JOSS WHEDON'S

Firefly™

THE GAME

FIND A CREW - FIND A JOB - KEEP FLYING

PIRATES & BOUNTY HUNTERS

RULEBOOK

GaleForce Nine

Pirates & Bounty Hunters

Player Versus Player Gameplay

Pirates & Bounty Hunters introduces a heavy dose of aggressive player interaction to the 'Verse. If boarding rivals' ships, stealing their stuff and bushwhacking their crew sounds like fun to you, read on! A pirate's trove of shiny bits and dirty deeds awaits. If these cut-throat methods don't appeal to your delicate sensibilities you may want to put this rulebook down and crawl away like an itty bitty bug.

Box Contents

30 Supply Cards
25 Piracy Job Cards
20 Bounty Cards
4 Set-Up Cards
3 Story Cards
2 Ship Cards
2 Ship Models
41 Tokens
Rulebook

Set Symbol

All the cards and components in *Pirates & Bounty Hunters* are marked with the skull & crossed rifles symbol. Not everyone enjoys player conflict: feel free to add or remove any of the PvP elements to your game, according to your group's taste.

"Shiny! Let's be bad guys!" - Jayne Cobb

Piracy Jobs

Piracy Jobs allow Players to raid each other's ships, making off with stolen goods: cargo, contraband, fuel and parts.

Bounty Cards

The 'Verse is full of people who've gotten on someone's bad side. Whether it's the long arm of the law or a personal vendetta, bounties represent the most wanted criminals. Apprehend and deliver the fugitives to Get Paid.

New Ship Cards

Pirates & Bounty Hunters includes two new ships, the S.S. Walden and the Interceptor. Each ship has a unique drive core that may only be used on that ship. These unique cores may not be swapped out for the various drive cores for sale 'round the 'Verse.

Note: Both new ships count as a "Firefly" with regards to the main rulebook and Nav Cards.

S.S. Walden

What the Walden lacks in speed it makes up for in cargo capacity. A true workhorse, the Walden is a good choice for shipping-minded Captains and is often favored by Scrappers and Pirates hauling ill-gotten loot.

Interceptor

The Interceptor's compact Echelon Drive delivers unparalleled speed and efficiency. Space and versatility are at a premium. Built for running fugitives to ground, the Interceptor also makes an excellent choice for an elite team with nefarious intentions.

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Expanding the 'Verse

To incorporate the new Pirates and Bounty expansion into your Firefly game, shuffle the new Piracy and Supply cards into their relevant Job and Supply decks. The Bounty Cards form a new, separate deck. The two new Ship Cards may be used by any Leader. The new Story Cards rely on using the player vs. player elements of this expansion.

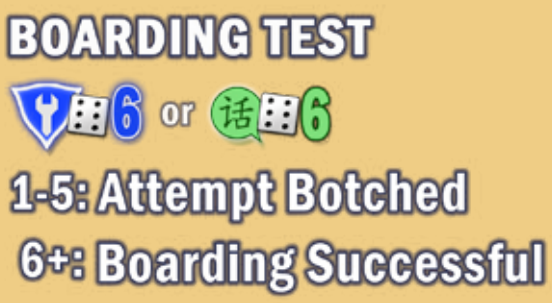
New Rules

"Kaylee, how you doin' on that override sequence?"
- Zoe

"I'm pretty sure this will pop their airlock doors IF Wash can make a seal on his first try."
- Kaylee

Boarding Rival Ships

You may need to board a rival's ship when working a Piracy Job or Bounty. Anytime a player needs to gain access to a rival's ship to commit a hostile act, they must first pass a Boarding Test. The player may choose to use either TECH or NEGOTIATE skill.



If the Test is successful, proceed with the intended Action. If the Test is failed, the attempt is over and your Work Action is complete.

"Smelling a lot of 'IF' coming off this plan."
- Jayne

Showdowns

Showdown from a Bounty

Showdowns are confrontations between two crews and are resolved with a special type of Skill Test. In Showdowns, the current active player is the Attacker and the target player is the Defender. The Attacker must first choose which Skill they will use in the Showdown. The Defender then chooses which Skill they'll defend with.

