

KEEP FLYIN'

FEATURE
By Monica Valentinelli,
and Mark Diaz Truman



firefly

• **ROLE-PLAYING GAME** •

WRITTEN BY
MONICA VALENTINELLI

As the brand manager and lead writer for the **FIREFLY RPG**, I held many conversations with Margaret Weis regarding the target audience and our vision for the game. By the time the acquisition of the license was announced in March 2013, Margaret's vision crystallized and I had my marching orders. "Make the game simple," she said. "I want this to be a game for fans of *FIREFLY* who love the television show, but may have never role-played before. Let's give them a chance to adventure out in the black!"

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**MARGARET
WEIS**
PRODUCTIONS, LTD.



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With that in mind, we designed the new **FIREFLY RPG** rule system to highlight the cinematic feel of the TV show so the game would be rewarding for both new and existing players. The result is a fast, easy-to-learn Cortex Plus system that emphasizes character interaction and story development – just like the show!

Here are the top five questions we've received so far about our new game:

WHEN WILL THE FIREFLY RPG COREBOOK BE RELEASED?

Our projected release date for the corebook is mid-February 2014. It is a hardcover rulebook that's over 350 pages of *FIREFLY* fun!

WHAT TIME PERIOD WILL BE COVERED BY THE FIREFLY RPG?

The game is set six years after the Unification War and is faithful to the story elements from the *FIREFLY* television series. For example, the origins of the Reavers is still unknown and the main characters, like River Tam and Shepherd Book, have secrets waiting to be explored.

WHAT NEW SETTING MATERIAL WILL WE FIND IN THE COREBOOK?

Throughout the corebook, we introduce story hooks with character archetypes, ship stats, adventure ideas, locations,

and more! We've customized the Cortex Plus rules so that every Asset, Complication, Signature Asset, and Distinction reflects the *FIREFLY* setting.

The setting from the TV series is reinforced with an overview of all five planetary systems and three distinct regions; a detailed Episode Guide with rules, synopses, and examples; and a sample Episode.

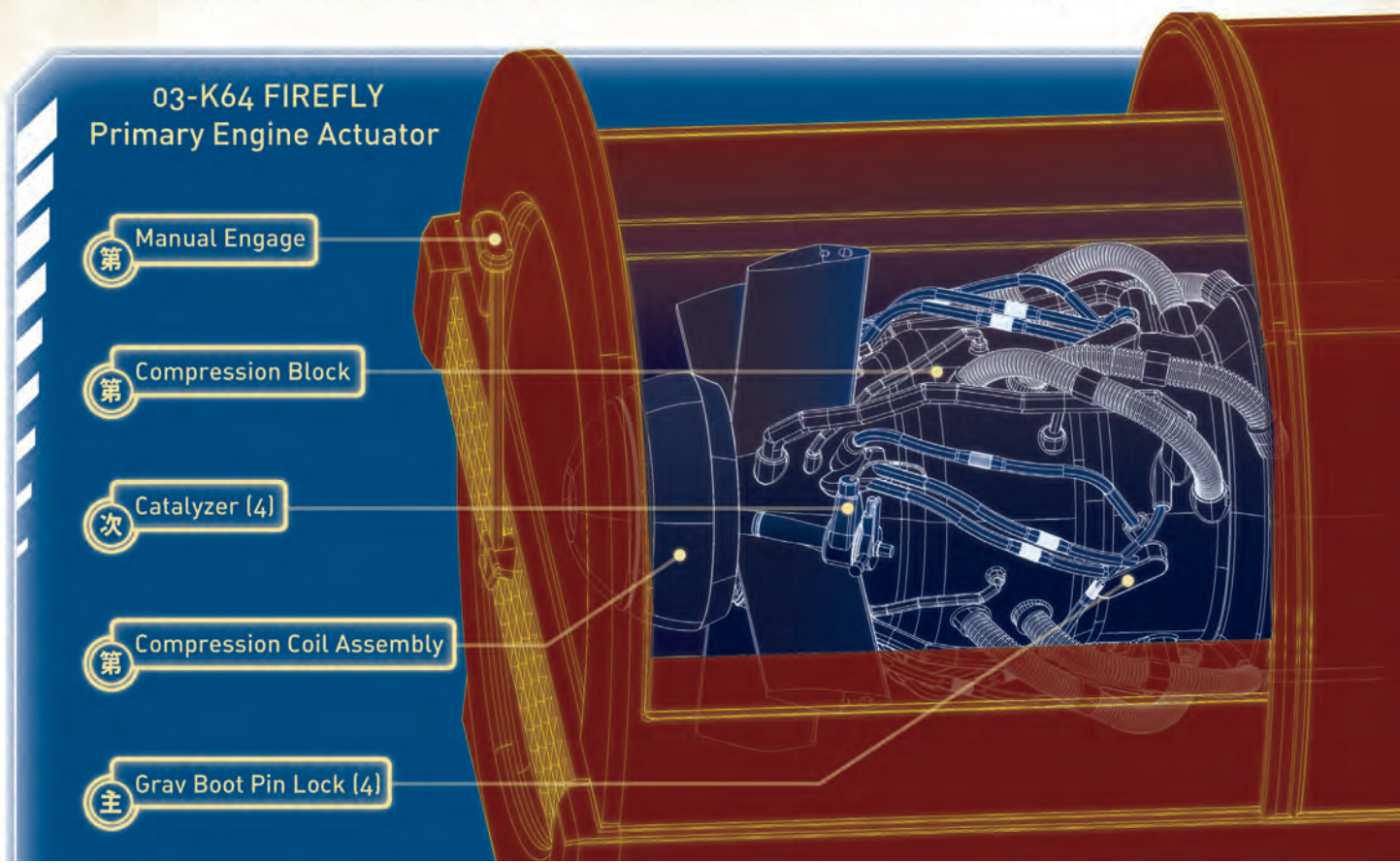
For a sneak peek, check out the **FIREFLY RPG** rules for an Alliance cruiser, the *I.A.V. DORTMUNDER*, later in this issue. Shiny!

