight.

☐ **Like Turning the Titanic:**
Step back you ship's Engines for the rest of the scene to step up your ship's Hull for the rest of the scene.