

Firefly: Out to the Black Quick Reference

SetUp: 1) pick characters and draw cards per the character sheet; 2) remove jobs for more players than you have; 3) pick 9/8/10 jobs for 3/4/5 player game; 4) pick 4/5 Alliance Cards for 3-4/5 players; 5) take 6 Credit and 6 Honor tokens; 6) play 2 characters if you are playing 3 players and take 2 extra Credit & Honor tokens.

How to Win: Complete all jobs in the deck regardless of how well.

How to Lose: Run out of Credit or Honor tokens or run out of cards in the Alliance Deck.

Rules: Prospect Phase; Job Phase; Aftermath Phase; Cool-down Phase

Prospect Phase: Do one action by playing a card, using Credit/Honor action, or Special Ability.

Job Phase: Look at the Job Card and set up goals on the tracking board. Leader decides who does job with him. Leader plays face down Serenity Skill Cards followed by others in clockwise fashion. Anyone with specialty skills (with stars) can play Serenity Cards face up for those skills. Leader can activate Job Phase Honor or Credit actions as many times as he wants until he passes the turn. Additional Job Phase Serenity Cards may be played.

Aftermath Phase: Leader reveals a Gorramit Card and follows the instructions. Flip one Serenity Card per skill (excluding wild) and add the brown number in the hex to the collective skills. Any Aftermath Serenity Cards can be played. Leader assigns any wild skill points toward the job. Check to see how well job was passed or failed. Follow any Alliance Card that is drawn.

Cool-down Phase: Check to make sure you have at least 1 Credit, 1 Honor, and 1 Alliance Card left (if not you lose). Discard any played Serenity Cards. Any player who wasn't in the mission can discard and draw one Serenity Card or can spend an Honor to draw a Serenity Card if player doesn't have one. Player to the left of the leader becomes the new leader and starts a new Prospect Phase.

Special Abilities: Pay attention to when special abilities can be played. They can be played once per game per character.

Special Rules: In 3 player game: Prospect Phase – can use either character's abilities as leader; Job Phase - leader can only pick one character per player.

Playin' Fair: Don't show cards to others or tell what they are. Don't talk about what skills you have. You can always use Credit/Honor tokens on your turn whether others want you to or not.

By Christopher Ross