



## Firefly Adventures FAQ Updated 1.29.18

### Timeline

**The rules for the Timeline seem self-contradictory. On p.3 "Turn Order", 3rd paragraph, it says "Sometimes a Character's Time Marker will end up on top of another Character's. In this case, the Marker which is on top is considered to be behind the Markers below it." Further on, on the same page, under "Goon Actions", it says "When a Goon is Alerted, place their Time Marker on top of the rearmost Time Marker, such that they will take the next turn."**

The Character whose Time Marker is most "behind" on the Timeline takes the next turn. So when a Goon is Alerted, placing their Time Marker (physically) on top of the rearmost Time Marker, they are now considered to be "behind" the Characters (physically) below them in the stack – thus taking the next turn.

**When Crew take Actions, are they allowed to see the results of the first Action before declaring the second? As there is no rule prohibiting it I assume so.**

Absolutely. You don't have to pre-plan your Actions (but could make for a fun alternate rule in a Job).

### Crew

**Can you pass credits like Equipment?**

Yes.

**Wash has a Heroic Action that permits him to Brawl and Move one square. Does this allow him to Move one square and then Brawl?**

Correct – he can Move/Brawl or Brawl/Move. Crew Actions which allow you to do two things with one Character Action may be done in either order.

**Kaylee has no Brawl Action. Is she still permitted to Brawl if she has a melee weapon? I assume so, as I imagine the monkey wrench belongs to her.**

Correct. Just as no Character (yet) has a Shoot Action on their Crew Card, and needs to carry a piece of Equipment in order to Shoot; Kaylee isn't much for bare-knuckle Brawling – but she's handy with a wrench!

**Jayne has a Brawl Action that is not Heroic; meaning he can punch a Goon in the face whenever he feels like it. So, if he walks up to a Goon and punches him, does he become Heroic or stays Casual?**

Jayne's Casual Brawl Action also says, *"If Hidden from Goons, other than target."* Jayne can Brawl with a single Goon, who cannot be seen by any other Goons, while Acting Casual. If the Goon is Wounded, that Goon is going to be Alerted. If Jayne is Wounded, Jayne must Act Heroic.

**Can Crew heal themselves? This is allowed when Downed. The rule says "To heal a Wound, you must be standing next to the Wounded Character", which strictly means that Characters cannot heal themselves. However I have assumed they can, after the fashion of Downed Characters.**

Yes, Crew can heal themselves. While not actually possible to stand next to yourself (short of some Mudder's Milk induced delusions), you're always close enough to yourself to heal.

**Are Crew Actions to Move other Crew only allowed when the other Crew are Available?**

No, unless the crew ability states that.

**In situations where one Crew Member has four pieces of Equipment, can Equipment be dropped or left in a crate for later retrieval or is surplus Equipment lost.**

There's no rule in the game right now for dropping Equipment on the table, but that doesn't mean you can't do that in your games – that sounds like it'd be fun.

Alternately, if a Crew is already carrying four pieces of Equipment, you can exhaust the new Equipment, so that they can carry it, but not use it for the remainder of the Job.

## Goons

**For two of the Cowboy cards, the instructions on each side are contradictory. For Sharpshooter, "When within 12 of nearest visible Heroic Crew, Shoot" contradicts "If more than 6 from Target, Move". For Duelist, "Only spends 2 [Moments] to Shoot" contradicts the printed cost of 3 on the other side. My assumption is that the special rule is the correct one.**

That's right – special rules always take precedence over basic rules. In this case, having all of the Cowboys share the same card back allows you to shuffle and randomize the Cowboy cards.

**The counters for Goon start positions and Objectives have different colorings on each side. Likewise, the bodies seem to have a pool of blood on one side, but not the other. Is there any significance to this?**

Not yet – but given the nature of *Firefly Adventures* Jobs, those alternate sides may be used in the future.

**Are Downed Characters ignored by Goons for attacks/movement/targeting purposes? In the rulebook it says "Goons generally do not target Downed Crew", but "generally" is a bit vague. Is there ever a situation where they might target Downed Crew?**

Not unless a Job specifically states that the Goon would target a Downed Crew. The “generally” is just leaving that door open for a future Job.

**If a Casual Goon doesn't have a Heroic Crew, nor a Body in sight and yet has an Active Goon in sight, does he still stay Waiting?**

Yes – Goons are only Alerted by Heroic Crew or Bodies.

**If all Characters are Acting Casual, the Active Goon should move towards the nearest unoccupied Goon starting position. What happens if there are no unoccupied positions?**

*Firefly Adventures* will sometimes require a bit of agreement from the players on what the most fun resolution to a situation will be. If there is a player controlling the Goons, they may move the Goon in any direction they'd like. We generally move the Goon in such a way to make the Job more difficult for the Crew.

**When a Job says to place a new Goon, does that location now become a Goon starting location, for the purposes of the Waiting rule?**

Correct. You can either place a new token, or just remember where they appeared.

**If a Goon is created in a room but out of sight of any Heroic Crew at the end of the Crew turn (the one triggering its creation and subsequent Crew turns) what does it do?**

If the Goon is Alerted, they'll follow the normal rules for Goons who can't see any Heroic Crew.

**It says Thugs can move through Thugs in the movement section... but can Goons in general move through Goons? As in, can a Thug move through a Cowboy?**

Yes, Goons may move through other Goons.

