

firefly

THE GAME
FAN EXPANSION

那肯定是一艘宇宙飞船



船龙骨

火箭发动机

SCANNED
VESSELS

RULEBOOK

SCANNED VESSELS

CROWD YOUR SKIES

You love the idea of ship-to-ship interaction in Firefly: the Game. The Pirates & Bounty Hunters expansion was right up your alley. There's just one problem: you don't have enough players. Your typical games are played solo, or with only

two players. Maybe you have a decent sized playgroup, but they get tetchy when the PvP starts. If this describes you, you're in luck - the Scanned Vessels expansion was made for you! The Vessels deck serves to approximate the friendly and hostile interactions between player ships, and allows you to make use of the PvP gameplay options in Pirates & Bounty Hunters even when you're flying solo or your group is full of yellow-bellied cowards.

DECK CONTENTS

3 Scanner Cards
33 Vessel Cards
10 Contact Cards
7 Supply Cards
1 Reminder Card

"They don't like it when you shoot at them. I worked that out myself."

- Malcolm



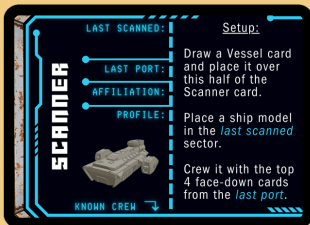
SHIP MODELS

This expansion adds extra ship models to your board. You can use spare Firefly models, but MJHeed has created ship models ideal for this purpose.

Find them here:
thingiverse.com/thing:2843661

VESSEL CARDS

Vessel cards give you the stats for the Vessels you can encounter in the game. Since these cards are discarded and replaced during play, one ship model may represent multiple Vessels with different captains and stats over the course of a game.



SCANNER CARDS

Scanner cards are templates for tracking which Vessel corresponds to which ship model on the board.



Scanned Vessels set symbol

SET SYMBOL

Cards in the Scanned Vessels expansion are marked with this set symbol.

VESSEL RULES

SETTING UP

During Set Up, set the three Scanner cards near the Bounty deck with the Vessels deck next to them. *If a Story or Set Up card has the “reshuffle” Nav cards start in their discard piles, do that for the Vessels deck too.*

After all player Ships have been placed, draw the top three cards of the Vessel deck and place one on each Scanner card. Place a ship model in the sector noted in the *last scanned* entry of the Vessel card. If using the MJHeed ship models, use the ones that match the images on the Scanner cards. If using spare Firefly models, set the matching color die on the Scanner card.

SETTING UP, CONTINUED

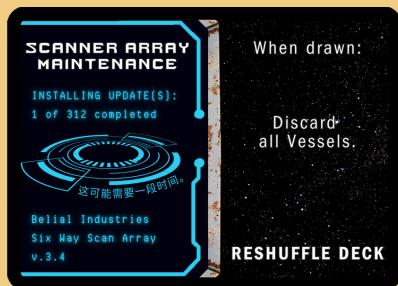
Vessels are dealt the top three face-down cards from the Supply planet listed in their *last port* entry. These are kept face-up with the Vessel card, and used the way they would on a player's Ship to the Vessel's best benefit when it interacts with player or NPC ships. The player to the active player's right decides how the Vessel makes use of its Supply cards, if necessary.

Note: An example Vessel with its Supply cards is shown on the last page of this rulebook.

MANAGING VESSELS

DISCARDING

When a Vessel is discarded, all its remaining Supply cards are also discarded. Draw a new card from the Vessel deck to replace it. When the “Scanner Array Maintenance”



card is drawn, discard all Vessels (even ones with abilities reading “Don't discard until...”), and reshuffle the deck before replacing them (you may find it saves table space to discard Vessels directly to the bottom of the deck).

REPLACING CREW ON VESSELS

Some Vessels will instruct you to “replace” a type of Crew on it. Discard all Crew cards of that type on the Vessel, and then draw an equal number of face-down Supply cards to replace them. The replacements do not have to be Crew cards. If a replacement card is also of the type to be replaced, repeat this process.

REAVERS VS. VESSELS

If a Vessel is ever in the same Sector as a Reaver Cutter, Kill all Crew on it, then discard the Vessel.

VESSEL TRAITS

Vessels have some traits in common with player ships.

AFFILIATIONS

Each Vessel has an affiliated Contact. Vessels are considered to have an active Job for their affiliated Contact and a Solid rep with that Contact.