The Skills chosen for the Showdown are up to the players and do not need to be of the same type. Both players roll a dice and add it to their chosen Skill. The higher total wins the Showdown. The Defender wins ties. The results of a Showdown will be detailed on the card being worked.

NOTE: "Thrillin' Heroics" Bonus Rolls DO apply in Showdowns.

Example: Pete is Working a Piracy Job, targeting Liz. He's passed his Boarding Test and now it's time for the Showdown. Pete chooses to use his Fight Skill. Liz then chooses to use her Tech Skill. Pete then rolls a 5 and adds the 6 points of Fight in his crew, for a total of 11. Liz rolls a 3, plus her 5 points of Tech, for a total of 8. Pete wins the Showdown and makes off with his booty.

Gear in Showdowns

When resolving a Showdown, both players may allocate their Gear to any Crew they wish before the Showdown roll. Both Crews scurry about, grabbing their equipment in preparation for the coming fight. Normal rules about how much Gear each Crew can carry apply.

"You woulda done the same."

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Piracy in the 'Verse

Piracy Jobs

Piracy is a new Job type introduced in *Pirates & Bounty Hunters* that differs from traditional Jobs in following ways:

Player vs. Player

Piracy Jobs are a direct attack on another player's ship, goods and crew. To Work a Piracy Job your ship must be in the same sector as your intended target.

Note: You must be Working a Piracy Job to attack another ship - you can't just attack willy-nilly!

Working a Piracy Job

When using a Work Action to attempt a Piracy Job, place the card in the Active Job area. All Piracy Jobs require you to first pass a Boarding Test to gain access to the target player's ship. If the test is passed successfully, proceed to the Showdown portion of the Piracy Job. If the Boarding Test is failed, the Piracy Job Card remains in your Active Job area but your attempt is over. You are flying the Pirate colors! Your nefarious intentions are now obvious to all!

Note: Remember, you may only have 3 Active Jobs at a time. If you already have 3 Jobs in your Active Jobs area, you can't attempt a Piracy Job.

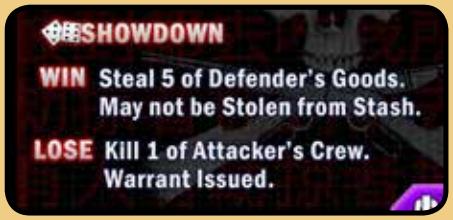
The Walden's Crew Hijack the Serenity

Subjective Morality

Piracy Jobs are classified as morally "Subjective". Subjective means that the morality of the Job is situational and is determined by whether the target Leader is Moral. It is IMMORAL to Work a SUBJECTIVE Job on a target ship with a MORAL Leader.

Example: Pete has a Badger Piracy Job in his hand. Both Liz (playing Mal: Moral) and John (Playing Womack: not Moral) are in range. Pete knows that if he goes after Womack, his Moral crew will be fine with it. Choosing to go after Mal will Disgruntle his Moral crew members, because it is considered Immoral to target Mal (Mal being SO very Moral). After realizing Liz is in the lead, he decides to go after Mal anyways. If his Piracy Job is successful, all Pete's Moral Crew will become Disgruntled for the Immoral act of attacking a Moral, upstanding captain.

Piracy Showdowns



All Piracy Jobs resolve with a Showdown. The Showdown section on each Piracy Job details the potential risk and rewards. A Piracy Job is considered complete when you win the Showdown.

Completing Piracy Jobs

After winning the Showdown and completing a Piracy Job, you will have the opportunity to steal from your Rival. Some Piracy Jobs allow you to Steal Goods, other Piracy Jobs allow you to Steal Jobs.

What are "Goods"?

Completing most Piracy Jobs will enable you to steal a number of Goods from your target. Goods are everything a ship might carry in its Hold or Stash that is not a person. Cargo, Contraband, Fuel and Parts are all Goods. Passengers and Fugitives are NOT Goods.

