firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Seeker Courier Mk II

HISTORY

These second generation Seeker class ships support a crew of two to four and serve well as scouts, escorts, and armed couriers. A lot of the experimental automation has been removed to provide living and cargo space.

SIGNATURE ASSETS

Nuclear Fuel Injection System d8

Fancy Sensor Array 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 ✔ **Seeker Courier Mk II**
Use this as a D4 to earn 1 PP.

☐ **Hardened Computers:** When your computers are attacked electronically or with EMP weapons, spend 1 PP to step up or double Systems.

☐ **Turbo!:** Spend 1 PP to create an Afterburners d10 Asset. Each time you include Afterburners in a dice pool, step it back after you roll.

8 ✔ **Built for Speed**
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 ✔ **Automated Controls**
Use this as a D4 to earn 1 PP.

☐ **I Didn't Expect To Take Us Into Combat!:** Take a System Override d8 Complication to gain 1 PP.

☐ **Fewer Shares:** When you need to pay for parts or services, spend 1 PP to create a Don't Need to Pay Crew I Don't Have d8 Asset.