firefly
ROLE-PLAYING GAME

ELECTRIC 4 6 8 10 12
STRUCTURE 4 6 8 10 12

SHIP DETAILS

SHIP NAME

CLASS
Renegade Multi-Role Transport

HISTORY

SIGNATURE ASSETS
Hidden Weapons d8
Maneuvering Thrusters d8

ATTRIBUTES

	4	6	8	10	12
ENGINE				✔	
HULL			✔		
SYSTEMS		✔			

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4 6 8 10 12

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 **Renegade Multi-Role Transport**
- [x] Use this as a D4 to earn 1 PP.
- [ ] **Connected Operations:** When rolling to fix a ship's Complication, you may step up the difficulty die to fix two Complications at once. Step up any Complication that results from this roll.

- [ ] **Mighty Zippy:** Spend 1 PP to step up or double your ship's Engines Attribute for one Action when attempting a complex or dangerous maneuver.

8 **Built for Speed**
- [x] Use this as a D4 to earn 1 PP.
- [ ] **Focused Thrust** When using Engines for raw speed, double Engines. Remove the highest rolling die and add three dice together for the result.

- [ ] **Full Burn:** Spend 1 PP to reroll a pool containing the Engines dice. On your subsequent roll, both 1s and 2s count for Complications.

8 **Smuggler's Delight**
- [x] Use this as a D4 to earn 1 PP.
- [ ] **Hidey Holes:** When a Crewmember is trying to conceal cargo, add the ship's Hull die to the roll.

- [ ] **Covert:** When making a Sneak roll with the ship, the pilot may spend 1 PP to reroll.