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Piracy, Continued

Stealing Goods

The amount of Goods you may steal is limited by both the Job and how much empty space you have on your ship. You may not steal more Goods than you have empty space. After winning the Showdown but before stealing any Goods, you may choose to jettison Goods from your ship to make room. You may also kick off Passengers and Fugitives in Sectors with planets - you cannot kick people off in empty space.

Example: Liz is targeting John's ship, which is full of tasty-looking Contraband. She passes her Boarding Test and wins the Showdown. She's Working a Piracy Job for Badger which allows her to steal up to 6 Goods. However, she only has four empty spots in her Hold. Liz doesn't want to miss out any of John's Contraband, so she decides to jettison two Fuel and two Parts to make room, before stealing from John.

Note: You may not steal some Goods, jettison the stolen Goods, then steal more Goods.

A Pirate's Bane: The Stash

Any Goods stored in a Ship's Stash are off-limits. Stashed Goods can not be stolen. Piracy is a hit & run affair and attackers do not have time to search the ship from bow to stern for every hidey-hole and smuggling nook. Firefly class ships are infamous for being riddled with just such concealed compartments!

Stashing your Goods

When targeted by a Piracy Job, a player may re-arrange their Goods, Passengers and Fugitives between their Cargo Hold and Stash. Choose carefully what Goods to keep safe in your Stash. That Contraband might be worth a lot but without Fuel it will be hard to move it! Once the Showdown is rolled, it's too late to re-arrange.

Stealing Jobs

Some Piracy Jobs allow you to steal Jobs rather than Goods After stealing Jobs, you may have more than 3 Jobs in your hand. Before finishing the current Work Action, you must discard down to three Jobs.

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Bounty Hunting

Bounties are a special type of Job requiring you to apprehend a Fugitive and deliver them to a drop-off destination to Get Paid. Bounties differ from normal Jobs in a few important ways.

> **"I'm a bounty hunter. It's not generally considered 'honorable' so much as...I live by a code, though..."**
> **- Jubal Early**

The 'Verse's Most Wanted List

During Set Up, place the Bounty Deck next to the Contact Decks and reveal the top 3 Bounty Cards.

The Most Wanted Fugitives in the 'Verse

The 3 face-up cards form the 'Verse's Most Wanted List. When a Fugitive is apprehended and their Bounty is claimed, reveal a new Bounty Card. There should always be three face-up Bounties.

There is a Bounty Card for every Wanted Crew in the game. When you're playing with *Pirates & Bounty Hunters*, your Wanted Crew need to watch out for both the Alliance Cruiser and rival players!

Wanted Crew have a small badge next to their cost.

Jubal Early Considers his Target

Bounties, Continued

Alliance Alert Update

Every time the *"Alliance Cruiser"* Nav Card is drawn, update the Most Wanted List: return the 3 face-up Bounties to the bottom of the Bounty Deck and reveal 3 new Bounties.

Note: If you reveal a Bounty for a character that's been removed from the game or a character is killed while their Bounty is on the Most Wanted List, remove their Bounty from the game as well and replace it with another Bounty.

Bounty Cards

Each Bounty Card lists the details of the hunt: where the wanted fugitive was last seen, where to deliver them and how much you'll Get Paid. The Showdown listed on each Bounty card details the risks of a failed attempt. Some Bounties are Immoral; Moral Crew become disgruntled when you collect the reward for an Immoral Bounty.

Bounty Hunting

Bounties require you to apprehend the target Fugitive and deliver them to a drop-off destination to Get Paid.

Gear for the Hunt

You must decide what gear you're going to use before Working a Bounty. Once you've begun Working the Bounty, it's too late to swap Gear between Crew.

Anyone Can Work a Bounty

All players may attempt to Work any of the 3 face up Bounties on the 'Verse's Most Wanted List. Bounties never count as Jobs in your hand nor do they count towards your Active Jobs limit.

Apprehending a Fugitive

To attempt to apprehend a Fugitive, you must use a Work Action while in the same sector as the Target Fugitive. You may only attempt to apprehend a single Fugitive with each Work Action.

Note: Remember, the current active player is the Attacker when applying the results of a Bounty's Showdown.

