firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Anura Personnel Transport

HISTORY

The Anura-class military transport was developed to quickly deploy and recover a platoon of troops or recon team and vehicle on the battlefield.

SIGNATURE ASSETS

Reinforced Armor d8
Laser Cannons 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 Anura Personnel Transport
Use this as a D4 to earn 1 PP.

☐ So Say We All:When transported Alliance soldiers are in combat, spend 1 PP to create an Esprit de Corps d8 Asset.

☐ It's The Only Way To Be Sure: Once per session, you can launch highintensity ordinance at a target. If you raise the stakes during such an attack, the target cannot spend 1 PP to stay in the fight.

8 All Kinds of Weather
Use this as a D4 to earn 1 PP.

☐ Instrument Flight Rules:When flying in difficult visual conditions, such as a dust storm or thick fog, step back Engines for the rest of the scene to step up Systems for the rest of the scene.

☐ Turbulence Stabilizers:When flying in mountainous terrain or through canyons, the pilot may spend 1 Plot Point to remove any Complication related to turbulence or rough weather.

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.