

:□7» **SIMON** (1)

Simon Tam is River's big brother. A talented surgeon from the central planets, he gave up everything and became a fugitive with his sister in order to save her from imprisonment, abuse and (as he would later learn) medical experiments. His actions put a huge bounty on his and his sister's head. Simon doesn't have much experience with running from the law, and has his hands full caring for River and keeping her out of trouble, so he defers to Mal and Zoe in all matters criminal.

Unlike other cards, which take effect when discarded, the text on Simon

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to machines. She is Serenity's mechanic and can fix just about anything with some baling wire and her smile. She's a hard worker who loves her job, her boss and her ship. If it weren't for Mal and Serenity, she'd still be planet-bound on the dust ball she was born to. Which is shiny, because the thing she wanted most growing up was to see the sky. No one knows Serenity like Kaylee does: all her workin's and all her moods. By keeping Serenity flyin', Kaylee, in her modest way, keeps everyone as safe as Mal, Zoe or Jayne do with their big dangerous guns. But Kaylee doesn't try to take care of everyone, she just likes 'em. Simon

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cannot trade with a player who is out of this act, nor with someone protected by Kaylee. If all other players still in the act are protected by Kaylee, this card does nothing.

:□5» **ZOE & WASH** (2)

Zoe Alleyne and Hoban "Wash" Washburne bunk together. They fell in love and married shortly after Mal hired Wash to pilot Serenity. Wash is gentle and goofy. River likes him because of the colourful shirts he wears. Zoe puts up with his shirts and bad poetry because he makes her laugh. She needs Wash's lightness because her job is demanding;

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When you discard Mal, trade the card in your hand with the card held by another player of your choice. You

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At the end of each act, Jubal or one of his goons successfully captures River or coerces one of her shipmates (the highest ranked one) into revealing her whereabouts. The player with that intel receives a coin entitling them to an extra share of the bounty. However, when the bounty hunters turn their backs to gloat on their success, the captured crew escapes and the next act begins! The game ends when one player has 4 tokens in a 4 player game; when one player has 5 tokens in a 3 player game; or when one player has 7 tokens in a 2 player game.

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In turn: players draw a card; choose one of the two cards in their hand and discard it in front of them face up; and apply the effects of that discard.

If knocked out, a player reveals their remaining card. Play turns until the deck is empty (the end of an act).

Cast of Characters

:□B» **RIVER** (1)

River Tam is a smart, intuitive but troubled young woman. Precociously talented in math, languages and athletics, she accepted an invitation

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When you discard Inara, you can look at one other player's hand. Do not reveal the hand to all players.

:□1» **JAYNE** (5)

Jayne Cobb isn't the sharpest knife in the drawer, but he likes knives. And guns, and gettin' paid. He's hired muscle so it makes no matter his s'phisticated wits. Although he pretends to care only for his own skin (and he often acts just so), he has a soft spot for most of his comrades. Despite the bounty on Simon and River, he looks after them too: Simon because of his doctorin' and River because of her brain.

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ministrations, while always kind, are often stern. Like all good Christians he is a pacifist, but there's more to Book than meets the eye. He knows more about guns than a Shepherd should, and has some sort of past with the Alliance. He is vague about his past but he's clearly acquainted with the ways of power. Some suspect he was a high-ranking Alliance commander, perhaps even a Field Marshal. He often seems sad. What weight is this soft-spoken retiring man carrying?

When discarded, choose one other player still in the act. You and that player secretly compare hands. The

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