那肯定是一艘宇宙飞船

火箭发动机

晶龙骨
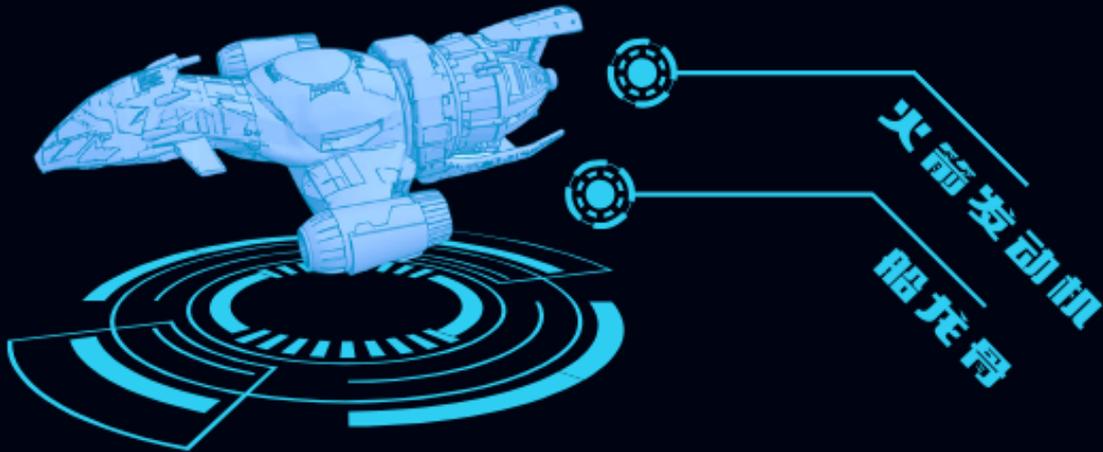
SCANNED VESSELS

A fan-made expansion for
Firefly: the Game
by Bela Hex

v3.2

SCANNED VESSELS

Scanned Vessels are meant to offer more ship-to-ship action for smaller or PvP-adverse groups.

Setup: Set the three Scanner cards face-up near the Bounty deck. Shuffle the Vessels deck and place it next to them. After all players have placed their Ships, draw the top three cards of the Vessel deck and place one on each Scanner card.

Placement: Place a ship model in the sector noted in the *last scanned* entry of the Vessel card. If you have the MJHeed ship models, use the ones that match the images on the Scanner cards. If you don't, you can use spare Firefly models. In the latter case, it's recommended that you set the matching colored die on the Scanner card for easy identification.

Supplies: Vessels are issued the top 4 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 resists PvP Jobs or NPC ship contact. If necessary, the player to the active player's right decides how the Vessel makes use of its Supply cards.

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

VESSELS, CONT'D

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.

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.

Outlaw Vessels: Vessels marked with ⬚ are Wanted. 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 shares a Sector with a Wanted Vessel, discard that Vessel.

Encounters: When a Ship enters or begins a turn in a Vessel's Sector, they encounter it. A player must immediately Work a PvP Job against the Vessel, or else roll to see how they can interact with it.

Flying Encounters: If a Flying ship enters a Vessel's Sector, do not draw a Nav card for that sector (the Vessel encounter essentially 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 brings an NPC ship to the sector and causes the Vessel to be discarded, do not resolve an encounter with it. Vessels themselves do not trigger Alert Tokens.

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PVP VS VESSELS

Pirates and Bounty Hunters: 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. A Vessel cannot be the target of a Job from a Contact it is affiliated with.

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

This Vessel adds 3 to its Showdown rolls.

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.

Our Best Assets: Crew, Gear, and Ship Upgrades on Vessels impact Boarding Tests and Showdowns as they would on a player Ship. Gear must have a Crew to carry it, unless it "does not count towards Gear limit."

Booty: If the attacker wins the Showdown on a Piracy Job, they roll a die to determine how many Goods the Vessel was carrying. They may chose the type of Goods, but their Job may limit what they can take.

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

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INTERACTIONS

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

Attitude: Vessel attitudes determine how a player can interact with it, and are usually 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 **Piracy Attack**
- **Haunted** - Immediately resolve a **Reaver Ambush**
- **Cowardly** - Immediately resolve an **Alliance Visit**

Investigating and Identifying: Some Vessels require extra work to suss out their nature when encountered.

Sales and Salvage: If a player purchases or salvages Goods from a Vessel, roll a die to determine the total number of Goods available on the Vessel (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.

INTERACTIONS, CONT'D

Alliance Visit: When this is indicated, move an Alliance ship to the Vessel's Sector. If the Vessel is in Border or Rim Space, move the Operative's Corvette. If in Alliance Space, move the Alliance Cruiser. This can trigger Alliance Contact or Operative Contact.

Reaver Ambush: When this is indicated, 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: When this is indicated, 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). If the Vessel loses the Showdown, Kill one of its Crew.

Successful Piracy attacks count as completed Piracy Jobs if the Vessel has cards that care about them.

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.

VESSELS AS NPCS

While some Vessels function similarly to Nav cards, 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 sadly useless on 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. If the positions were reversed, the Vessel would take $200 from the player even though the $200 just evaporates into the bank.
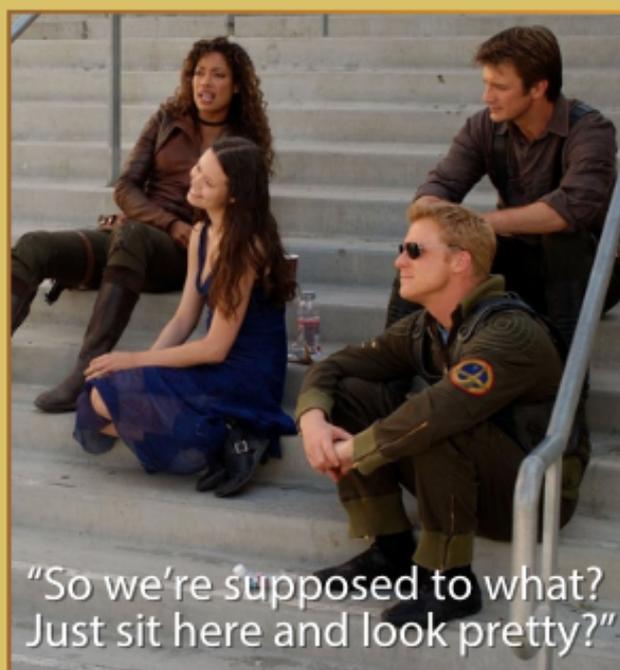
"So we're supposed to what? Just sit here and look pretty?"

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SCANNER

LAST SCANNED:

LAST PORT:

AFFILIATION:

PROFILE:

KNOWN CREW ↴

Salisbury
Kalidasa

REGINA

PATIENCE

OVERLY PRINCIPLED
Non-Moral crew on this Vessel are Disgruntled.

MORAL   🎲🎲+3

When encountered:
Work a PvP job, or
🎲 Roll for attitude

1 Ornery:
     Pirate Contact

2-5 Businesslike:
      Fuel $200
      Parts $300

6+ Helpful:
     Cargo $300
     Contra $400

(Then discard this)

SHAKE

MERC
THUG

ENFORCER

+ 🀄 When Carrying a Firearm.

Counts as an Enforcer.

"Shake it! Before ya Bake it!"

$ 200

SCRAPPER

PILOT

DIRTY LEECH

+2 Fuel from Salvage Ops.

$ 200

DE

rblade
🎲

$ 600

SHIP U

ST

FUEL ONLY | FUEL ONLY

ENGINEER'S B

May only hold sp

+1 to Ship's Max