

Start: \$3000
 6 fuel, 2 parts
 3 Job Cards
 Range 5 Engine

Firefly

Rob's Rules

Job Hand Limit 3
 Job Working Limit 3
 Ship (non-engine) Slots 3
 Crew Size Limit 6
 Gear Use Limit 1/crew
 No Limit to Gear On Ship

Main Actions	2 Different Main Actions/turn
Fly	Full burn - 1 fuel = full range, draw 1 encounter card/sector on the way Mosey - 0 fuel = 1 sector, no encounters Ships can't enter Reaver occup. sectors
Buy	Station - draw 3 cards, pay for up to 2 & \$100/fuel, \$300/part Planet - \$100/crew - clear disgruntled
Deal	Boss - draw 3 cards, keep up to 2 & dismiss any crewmembers
Work	Anywhere - Start/Misbehave/Complete Planet - work odd jobs, get \$200 & dismiss any crewmembers

Kosher: no gear
 Bribe: +1/\$100
 Evade: move to adjacent & stop (no encounter card)

Alliance only stops
 Outlaws: contraband, fugitives, warrants & wanted crew

Fuel = 1/2 cargo space
 Parts = 1/2 cargo space

Working Jobs:

Commit all crew/gear you want on it at the start of a job only.
 You can't commit crew that are already doing another job.
 Crew/gear on the ship are unaffected/can't participate in the job.
 At end, pay all crew (whether on the job or not) their cut or they become disgruntled.
 Immoral Job - At the end of the job, any moral crew become disgruntled.

Misbehaving:

Proceed - You can keep going if you have another action/move.
 Botched - You must stop but can reattempt the job later.
 Warrant - You get a Warrant token. Lose rep with Harken. Lose rep with the job boss and discard the card if you were working it at the time you got the Warrant.

Disgruntled:

Regular crew disgruntled twice abandon the ship immediately.
 A leader "killed" leads to them being disgruntled instead.
 A leader disgruntled twice leads to all hired crew being dismissed & disgruntles off.