Apprehending a Fugitive will occur in 1 of 3 ways, depending on the Fugitive's location:

Confrontation: Fugitive is in a Rival's Crew

To apprehend a Fugitive in a rival's Crew, you must first pass a Boarding Test (see Page 3 for details) to gain access to their ship. If the Boarding Test is successful, resolve a Showdown against the entire rival Crew, following all the normal Showdown rules. The Showdown results are detailed on the Fugitive's Bounty Card.

Lone Target: Fugitive is on a Supply Planet

To apprehend a Fugitive in the discard pile of a Supply Planet, resolve a Showdown between your Crew and the lone Fugitive. The player to your right rolls for the defending Fugitive. The Fugitive uses their best available Skill (Fight, Tech or Negotiate). "Thrillin' Heroics" bonus rolls DO apply. The Showdown results are detailed on the Fugitive's Bounty Card.

Betrayal: Fugitive is in your Crew

When the target Fugitive is a member of your Crew you may choose to betray them. The target Fugitive is apprehended without needing to roll a Showdown. However, this act of wanton betrayal will not sit well with the rest of your Crew. All members of your Crew except your Leader become disgruntled.

TIP: If you wish to collect a Bounty on one of your Crew without disgruntling everyone else, kick them off your ship, send them home and nab 'em there.

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Bounties, Continued

Bound by Law

When you successfully apprehend a Fugitive, claim both the Crew Card and the Bounty Card. Place the Fugitive's Crew Card to the left of your Ship Card and place the Bounty Card on top to mark the Fugitive as "Bound by Law". Apprehended, Bound by Law Fugitives do not count towards your Active Jobs limit. Bound Fugitives **DO NOT** count as part of your Crew in any way. Bound Fugitives do not participate in Jobs, Showdowns or Skill Tests of any sort and are ignored for the purpose of Alliance Wanted Rolls. Bound Fugitives **DO NOT** count towards your ship's Max Crew or cargo space.

Bounty Jumping

Ships transporting Bound Fugitives are a tempting target and are vulnerable to attack. Bounty Jumping is attempting to steal a Bound Fugitive from another player. To Bounty Jump, you must use a Work Action in the same Sector as the ship transporting the Bound Fugitive.

To begin, you must pass a Boarding Test. If the Boarding Test is Botched, you've failed to board and your Work Action is over. If the Boarding Test is passed, the crews face off in a Showdown. Bound Fugitives **DO NOT** participate in Showdowns.

Jumping a Bounty is just as risky as apprehending a Fugitive on the lamb. The Showdown results on the target Bound Fugitive's Bounty card still apply. A Crew capable of apprehending dangerous criminals can be just as deadly as the Fugitives themselves!

Note: Through repeated Bounty Jumping, a Bound Fugitive may change hands more than once, but you may only Jump a single Bounty per Work Action.

You know, with the exception of one deadly and unpredictable midget, this girl is the smallest cargo I've ever had to transport, yet by far the most troublesome. Does that seem right to you?
- Jubal Early

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Rescue

After a successful Bounty Jump, you may declare the action a Rescue. In a Rescue, you free the Bound Fugitive instead of taking possession of them. If you have space in your Crew, or can make space, you may add the grateful rescued Fugitive to your Crew without paying their hiring cost (see pg. 10 of the main rulebook, "Dismissing Crew", for details). Return the Bounty Card to the bottom of the Bounty Deck. If the rescued Fugitive doesn't join your Crew, return them to their Supply Deck's discard pile.

Note: Just because you rescue someone, it doesn't mean they're completely off the hook. The more criminals snagged by Bounty Hunters, the more likely it is the alert for your rescued Fugitive will resurface.

Delivering Bound Fugitives

All Bounty Cards have a Drop-Off location listed at the bottom of the card. To Get Paid, you must deliver the Bound Fugitive to the listed location. Once you arrive at the location, you must use a Work Action to deliver the Bound Fugitive. Once delivered, both the Fugitive Crew Card and the Bounty Card are removed from the game.

The Gorram Reavers!

