

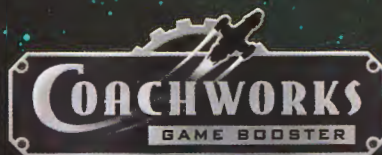
JOSS WHEDON'S

firefly™

THE GAME

FIND A CREW - FIND A JOB - KEEP FLYING

JETWASH



firefly
ONLINE

THE JETWASH

WELCOME TO THE COACHWORKS

Each Coachworks expansion adds additional playable ships to *Firefly: The Game*. These new ships can be used in combination with the core game and any expansions. All the new cards in this set are marked with the Coachworks Set Symbol.



Coachworks
Set Symbol

SERIES IV FIREFLIES

The Series IV Firefly represents the current generation of Firefly ship design. Series IV ships have a larger cargo hold, better drive core, and a secured fuel exchange system, compared to their predecessors. The Series IV Firefly sacrifices flexibility for optimization. Which ship is the right choice will depend on each Captain's strategy and goals.

Series IV Fireflies have 6 Stash spaces for Fuel Tokens. You may only place Fuel Tokens in those 6 spaces, not Part Tokens.

Note: Because the Series IV is built on the same basic Firefly chassis, you can swap a Series IV ship's drive core for another drive core purchased at a Supply Planet.



NEW LEADER CARD

A new version of Zoë, as a Leader, is included in this set. If Zoë is selected by a player during the "Choose Ship & Leaders" stage of Set-Up, remove the Zoë Crew Card from the Silverhold Supply Deck. If Zoë is not chosen as a leader, use her Crew Card normally.



The Jetwash was christened in memory of Hoban Washburne, Husband and Pilot.

NEW SHIP CARD

The Jetwash is a new Series IV Firefly with a unique special rule and is equipped with two starting Ship Upgrades: a "Nav Sat Decoy Cluster" and "Emergency Ram Jets".

STARTING SHIP UPGRADES

Series IV Fireflies are pre-equipped with a set of Ship Upgrades. Starting Ship Upgrades have prices listed on their cards. During Set Up, if you select a ship with Starting Ship Upgrades, pay the costs listed on the Ship Upgrade Cards (\$1000 total for the Jetwash). When playing "The Browncoat Way" Set Up Card, the list prices on the ships include the cost of the starting Ship Upgrades; do not pay for them again.

Note: The Leader Corbin's "Chop Shop" ability only applies during Buy Actions; you must pay full price during Set Up.

Starting Ship Upgrades have Set Up Card backs. If these Ship Upgrades are discarded, they are removed from play, not put into a Supply Deck Discard Pile. The Coachworks Ship Expansions also come with new Supply Cards, which may be added to the Supply Decks.



NEW STORY & SET UP CARDS

SET UP CARDS

Set Up Cards detail alternate ways of starting the game: Starting Jobs, Assets, Nav Decks, etc. Each aspect of Set Up that differs from standard Set Up is marked with a Green title bar, as pictured below. Set Up Cards may be paired with any Story Card to add variety to your games.

THE BROWNCOAT WAY

Story Cards take precedence over Setup Cards.

1: GOAL OF THE GAME

First, choose a Story Card.

2: NAV DECKS

Shuffle the Alliance Cruiser and Reaver Cutter Card into their respective Nav Decks, regardless of player count.

3: ALLIANCE & REAVER SHIPS STANDARD

4: STARTING CAPITAL

Each player receives \$12,000.

5: CHOOSE SHIPS AND LEADERS

All players roll a die. The player with the highest result either selects a Leader OR purchases a Ship, paying the Bank the list price on the Ship's card. After purchasing a Ship, place the Ship's model on the board.

Play passes to the left with each player in turn doing the same. The last player to choose selects a Leader and purchases a Ship. Play then reverses, passing back to the right with players making their remaining choice.

Once all players have purchased a ship and chosen a leader, everyone may buy Fuel (\$100) and Parts (\$300). Players do not receive free, starting Fuel or Parts.

6: STARTING JOBS

Do not take starting Jobs.

8: PRIMING THE PUMP STANDARD

Game Time Increased For Experienced Players

THE BROWNCOAT WAY

This Set Up Card is for experienced Captains who want to add another layer of challenge and decision making to their games. Choosing a more expensive ship will mean you start with fewer Credits - but your ship is one thing you can't change later!

WHERE THE WIND TAKES US

This Story Card introduces a new system for placing Goal Tokens randomly throughout the 'Verse. Canny Captains will need to find Jobs that take them to Planets with Goal Tokens. It will take both luck and skill to be the first Captain to collect 3 Goal Tokens.

WHERE THE WIND TAKES US

The winds of fate can be fickle, blowing this way and that with no regard whatsoever for a captain's plans... How you could rage through the storm and buck those headwinds, trying to hold true to your intended course. The wise captain knows to ride the currents and take opportunities as they come. After the storm, will you be the broken ginkgo tree or the leaf blown to new and greener pastures?

THE SET UP

Each player selects a Contact Deck and draws three Jobs from the deck (in games with three or fewer players, draw four cards). Place a Goal token at each Drop-Off/Target/Destination planet of the drawn Jobs. Return all the Jobs to their Contact Decks and reshuffle the decks.

Do NOT deal Starting Jobs.

STORY SPECIAL RULES

Each time a player successfully completes a Job at a planet with a Goal token, they may claim that Goal token.

WINNING THE GAME

The first player to collect 3 Goal Tokens is the winner.

"I am a leaf on the wind. Watch how I come." - Wash

2-3 Hours Recommended for Experienced Players

CREDITS

GAME DESIGN

Sean Sweigart, Aaron Dill

SENIOR PROOFREADER

Peter Przekop

GRAPHIC DESIGN

Katie Dillon

3D DESIGN

Charles Woods

DESIGN DIRECTOR

John Kovalski

PRODUCERS

Peter Simunovich
John-Paul Brisigotti

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20th Century Fox:
Judy Huang, Maria Romo

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