CAPTAIN'S PROFILE

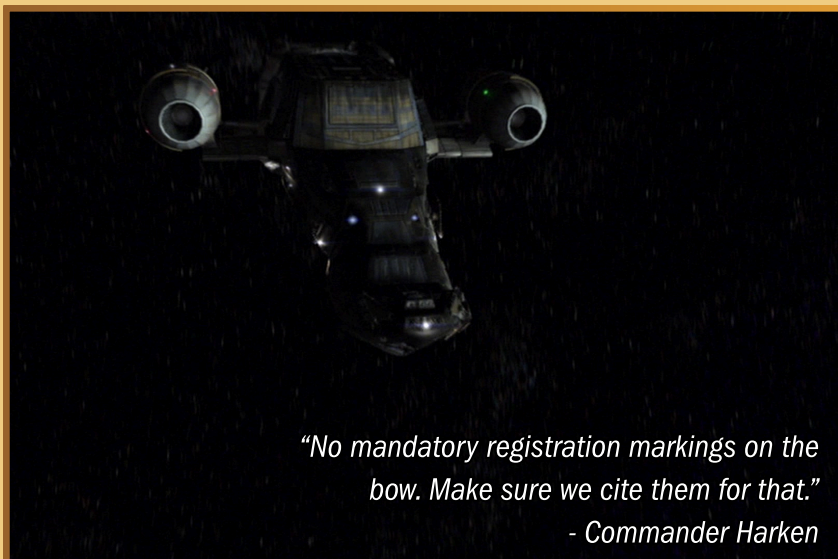
Vessels with **MORAL** are considered to have Moral Leaders. Many Vessels have other abilities that modify how PvP Jobs work against them.

OUTLAW VESSELS

Vessels that are Wanted or have Wanted Crew count as Outlaw Ships. Wanted Crew on Vessels make Wanted Crew rolls as normal. If an Alliance ship enters a Wanted Vessel's Sector, discard the Vessel.



*Wanted Vessel
badge icon*



"No mandatory registration markings on the bow. Make sure we cite them for that."

- Commander Harken

ENCOUNTERS

HOWDY, PARTNER

When a Ship enters or begins a turn in a Vessel's Sector, they encounter it. The player must Work a PvP Job against the Vessel, or else roll to see how they can interact with it. If there are multiple Vessels in a Sector, resolve them in the order of your choice.

FLYING ENCOUNTERS

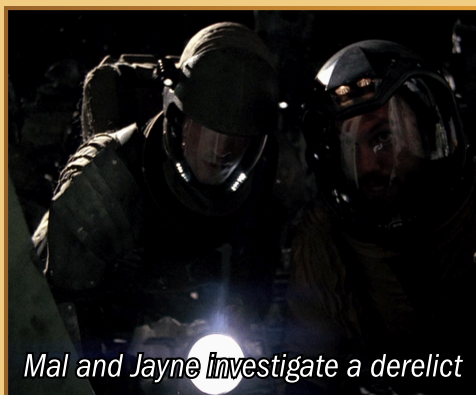
If a Flying ship Full Burns into a Vessel's Sector, do not draw a Nav card for that sector (essentially, the Vessel encounter replaces the Nav card).

ALERT TOKENS

If a Flying ship enters a Vessel's Sector and that Sector has any Alert Tokens, resolve the Alert Tokens before encountering the Vessel. If this causes the Vessel to be discarded, do not resolve an encounter with it. Vessels themselves do not trigger Alert Tokens.

INVESTIGATING AND IDENTIFYING

Some Vessels require extra work to suss out their nature when encountered. This is similar to rolling for a Vessel's attitude (see page 7). Vessels needing identification will often instruct you to replace them with a new Vessel. Vessels needing investigation typically require a Full Stop.



PVP VS. VESSELS

BEING BAD GUYS

Players may Work Piracy Jobs against Vessels and capture Fugitives aboard Vessels as if the Vessels were Rival Ships. They must pass a Boarding Test as normal.

SHOWDOWNS

Each Vessel has a Showdown skill representing the Vessel's captain and their gear. This counts as all skill types. The player to the active player's right makes Showdown rolls for Vessels.



OUR BEST ASSETS

Crew, Gear, and Ship Upgrades on Vessels impact Boarding Tests and Showdowns as they would on a player Ship. *A Vessel must meet the requirements for its Supply cards, including having Crew to carry Gear.*

BOOTY & PAYDAYS

If the attacker wins the Showdown on a Piracy Job, they roll a die to determine how many tokens the Vessel has in its Hold. They may choose the type of tokens, but their Job may limit what they can take. For Jobs that let you steal Inactive Jobs, instead consider 3 cards from the affiliated Contact - keep up to 2 and discard the rest.

LUCRATIVE TARGETS

Double the Pay of Piracy Jobs against Vessels. Bonuses are not doubled.

RESOLUTION

After the Work action, discard the Vessel (regardless of success or failure).



