

FIREDRAKE @ BOARDGAMEGEEK

FIREFLY: THE BIG DAMN RULEBOOK

Now we're finishing this deal, and then maybe, maybe we'll come back
for those morons... got themselves caught... and you can't change
that by getting all... *bendy*.

— Jayne, "The Train Job"

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Introduction

I love Firefly: the Game. But right now it has four main rulebooks (The Game, Pirates and Bounty Hunters, Blue Sun, Kalidasa) as well as supplementary rules (Jetwash and Esmeralda), a comprehensive FAQ, and an active community on BoardGameGeek that tries to clarify the tricky bits. This document is an attempt to put those rules into one place; it should be able to replace the rule books, though the FAQ may still be helpful for clarification of edge cases.

With that in mind, the rules as presented here generally assume a multi-player game with all expansions in play. Exceptions are noted, but may not be comprehensive. If something is mentioned that isn't in your set, just ignore it.

Acknowledgements

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Version

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Setup

Lay out the board. Shuffle all decks except the three Nav decks, Bounties, and Silverhold.

Select a Setup Card. Note that Setup Card rules may modify the steps below, and may also change the order in which they are performed. Note also that Story Cards can contain setup information.

Nav Decks/Nav Setup

If you have three or more players, and you don't have both Blue Sun and Kalidasa in play, extract the "Reshuffle Deck" cards from each Nav Deck and put them on the appropriate discard piles.

Shuffle each Nav Deck.

This needs to be done by the point of Starting Jobs, and is probably best distributed among the players.

FAQ v4 p.1

FAQ v4 p.13

Alliance & Reaver Ships

Place the Alliance Cruiser at Londinium.

If Blue Sun is in play, place the three Reaver Cutters on the three sectors surrounding Miranda.

If Blue Sun is not in play, place the Reaver Cutter on the Firefly logo.

If Kalidasa is in play, place the Operative's Corvette at Cortex Relay 2.

Choose Ships & Leaders

Each player rolls a die, rolling again to break ties; highest roll takes a Leader card, a Ship board and the appropriate drive core, as well as any starting Upgrades.

Continue clockwise round the table. The last player to choose Ship and Leader immediately picks a starting Sector; continue *anticlockwise* round the table. No two player ships may start in the same Sector.

If Zoe is chosen as a Leader, extract the Zoe cards from the Silverhold and Bounty decks and remove them from the game.

Shuffle the Silverhold and Bounty Decks.

And the ship die if you are using them.

Starting Upgrades are currently available only for Jetwash and Esmeralda.

Starting at a Supply Planet is a good idea. See new player guides on BGG and elsewhere.

Havens

If Havens are in use, they may not be placed at Supply or Contact planets, or where another player's Haven is already placed.

Goal of the Game

Choose a Story Card if you haven't done so already. This defines the winning conditions.

A very common house rule is to choose the Story Card before selecting captains, ships or starting locations.

Starting Supplies

Each player receives:

- \$3,000 cash
- 6 Fuel
- 2 Parts

Players with starting Upgrades now pay for them.

The Browncoat Way setup card requires players to pay the book value of each ship as listed on its card; that number *includes* the cost of any starting Upgrades.

Starting Jobs

Deal to each player a Job Card from each of Harken, Amnon Duul, Patience, Badger, and Niska. Players may discard any or all of these Jobs, and must not retain more than three cards.

FAQ v4 p.4

Priming the Pump

Turn the top three cards of each Supply Deck to their respective discard piles.

Turn three Bounty cards face up.

Core Mechanics

Each square box on the ship card can hold one Cargo, Contraband, Passenger or Fugitive; or two Fuel, two Parts, or one of each. STASH boxes provide some protection against searches and piracy; the Stash on Jetwash and Esmeralda may only hold Fuel.

The LEADER (aka Captain) always counts as a crew member (for shore leave, maximum crew size, etc.).

FAQ v4 p.3

Whenever you are required to Kill a Crew, you may instead Disgruntle your Leader (add one Disgruntled token).

FAQ v4 p.3

A Crew card that acquires a second Disgruntled token immediately jumps ship, even in deep space, and is discarded. The exception is the Leader, who instead dismisses all their Crew (and discards the Disgruntled tokens).

