

Firefly: the Game

Tips for Surviving the Bigger 'Verse

compiled by Firedrake

Gas and Go

Always buy more fuel than you think you're going to need. You don't want to be stuck out on the Rim taking many, many turns to get to a supply planet. Every time you Buy, remember to think about fuel. Even if your drive doesn't use fuel to Full Burn, you may need a bit for some of the nav cards. [Firedrake]

Can't Always Get What You Want

Always keep the end of the game in mind, and focus your play towards it. A strategy that is perfect for one story card may be the road to ruin in another. There are three main types of story card: challenges, which have a few tough missions for which you'll need to build up a good crew; reputation hunts, where you're trying to get solid with specific contacts; and cash grabs, where you're just trying to collect as much money as possible. In a cash grab, you won't be taking low-paying Amnon Duul jobs; in a reputation hunt, there's no point doing more than one job for the same Contact. [Firedrake and gwek]

Stay focused on the endgame. If the story card requires you to work “Goal” actions to win, don't waste time working jobs you don't need; even if they are on the way. Work just enough jobs to fund the mission, then move quickly to the Goals. At the same time, if the story card is a cash grab, be wise in spending your money. Vera is a very good piece of gear, but if you already have enough fight to Misbehave safely leave her in the discard pile—the cash is more valuable at that point. [turambur]

Pick a style and stick with it. The worst place to be is with *half* your crew Moral: you pay just as much for Shore Leave after Immoral Jobs, but you don't get the benefit of the higher skill and keyword density of an all-Moral crew. [Firedrake]

Flying and Fixing

A Pilot and Mechanic together will let you evade Reavers. Try to get both before you spend much time in Border or Rim Space. A Cry Baby is great if you're doing illegal things in Alliance Space, but they're harder to find than they used to be. [Firedrake]

Mouths to Feed

Before taking a job, check the pay. Once you've built up a bit of a crew, the easier jobs just don't pay well enough to keep your ship flying, and you can end up losing more money on a low-paying transport job than if you'd dead-headed across the map. [Firedrake]

Find a Crew

You get that starting cash for a reason. As frustrating as it can feel to sit still and shop, spend the first few turns at a supply planet shopping to make sure you have the crew and gear you need to work the jobs required for the story. This will save you time down the road when you are not losing jobs and crew to failed Misbehaves, then having to fly back and forth to restock. [turambur]

Try to get as many Keywords and professions as you can, especially if you're planning on Misbehaving a lot. Hacking Rig and Explosives are particularly valuable. You have more chances of getting Aces or choosing easier options. [AMarsReject and ASwagman]

Ain't Misbehavin'

Some Misbehave cards are easy to pass. Some can wipe out your crew. As a rule of thumb, try to get at least four adds in at least two of the skills (Fight, Tech, Negotiate) before you tackle Misbehaves; six Tech and Fight gets you past most Navigation Cards too. Transport will often let you get out of a bad situation with minimal losses. [Firedrake]

Lean and Mean

Avoid overages and doubling down. You only need each keyword once (especially with Gear, since Gear can't be killed or lost) for full value, and with very few exceptions (Piracy and Breakin' Atmo Jobs), a Fight of 6 is just as good as a Fight of 16. [gwek]

A well-balanced Crew, with 6 or 7 in each skill, will see you through 95% of the challenges in the game, especially if you have a Transport for them. [gwek]

Don't waste money doubling up if you can avoid it, and if you do have redundant items, see if you can Trade. [AMarsReject]

Don't get obsessed with getting the perfect crew and gear. Perfect truly is the enemy of good here; focus instead on having a crew that is good enough to work the jobs and goals you need to finish the game. (i.e. Don't sit and dig for Zoe or Jayne when there is a bandit that is 80% as good already in the discard pile, those turns are precious.) [turambur]

Timing is Everything

Jump at the right time. The game is often close, and usually everyone spends the first few rounds building up a Crew (6-8 rounds seems to be the common time for collection of resources). Move too early and you're probably under-prepared. Move too late, and you're over-prepared and falling behind. [gwek]

Fly Efficiently

A recurring statistic is that players who Fly the least accomplish more Goals. Spend the time to get multiple jobs in the same system or along the same route, and ending near another Contact planet if possible. Zig-zagging across the 'Verse does not get you any closer to winning, and leads to longer games with less happening. [turambur]

Make better offers

Keep an eye out for Disgruntled Crew; swooping in to snatch a high value Crew off of another Player can make a huge difference! Equally, try to keep your high value Crew from becoming Disgruntled to avoid this. [AMarsReject]

Keep spare Cargo handy

Comes in handy for Family Dinners and some Misbehave cards [AMarsReject]

On the other hand, sell Contraband when you can rather than saving it up for Niska: money isn't illegal to have on board. [ASwagman]

Throw-Away Society

Don't overlook Discardable items. If you need to run away, Fast Horses (\$200) are just as good as a Flying Mule (\$1400). At least the first time. [gwek]

You will likely only need a Hacking Rig, Explosives, or Fancy Duds once or twice during a game (if that), so if the \$200 one use version is there don't sit and dig for the \$1000 permanent one; those turns and credits are more valuable in most games. The only exception here is maybe Transport because it comes up more, and there are two Misbehaves where having it will absolutely save your bacon. [turambur]

