

# INDEPENDENTS

On their turn, each Independent (Cowboy) takes one of the following Actions. They can receive 2 Wounds.



Roll a die for each Cowboy behind a crate. Each Firefly hits an enemy.



Next to an enemy, Cowboy deals 2 Wounds and receives 2 Wounds at the same time.

If there are fewer Cowboys than enemies, you can request reinforcements and a Cowboy will appear in Building 3 or 5. This action is exclusive to the Cowboy that appears, and it doesn't override the actions of other Cowboys.

# ALLIANCE

Each Alliance Soldier (Thug) can receive a number of wounds indicated on the numbered token in front of them before dying, and any time a thug is hit by an attack they are knocked down.

On their turn, the Thugs advance 2 Moments and then their Skiff attacks the nearest Cowboy or Crew who isn't behind a crate. Roll 6 dice, subtracting one for each Thug who is knocked down or dead. Each Firefly or Disgruntled result deals 2 wounds. If all Cowboys and Crew are behind crates, nothing happens.

At the end of their turn, any Thugs who are knocked down stand up again.

# MAL & ZOE

On their turn, each Crew takes one of the following Actions. If they are downed, they can only Heal.

They can receive 5 Wounds.



Each successful hit deals 1 Wound.



Next to an enemy, deals 2 Wounds.



Use the AA Gun: A blue shield with a white wrench icon and the number 8.

# UNIFICATION WAR



# SET UP

Place 5 Numbered Tokens on the map as shown, representing trenches, then place a Thug above each Trench.

Place 6 Crates as shown and then 5 Cowboys behind them.

Place Buildings 3 and 5 at the bottom of the map and Building 9 at the top, face-down, to create an elevated platform.

Place 2 Tech Challenge tokens beside Building 9 to represent stairs and 1 Tech Challenge with an Objective token to represent the AA Gun

Crew can start in either Building 3 or 5.

Take 3 Time markers (Thug, Cowboy, and Crew), shuffle them, and place them on moment 1.

# SERENITY VALLEY

*As sergeant of the 57th Independent Ground Brigade you're defending the Serenity Valley. An airborne Alliance Skiff threatens your men and to take it out you'll need to reach a nearby UA 571-D, and anti-aircraft gun. Unfortunately it lies on the other side of a squad of Alliance soldiers hidden in trenches.*

*No one leaves Serenity, you just learn to live there. Let's go duck hunting!*

## GOAL

The job ends when Mal or Zoe have shot down the Skiff and all Alliance soldiers (Thugs) are dead.  
If the 2 crew members are Downed, the job is a failure.

## JOB SPECIAL RULES

*The Alliance said they were gonna waltz through Serenity Valley, and we choked 'em with those words. We've done the impossible, and that makes us mighty.  
Just a while longer. Our angels are gonna be soaring overhead, raining fire on those arrogant Khangs.  
So you hold! You hold!! Go!*

## 57TH INDEPENDENT BRIGADE

You have at your disposal a number of Independents (Cowboys) who can help you reach the AA gun. They can move, shoot, brawl, and should any fall, they can call for reinforcements.

## ALLIANCE

Alliance soldiers (Thugs) are hidden in trenches that lie between you and your objective. They are supported by an airborne Skiff that will pass overhead and fire upon your entire brigade. The soldiers will not move from their trenches for fear of being hit by their own Skiff.

## THE ANTI-AIRCRAFT GUN

The UA 571-D is a 12mm anti-aircraft gun capable of taking down the Alliance Skiff that is massacring your Brigade.  
When either Crew gets to Building 9 they will have to pass two Tech Challenges, one to climb up to the roof and another to fire the gun.  
Only Mal and Zoe can attempt these Tech Challenges.



# EVENT CHART

*Roll a die the first time a crew member passes each star on the timeline:*



**ALLIES ABOVE!:** Revive a dead Alliance soldier (Thug) or remove 2 wounds from an injured one.

**2-3: EXTRA SKIFF:** In the next Thug turn the Skiff flies over twice, roll 12 dice instead of 6.

**4-5: BIG BANG:** Grenades destroy 2 randomly chosen Crates.



**REINFORCEMENTS:** Place an Independent (Cowboy) on the top edge of the map.

## GET PAID

*After 7 weeks of hard fighting, thousands of casualties in the sixteen brigades and twenty tank squadrons deployed in the Valley, the Independent command decides not to give any more support and orders you to lay down your arms.  
The Alliance is victorious due to superior numbers and technology.  
What is your prize?  
Being forced to roam the 'Verse until you get a ship and do jobs of dubious legality to survive.*