firefly
ROLE-PLAYING GAME

SHIP DETAILS

SHIP NAME

CLASS

Lelanto Class Military Transport

HISTORY

The Lelantos-class was developed early in the war to fill a variety of roles. With an fair sized bay, it could easily carry a small craft, troops, and supplies. It was also well armed and armored, and was exceptionally maneuverable both in space and atmosphere.

SIGNATURE ASSETS

Advanced Weapons Control Suite 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 Lelanto Class Military Transport
- ☑ Use this as a D4 to earn 1 PP.
- ☐ Gyroscopic Cockpit Stabilizer: Step back Engines to step up Systems while in atmo.
- ☐ Shiny! Literally.:When you take a Complication from a hit by laser cannons or another type of light-based weapon, spend 1 PP to step the Complication back.

8 Warbird
- ☑ Use this as a D4 to earn 1 PP.
- ☐ Fire At Will:When attacking another ship, spend 1 PP to double one weapon- based Signature Asset for one Action.
- ☐ Gone Rogue: If you attack a ship that is not doing anything illegal, take a Rogue Ship d8 Complication to gain 1 PP.

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.