Ships running afoul of the Reavers while transporting Bound Fugitives run the risk of their quarry being eaten. A Bound Fugitive makes for an especially easy meal! If Reavers Kill your Passenger and Fugitive tokens, any Bound Fugitives you are transporting are removed from play.

The Interceptor Closes In

Cortex Alerts

A Cortex Alert is a special type of Bounty that pays out on a whole class of ne'er-do-wells rather then a single named Fugitive. As with a normal Bounty, the first player to successfully apprehend 1 of the targets takes possession of the Bounty Card. That player may then choose to attempt to apprehend additional targets to add to the bounty stack if they wish. When the Bounty is turned in, the player receives the Bounty Pay amount for each Bound Fugitive delivered.

Note: If there is more than one Fugitive of the same type at a location, you may still only apprehend one of them with each Work Action.

Example: A Cortex Alert for Bandits is revealed. Pete has a Bandit in his crew and decides to betray him. On his turn he uses a Work Action to claim the Cortex Alert Card and apprehends his crew member (Disgruntling the rest of his Crew in the process). On Pete's next turn, he attempts to capture a Bandit on John's ship. Pete successfully passes his Boarding Test and wins the Showdown. He adds a 2nd Bandit to the stack! The Pay Value of the Bounty is now $4000 (Pay Value $2000 x 2 Bandits).

Bounty Jumping Cortex Alerts

Cortex Alerts can be Bounty Jumped, just like a normal Bounty. If a Cortex Alert is Bounty Jumped, all attached Fugitive Cards change hands as well (this is the only exception to capturing more than one Fugitive with a single Work Action).

Example, continued: Liz spies an opportunity for an easy payday and moseys into Pete's Sector. Liz hires Pete's Disgruntled Crew away by paying their hiring cost to the bank (does not take an Action) and uses her second Action to try to Jump Pete's Bounty. After passing the Boarding Test, Liz and Pete face off in a Showdown! With half his crew working for Liz, Pete doesn't stand a chance: Liz wins the Showdown. Pete loses the Cortex Alert, with both Bandits attached, and a chunk of his pride in the process. Liz can now hunt down even more Bandits or turn in the 2 she already has for a fistful of credits!

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Destination & Havens

Destinations

For Story Cards with a series of Goals occurring at different planets, the numbered Destination tokens may be used. During Set-Up, place destination tokens in the sectors of the Goals indicated by the Story Card. The numbers may be used to indicate the order of Goal resolution.

Havens

Havens are planets that have special importance to the corresponding players. Haven tokens are color-matched with the Ship Models. Some Story Cards will direct you to Choose Havens during Set-Up. Each Story Card will detail the Havens' importance and which planets may or may not be eligible to select.

Choosing Havens

During Set-Up, after choosing Leaders, players place their Haven tokens instead of placing their ships. Haven tokens must be placed in sectors containing planets but may not be placed at Supply or Contact planets. Players may not place their Haven token in a Sector that is already another player's Haven. Unless otherwise noted, players' ships start at their Haven.

New Profession: Lawman

The following rules apply to all Lawmen:

Lawmen Work for Free: Lawmen have a $0 hiring cost and are not paid a cut from Jobs.

Lawmen Obey the Law: Lawmen will never work an Illegal Job. If you are working an Illegal Job, all Lawmen stay onboard ship.

Lawmen Enforce the Law: All Lawmen have a "Bounty Bonus", which is paid when a Bound Fugitive is successfully delivered to the Drop-Off location. If you have more than 1 Lawman in your Crew, their bonuses are cumulative.

CREDITS

GAME DESIGN
Sean Sweigart
Aaron Dill

DESIGN DIRECTOR
John Kovaleski

SENIOR PROOFREADER
Peter Przekop

GRAPHIC DESIGN
Gale Force Nine Studio

PRODUCERS
Peter Simunovich
John-Paul Brisigotti

ACKNOWLEDGEMENTS
20th Century Fox: William Hirsch,
Judy Huang, Maria Romo
3D Design & Layout: Charles Woods
Prop Photos: Karl Derrick

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