WHAT ARE THE MAJOR DIFFERENCES BETWEEN THE FIREFLY RPG AND THE SERENITY RPG?

The **SERENITY ROLE PLAYING GAME**, published in 2005, was based on the movie, *SERENITY*. The RPG employed the first iteration of the Cortex system (now called Cortex Classic). The new **FIREFLY ROLE-PLAYING GAME** is based on the Fox television series. The game rules are rooted in the Cortex Plus system and specially designed to suit the *FIREFLY* setting.

WHERE CAN I GO TO ASK MORE QUESTIONS? FIND MORE INFORMATION?

Drop by the Margaret Weis Productions, Ltd. website (www.margaretweis.com) or visit our Twitter (@MargaretWeisPro) or our Facebook account. We'll be happy to answer any questions you might have.



HOW SHIPS WORK IN THE FIREFLY RPG

WRITTEN BY MARK DIAZ TRUMAN

One of the most exciting parts of the **FIREFLY RPG** is our extensive ship creation chapter that allows players to create over five thousand unique ships to fly side-by-side with *Serenity* herself. This new universe of ships includes fierce Alliance gunships, decommissioned Browncoat interceptors, floating criminal skyplexes, and long-haul transport freighters. You'll find everything you need to build and customize ships for Crews throughout the 'Verse.

HOW DO SHIPS WORK?

Crewmembers in the **FIREFLY RPG** have both *Attributes* (dice representing how comfortable they are in **MENTAL**, **PHYSICAL**, and **SOCIAL** Actions), and *Skills* (dice representing their training and experience). The larger the die—ranging from **D4** to **D12**—the greater the strength of the Attribute or Skill. For example, Jayne has a **PHYSICAL D10** Attribute and **SHOOT D10** Skill to showcase his strengths and a **MENTAL D6** Attribute and **NOTICE D4** Skill to represent his weaknesses.

Since a ship is only as good as her Crew, ships only have Attributes (**ENGINES**, **HULL**, and **SYSTEMS**) and lack Skills like **FLY**. When Crewmembers take Actions in a ship, they use the *SHIP*'s Attribute and their own Skill to work in tandem with their vehicle.

For example, Wash might roll:

- ★ **ENGINES D10 + FLY D12** to get *Serenity* away from Reavers above Whitefall.
- ★ **HULL D8 + TRICK D6** to try to get *Serenity* past an Alliance security checkpoint unmolested.
- ★ **SYSTEMS D6 + OPERATE D8** to use *Serenity*'s computers to find Inara's shuttle in the black.

HOW ARE SHIPS CONSTRUCTED?

You might expect such a variety of ships to be mighty complicated to construct, but we've planned for ship creation to be simple. Players select three Ship Distinctions at ship

creation; these are short phrases or descriptors that convey the ship's personality and mechanical focus, allowing you to quickly construct dozens of different ships by looking at different combinations of Distinctions.

Each Distinction offers your Crew the chance to add a **D8** to your roll when the Distinction might help you or a **D4** to a roll when the Distinction might work against you. Adding the **D4** gives you a *Plot Point*, a resource that you can use to activate your ship's unique abilities called *Distinction triggers*.

In addition to Ship Distinctions and triggers, your Crew also selects a few *Signature Assets* that establish specific equipment or gear that your ship has been equipped with before leaving port. Each of these Signature Assets adds an additional **D8** when appropriate.

HOW DOES SHIP COMBAT OR SPACE CHASES WORK?

While *Serenity* doesn't have any guns, many of the other ships you might want to build are armed and ready for conflict, leading to exciting ship battles, tense ship chases, and many other thrillin' heroics.

When a Crew gets into that kind of trouble, the Gamemaster rolls a few dice to set the stakes of the conflict. The Crew then gathers together a dice pool based on the ship, their Signature Assets, and their own Skills; they try to raise the stakes by rolling higher than the GM rolled. Whoever





rolls higher is declared the winner and might Take Out the other ship by knocking out its engines, escaping into the black, or otherwise winning the contest.

However, the ship that lost the conflict doesn't have to go out right away. Instead, that ship can spend a Plot Point to take a *Complication* like **FALLING BEHIND** or **ENGINES ON FIRE** or **HULL BREACH!** to stay in the fight or keep up the pursuit. Eventually these Complications mount until one of the ships can't keep it up, and the other ship wins the contest.

I.A.V. DORTMUNDER

ENGINES

8

HULL

12

SYSTEMS

8

DISTINCTIONS

TOHOKU CLASS ALLIANCE CRUISER

8



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



LET'S GO HELP THESE PEOPLE. When you overlook minor criminal activity to answer an Alliance distress beacon, gain 1 PP.

IN THE LINE OF DUTY

8



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



YOU HAVE YOUR ORDERS. Gain 1 PP when you abandon your current objective because of a direct order.

ARMED AND DANGEROUS

8



Gain 1 Plot Point when you roll a **D4** instead of a **D8**.



Y'ALL ARE OUTGUNNED. Spend 1 PP to double **SYSTEMS** when fighting a ship that lacks your firepower.

SIGNATURE ASSETS

EMP WEAPONS

8

INTERNAL SECURITY

8

TRACTOR BEAM EMITTER

8

LASER CANNONS

8