firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Loggerhead Space Tug

HISTORY

The Loggerhead-class hauler designed to pull long trains of unmanned cargo pods. Though it can accommodate two, it requires only a single operator and functions exclusively in space – sporting a powerful set of ion engines but no atmospheric thrusters.

SIGNATURE ASSETS

Grapplers d8
Hauling Equipment 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 Loggerhead Space Tug
Use this as a D4 to earn 1 PP.

☐ Push Me Pull You: When attached to another spaceship with grapplers or tractor beams, step back Systems to double Engines.

☐ Thatta Girl: The mechanic may spend 1 PP to reroll all 1s when trying to repair the ship's engines. If a die comes up as a jinx a second time, it cannot be rerolled.

8 Variable Gravity Control
Use this as a D4 to earn 1 PP.

☐ Sudden Gravity Loss: When you take a Complication related to one of your ship's systems, take a Gravity Control Lost d8 Complication to gain 1 PP.

☐ Zero-G: Crewmembers on the bridge can spend 1 PP to create a Zero-Gravity d8 Complication anywhere else on the ship. They can also spend 1 PP to recover any Zero-Gravity d8 Complications anywhere else on the ship.

8 Ordinary
Use this as a D4 to earn 1 PP.

☐ Familiarity Breeds Contempt: Turn one of your ship's Assets into a Complication of the same die rating to gain 1 PP.

☐ These Ships, They're All the Same: Spend 1 PP to find exactly the parts you need at a salvage yard, junk shop, or trash heap. The part enters play as a d8 Asset.