I'll Never Forget Old Whatshisname

Don't become too attached to your Crew. It's a hard 'Verse out there, and you might lose them to Reavers, the law, or some other bad luck. Or you might just find a better option you want to hire. DON'T waste time hunting for the Crew of Serenity. They're good, but they're not worth it. [gwek]

We Can Make A Deal

Don't be afraid to make deals with other players. Even if you help them out, you're also helping yourself out. [gwek]

Just a Flesh Wound

Medics can prevent death of a crew. Sick bay and Medical gear can increase chances of survival. [UpStarter]

Just Lucky I Guess

Don't forget that your Leader is immortal! They can substitute for a crew member if you lack a Medic, but at a cost of Disgruntling them. But don't do this too often or beware of your whole crew being sacked! [UpStarter]

Protect Wanted Crew

If you can't find or afford Gear or Ship Upgrades that protect Wanted Crew, a cheap Mudder can protect River Tam or Jayne from the Corvette. [ASwagman]

Strategic Thinking

The Reaver Cutters are (probably) still best used to blockade other players. Figure out where they want to go and put a Cutter there. Same for the Cruiser if they're running illegally. On the other hand, if you start your turn under a Cutter and have the right Crew, you can Evade for one Fuel: sometimes that extra move can help you, and sometimes you don't want your opponent to have it. [ASwagman and gwek]

Match Ships to Captains and Starting Locations

For example... Esmeralda offers protection for Fugitives, which benefits Illegal Transport Jobs... but Burgess offers a bonus on SHIPPING Jobs.

The *Artful Dodger*, with a larger crew, faster engine, but smaller Cargo Hold, favors Crime more than anything. That means the best captains are Mal, who directly benefits from Crime Jobs, and Nandi, who can hire a large Crew for free. Persephone is probably the best spot, because you can spend one action shopping for a solid, diverse Crew while using the other to pick up good Crime from Badger.

Alternately, Marco at Silverhold is a good tactic to get a ton of Fight-based Gear along with cheap Crew to take a brute force approach to Misbehaves. Although it's a long haul, Niska and Ezra is a good place to pick up jobs (not good for Mal or Nandi because of the high proportion of Moral Jobs).

I've also had good luck with Jubal Early in the Dodger, although I suspect that's just because he's all around solid.

The *Interceptor* is a challenge because of the small Crew and limited capacity to do jobs. For my money, Jubal Early and Zoe, with their ability to carry 2 Gear each, are good captains. If you're playing full board, Meridian and Beaumonde are probably the strongest starting points because of the number of the wide array of options, powerful weapons, and "contingency plan" supplies. With a luck draw, for example, you can get The Operative's Sword and Mal's gun (both of which are 2 Fight), and Cortland, who is not only a Mechanic, but also let's you not worry about building up too much Talk. (Zoe + Cortland + those 2 weapons = 8 Fight, 1 Tech, and the ability to ignore building up Talk. Not bad for only 2 Crew!)

Oddly, I think Atherton may be a decent captain for the Interceptor due to his 2 potent keywords.

The *Esmeralda* is a flexible ship (and most of what I said about the Artful Dodger applies here), although the large cargo hold and Mobile Refuge ability lean toward Transport Jobs, especially Illegal Transport. If you're taking that approach, Wright is your man, and you may want to start at the Space Bazaar to pick up a few Crew (and hopefully a Mechanic) and maybe a Transport Job or two from Amnon Duul.

Beaumonde may actually be a better bet. Although there are probably better Transport Jobs at The Space Bazaar and Harvest, the Twins have good offerings, and the supplies include both a Pilot and Mechanic. Throw in a few more Mudders and you're set.

Although he doesn't gain explicit bonuses from Transport Jobs, many of them are Immoral, so Womack might also be a reasonable pairing.

The *Jetwash* is to Smuggling what the Esmeralda is to Transport. Like the Esmeralda, it's very flexible, so it could be maximized for anything, but if you want to take advantage of Smuggling, Monty's your man, or maybe Murphy, who allows you the flexibility of selling you're Goods if things go against you.

Starting location really depends on the story card here. For a prolonged game, in which you expect to do a number of jobs, getting Solid with Lord Harrow early is absolutely necessary. If not, getting Solid with someone who can let you sell off Cargo or Contraband might be a better bet.

Since Monty and Murphy are both Mechanics, The Space Bazaar seems like a natural starting point, although there are so many goodies in Rim Space that the Meridian/Highgate pairing or Beaumonde is worth at least considering.

The Walden has finally come into its own with Kalidasa. Burgess at Harvest is probably the best combo. Grab some good jobs, then go get a decent Crew. Since Shipping is easy and Smuggling Jobs generally only require 1 or 2 Misbehaves, you don't need to bulk up too much, but assuming you're playing with PVP rules, you need to defend yourself against Piracy.

Because the Walden is good for Shipping or Smuggling, most of what I said about the Jetwash applies here, too.

I think these pairings ultimately reference every leader at least once except Sash and Corbin. There's nothing wrong with either of them, but I just don't see a clear synergy with a ship like I do with some of the others.

For the original Fireflies, I would argue that the best Leader/Starting Place combo might be Corbin @ Osiris or Nandi @ Anywhere.

One interesting thing about the new ships is because they have specific strengths, there are some combinations that are suboptimal, especially with Ship Upgrades. Because the original Fireflies are so neutral, there are no wrong answers. Thus, Corbin shines most with them (including the Artful Dodger). Nandi because of her flexibility in hiring Crew, is always a good bet with ANY ship. [gwek]