INTERACTIONS

HOWDY, PARTNER

If not Working a PvP Job against a Vessel, players may interact with them similarly to Rivals.

ATTITUDE

Vessel attitudes determine how a player interacts with it, and are decided by a die roll. Common attitudes include:

- **Businesslike** - The player may purchase Fuel for \$200 or Parts for \$300.
- **Helpful** - As Businesslike, and the player may also purchase Cargo for \$300 (or Contraband for \$400 from Wanted Vessels).
- **Ornery** - Immediately resolve a **Pirate Contact**
- **Haunted** - Immediately resolve a **Reaver Ambush**
- **Cowardly** - Immediately resolve an **Alliance Visit**

SALES AND SALVAGE

If a player purchases or salvages Goods from a Vessel, roll a die to determine the total number of Goods available (same as rolling for booty on Piracy Jobs).

KEEPING FLYING

After interacting with a Vessel, discard the Vessel. Interacting with a Vessel does not use an Action, and Flying ships may continue their Fly Action after interacting unless otherwise noted.

A BETTER OFFER

Players stopped in a Vessel's Sector may hire Disgruntled Crew from that Vessel as usual. It is possible (and usually wisest) to do so before encountering or Working a Job against the Vessel.

HOSTILITIES

There are three main types of hostile Vessel interactions:

Alliance Visit: Move an Alliance ship to the Vessel's Sector. If in Alliance Space, move the Alliance Cruiser. Otherwise, move the Operative's Corvette. This can trigger Alliance Contact or Operative Contact.

Reaver Ambush: Move the furthest Reaver Cutter to the Vessel's Sector. If Cutters are tied for furthest, the player to the active player's right chooses one.

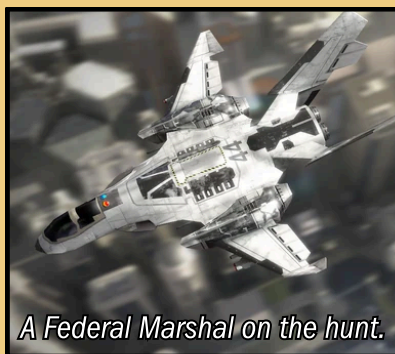
Pirate Contact: The Vessel attacks the active player's ship in its Sector. The Vessel must succeed on a Boarding Test as usual, and then a Showdown. If the Vessel wins the Showdown, roll a die. The player to the Defender's right chooses that many Goods from the Defender's ship to discard (Stashed Goods may not be chosen). *This counts as a completed Piracy Job if the Vessel has cards that care about them.* If the Vessel loses the Showdown, Kill one of its Crew.

When a Defender is attacked during their Fly action:

- If the Vessel loses the Boarding Test, Keep Flying.
- If the Vessel loses the Showdown, Evade.
- If the Vessel wins the Showdown, Full Stop.

BONDSMEN

A Bondsman Vessel will seek out players with Wanted Fugitives onboard. Normal rules for encountering Vessels apply (Bondsman will likely be encountered when a player starts their turn in a Bondsman's Sector.)



VESSELS AS RIVALS

ARTIFICIAL INTELLIGENCE

Some Vessels function similarly to Nav cards, and most use a lot of the same rules player ships do to resolve their interactions (and you should use those rules to help resolve rules uncertainties) - but they are not actually players. Some notable differences between Vessels and players are detailed below.

NO TURNS. NO ACTIONS

Vessels do not get a turn in the game, nor are they capable of taking Actions. Gear that reads “Use a Deal Action” or “As part of a Fly Action” or similar are useless to a Vessel. Gear that reads “Discard to use” or “Remove from play to use” do not require turn Actions to use, so can (and should) be used by Vessels to their maximum benefit.



FUZZY FINANCES

Like delivery drivers, Vessels don't carry cash; except when they do. For example: If a player has a card that lets them steal \$200 from a Piracy target, they can take \$200 from a targeted Vessel even though the Vessel doesn't actually have it (take it from the bank). If the positions were reversed, the Vessel would take \$200 from the player (and the \$200 would go into the bank).

EXAMPLE VESSEL



An example Vessel set up is shown above.

- The Vessel's total bonus to its Showdown roll will be +6 (3 from the Vessel, 1 from the Crew, and 2 from the Knife which will be discarded).
- There's no Crew to carry the Firearm, so its Skill bonus doesn't apply.
- The Crew is Disgruntled due to the Vessel's "Overly Principled" ability. If a player stops in this Sector, they would be wise to make a Better Offer and increase their odds if Piracy is imminent.

DESIGNED BY

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**WITH MANY
THANKS TO**

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MJHeed
Scarbuck
Hardboiled Gregg
Scott Sunerom
and others

Images, characters, and base
game design © their
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