firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Firefly Transport, Series 3

HISTORY

SIGNATURE ASSETS

Medsuite d8
Hauling Equipment d8

ATTRIBUTES

ENGINE	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐
HULL	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐
SYSTEMS	4 ☐	6 ☐	8 ☐	10 ☐	12 ☐

CREW

Crewmember uses own Skill and Specialties when operating the ship.

4 ☐ 6 ☐ 8 ☐ 10 ☐ 12 ☐

SPECIFICATIONS AND FLOORPLAN

DISTINCTIONS

8 **Firefly Transport, Series 3**
☑ 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.

☐ **Everybody Has One:** When you create an Asset or take a Complication related to everybody knowing your kind of ship, step it up.

8 **They Don't Make These Anymore**
☑ Use this as a D4 to earn 1 PP.

☐ **We Don't Carry That:** Take or step up a Complication involving the unavailability of parts you need to fix your ship to gain 1 PP.

☐ **Crowdsourcing Repair Advice:** As long as the ship has Cortex access, the ship's engineer can step back a Complication involving a broken part of your ship by consulting the Cortex and stepping back Focus for the rest of a scene.

8 **Smuggler's Delight**
☑ 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.