

WARRANTS

- if you receive a Warrant **while Misbehaving on a Job**, discard that Job and if Solid with the Contact for that Job, lose that Rep
- if you are Solid with **Harkin** and receive a Warrant for any reason, lose your Rep with him; you cannot become Solid with Harkin while you have a Warrant
- if you receive a Warrant Working a Job for **Niska** (Solid or not), Kill 1 Crew
- if you get a Warrant while Working a Story Goal, you may Work the Goal again next turn

CREW, GEAR & CARGO

- some Crew are Wanted; they have a small warrant badge at the bottom of their card
- if you employ Wanted Crew, are harbouring Fugitives or stashing Contraband, or have a Warrant, you are running an **Outlaw Ship**; beware the Alliance Cruiser
- Crew may be equipped with only 1 piece of Gear each; once equipped, they can't change Gear for the duration of that Work Action; at all other times they can

- you may keep any amount of Gear stowed on your ship; it does not require Hold space; stowed Gear cannot be used in any way
- you may dismiss Crew, Passengers & Fugitives if **stopped** [HR] in any Sector with a planet
- you may jettison Cargo, Contraband, Ship Upgrades and Supplies in any Sector

DISGRUNTLED CREW

- whenever you complete an **Immoral Job**, your Moral Crew become disgruntled whether they worked the Job or not
- if a Crew receives a second Disgruntled Token, they immediately quit; discard them back to their home Supply planet; return their Gear to your ship
- if your Leader receives a 2nd Disgruntled Token, they immediately fire all their/your Crew; Gear returns to your ship; remove **Disgruntled Tokens** [HR] from your Leader
- if you are stopped in a Sector with other stopped Fireflies, those players may, regardless of turn and without taking an action, pay the bank for any num-

ber of your Disgruntled Crew, take them for their own (sans Gear) & remove their Disgruntled Tokens; if more than 1 Firefly is buying, act in arrival order [HR]

DEATH

- whenever you Kill a Crew remove them from the game; their Gear returns to your ship
- if you have a Medic, they may attempt to Revive a Killed Crew by rolling 5-up; they may even attempt to save themselves; extra Medics don't get to roll
- if Revived, the Crew returns to your ship (with Gear) for the remainder of that turn
- if your Leader is Killed, they receive a Disgruntled Token & return to your ship
- Crew on your ship cannot be affected by Misbehave Cards, etc.

HEROICS

- a roll of six lets your roll again; add those rolls together
- in **Kosherized** Fights you cannot use Fight Skills from Gear
- if a Negotiate Test includes **Bribes**, for every \$100 you pay the bank add 1 to your roll