FAQ v4 p.3

If a Crew card is lost (dismissed, departs due to disgruntlement, etc.) or any card is “discarded” it is moved to the discard pile of the appropriate deck (and any Wanted token is discarded). A card that is “removed from the game” (e.g. killed Crew) goes back in the box and is not used for the remainder of the game.

Some cards mention GOODS. These are any of: Cargo, Contraband, Fuel and Parts, but not Passengers or Fugitives.

Special abilities on Crew and Gear cards are mandatory unless they include the word “may”.

FAQ v4 p.8

Keyword bonuses, such as “+3 for Hacking Rig” or “Companion Bonus: \$200”, apply only once, no matter how many of the keyword you have.

To do a CONSIDER 3/KEEP 2 (which applies to both Job and Supplies cards): if you are doing this as the second action of your turn, pass the dinosaur to the next player so that they can get on with their own actions. Start by examining the discard pile for the deck you’re using. Choose up to three cards that you *might* want to take. For each card fewer than three that you chose, draw a new card off the deck, so that you end up with three cards. Now choose to keep none, one or two of those cards, but not all three. If you kept any, pay for Supplies, or add Jobs to your hand (and possibly discard others depending on your hand limit). Any cards that you considered but did

not keep go to the appropriate discard pile.

WARRANTS are the large circular counters. The same symbol on some crew cards indicates that they are Wanted, but does not constitute a Warrant for game purposes.

An **OUTLAW SHIP** is a ship that has any of:

- One or more ship Warrants
- Contraband or Fugitives on board (even in the Stash)
- One or more Wanted crew members

The **MEDIC** keyword on a card allows you to try to save killed Crew, including the Medic him/herself and your Leader: roll a die. On a 5+ the Crew is returned to the ship rather than killed. You may only make one Medic check per killed Crew.

Skills

There are three Skills: Fight, Tech and Negotiate. To make a skill test, add all the icons of the relevant type, and the roll of a single die; you need to equal or exceed the target number in order to pass. Each time you roll a Firefly symbol in a skill test, add the 6 you've just rolled to the result, then roll the die again and add its result too (keep doing this as long as you keep rolling Fireflies); this is known as **THRILLIN' HEROICS** and may sometimes be disallowed.

A Fight test with **KOSHERIZED RULES** does not allow Fight skill to be added from Gear.

A Negotiate test with **Bribes** allows you to sway the odds in your favour: each \$100 you pay to the bank adds +1 to your total, but this must be paid before you roll.

Some skill tests are nested: the result of the original test may trigger a second one.

A **SHOWDOWN** is a contest between crews or individuals. Each side picks a skill, then rolls a die, as in a skill test. The higher total wins; the defender wins ties.

Definitions

Each Supply, Contact and Nav deck, and the Misbehaves, will have a **DRAW PILE** (face down) and a **DISCARD PILE** (face up).

A **SECTOR** is one space on the map, bounded by coloured lines.

A **PLANETARY SECTOR** is one that has a named planet in it. Space Bazaar and Cortex Relay stations count as planets for this purpose, but the Alliance Cruiser does not.

FAQ v4 p.1

Warrant symbol at bottom of card, or Wanted token.

FAQ v4 p.3

Other benefits of Gear still apply. FAQ v4 p.10

FAQ v4 p.11

ALLIANCE SPACE is the blue-bordered area surrounding White Sun. **BORDER SPACE** is the yellow-bordered area outside that. **RIM SPACE** is the red-bordered area near the short edges of the board. The area around Miranda marked “Reaver Space” is Rim Space for all purposes.

Some names apply to multiple Sectors (e.g. the Uroboros Belt and Motherlode). A reference to such a name is a reference to any or all of the constituent Sectors.

Play

In each turn each player may take two different Actions in any order, and possibly some Free Actions. Actions are: Fly, Buy, Deal, and Work. Once your turn is complete, play passes to the left. If you start your turn in the same Sector as a Reaver Cutter, you must resolve that first.

Fly

Choose a mode of flight: Mosey or Full Burn.

Full Burn moves the ship up to its Full Burn range and costs one Fuel. For each Sector you enter, resolve any Alerts, then draw a Nav card from the appropriate deck (Alliance, Border or Rim space) and resolve it. You may not Full Burn into the same sector as a Reaver Cutter.