## **Brawling**

**On p. 8 "Equipment in Brawls" it says "You may add the Fight Skill from two melee weapons to your Brawl roll." When paying time costs for melee weapons, does the Character pay the sum of their Brawl Action plus the weapon time costs, only the greatest of them, or what? As there is nothing to prevent the use of two weapons with no time penalty when used defensively, I assume only the greatest single time cost is paid. I further assume that a Character assisting in a Brawl may use their own skill plus that on any two melee weapons, as for other tests.**

When Brawling with multiple melee weapons, you may use whichever Brawl Action you'd like (usually the shorter, not the longer). You add all the Fight Skill from your Crew Card and both melee weapons.

**Kaylee was caught in a one-on-one Brawl with a Thug. Without a melee weapon, what happens? She doesn't have the "Brawl" Action, so how can she disengage? Can she defend in a Brawl?**

Without a melee weapon, she can't use the Brawl Action on her turn. If the Goon Brawls with her, she may defend as normal. If Kaylee wins that defensive Brawl, she may move away. Any Crew may elect to move instead of inflicting a Wound if they win a defensive Brawl.

**Page 8: Breaking Away From Goons: "When standing next to a Goon, Crew must Brawl with the Goon first, spending the amount of time it takes them to Brawl. This Move does not count as an additional Action and does use any additional time, beyond the time spent to take the Brawl Action." Do you mean "does NOT use any additional time"?**

That's right – that'll be amended in future printings of the rulebook.

**The rules say that if you're next to a Goon and try to move away you have to Brawl the Goon. It doesn't specify that Goons have to be Alerted for this. So if you move next to a Waiting Goon (to negotiate or something) and then try to move away on your next turn, do you still have to Brawl them, even if you're still Casual and they're not Alerted yet?**

You don't have to Brawl to move away from a Waiting Goon.

**When Breaking Away from two adjacent Goons, is it one Action or two? If one does the other Goon add its Fight Skill Points?**

It is still one Brawl Action. Goons don't assist each other, so the additional Goon doesn't make it harder to break away.

## **Jobs**

**On Jobs where Challenge Tokens are used and success grants a reward and failure a penalty is this reward instead of the listed ones on the drawn card or in addition to them. For example, in the Rescue Job, success provides Intel Token and no penalty for failure apart from the fact the test cannot be reattempted as the token is removed regardless of outcome.**

Any rewards or failures described by the Job are in addition to the results on the card.

**In these situations does the Challenge Token stay with a Goon if it is Alerted and moves away from its original location.**

Generally, yes. Some Jobs may say to discard Test markers if the Goon is Alerted.

## **Doors & Locks**

**If an attempt to open a lock fails, may it be repeated in subsequent Actions? As there seems to be no explicit prohibition, I assume so.**

That's correct. The locked token sticks around and may be attempted again later, by the same Character or a different Character.

**Doors are free to investigate and do not cost a square of movement but it states requires a skill test and another Action to open the door. When do you take that "additional Action" to open the door? What if the token says the door is open?**

If you investigate a door and it's already open, you can discard the token and continue your turn – moving through an already open door doesn't take an Action or any additional time. If you investigate a door and it's locked, you'll need to take an Action and spend some time to unlock it. Once unlocked, you may move through it freely.

**If a Goon becomes Alerted inside a building e.g. from an event, will it open a locked door to move towards a Heroic Crew or Goon starting position. If yes, do they lock it; does it cost an Action for them to unlock/lock a door?**

Goons are on their own turf and may move through locked doors, unless the Job's rules state otherwise. They have the correct keys, passwords, retinas, etc to pass.

**In that case, does a Goon outside a building and adjacent to a locked door become Alerted and unlock the door if a Heroic Crew is inside?**

Yes, a Goon standing in the doorway would be Alerted and move into the building – and the door would stay locked (again, unless the Job's rules stated otherwise).

**Would opening a locked door Alert the Goon inside the building, if the Crew stays Casual?**

No, not if the Crew stays Casual – they look like they belong there.

**Can LOS be traced through closed doors? The rules state that "The walls of buildings block line of sight" and "Characters standing in either square immediately perpendicular (not diagonal) to an open door are considered to be in the doorway. Characters in doorways can see through the door[...]" It seems as if closed doors should block LOS.**

Closed doors do block line of sight – unless the Character is standing in the doorway. This is a rule designed to fit the chaos of combat into a regular grid. If you don't want a Character in a building to be visible from the outside, they need to be standing in a square that isn't *right* next to the door. When a Character is standing in the doorway, the door is still considered to be closed – only the Character in the doorway can be seen.

Remember, Characters in a doorway are considered to be in cover, when shot at from the other side of the door, so the doors do offer protection.

**If a Heroic Crew moves in front of an open door, they are considered 'in the doorway', so they are seen by everyone in the room. However, what about if there's also a door across the room, if there's a Goon outside but also considered 'in the doorway'? Does the Goon see you from there? Is it considered in sight?**

A Heroic Crew will only Alert Waiting Goons if they end their movement in a doorway, not if they just pass by it. If a Heroic Crew ends their movement in a doorway and there is a Waiting Goon in the other doorway, outside the building, they would be able to see the Heroic Crew.