Mosey typically moves the ship one Sector (some drives modify this), does not consume Fuel, and does not cause Nav cards to be drawn, though any Alerts must still be resolved. You *may* Mosey into the same sector as a Reaver Cutter.

Whenever decisions have to be made about Alliance or Reaver ships, if not otherwise specified, the player to the right of the active player (the NAVIGATION PLAYER) makes them.

Alerts

To resolve Alerts, roll a die. If the number is less than or equal to the number of alert tokens, a Reaver Cutter, or Alliance Cruiser or Corvette, arrives in that Sector. The alert tokens are in any case removed from the board, except for the three printed onto it near Miranda; those are always in force.

If you enter a Sector with both Alliance and Reaver Alerts, resolve the Alliance Alerts first; if they are triggered, discard the Reaver Alerts.

If an Alliance Alert brings the Cruiser down on you, do not also draw a Nav Card.

Range is noted on the Drive Core card, and may be modified by other cards. Some Drive Cores do not need Fuel to Full Burn; this is noted on the card.

Only if Blue Sun is in play.

Within Alliance space, the navigation player chooses Cruiser or Corvette. For Reavers, the navigation player chooses which Reaver.

If a Reaver Alert brings a Cutter to your sector while you are doing a Full Burn, continue to draw a nav card as usual; if it allows it, you may Keep Flying. However, if you draw the Reaver Cutter Nav Card, do not move another Cutter, but instead resolve Reaver Contact *immediately*.

Nav Cards

Most Nav Cards offer two choices. Whatever else happens, you will end up in one of three states: Keep Flying, Full Stop or Evade. If you draw a “Reshuffle Deck” card, resolve its effects, then shuffle it, the discard pile and the remaining deck together to make a new deck.

If you **KEEP FLYING**, you may continue your Full Burn by moving into another Sector and resolving its Alerts and Nav Card, up to your maximum Range. Or you may choose to stop here.

If you **FULL STOP**, your ship stops in the current Sector. This Fly action is over.

If you **EVADE**, your ship moves to an adjacent Sector and then stops. You may not Evade into a Sector containing a Reaver Cutter. Resolve any Alerts but do not draw another Nav Card. This Fly action is over.

The Alliance Cruiser Nav Card always causes a Full Stop, even if you are not in an Outlaw Ship.

The Alliance Cruiser may never be moved outside Alliance Space.

Every time a Reaver Cutter moves, place a Reaver Alert token in the Sector where it was. Reavers may never be moved into Alliance Space.

If you are entering the Corvette’s sector, you are protected from Reavers; do not move a Cutter to that sector, whatever may be indicated by Alerts or Nav Cards. If the Corvette is ever moved onto a Cutter, move the Cutter back to a Reaver starting location.

If the Reaver Cutter Nav Card would ever move a Cutter to a sector already occupied by another Reaver Cutter, instead immediately resolve Reaver Contact in the target Sector.

Normally you cannot Fly a second time in a turn, though a few exceptions exist.

Reaver Alerts are only used if Blue Sun is in play

FAQ v4 p.13

Alliance Contact

If at any time you enter the same Sector as the Alliance Cruiser (or it enters yours), and are flying an Outlaw Ship, resolve Alliance Contact:

1. Pay \$1,000 per Warrant.
2. Discard all Warrants.
3. Discard all Contraband and Fugitives, even those in your Stash.

FAQ v4 p.6, p.14

Or if your ship becomes an Outlaw Ship while sharing a sector with the Cruiser; FAQ v4 p.14.

If you don’t have the money, pay what you have.

4. For each Wanted Crew, roll a die: on a 1, remove them from the game.
5. If you were Flying, Full Stop. If this contact was triggered by something other than a Nav Card, don't draw the card.

FAQ v4 p.14

If you drew the actual Alliance Cruiser Nav Card, which says "Reshuffle Deck" at the bottom, do it; also

1. Put the current Bounties face-down at the bottom of the Bounty Deck, and turn three new ones face-up.
2. If there is an Alliance Alert in play, put it at the bottom of the deck and turn up a new one.

Corvette Contact

If at any time you enter the same Sector as the Operative's Corvette (or it enters yours), and are flying an Outlaw Ship, resolve Corvette Contact:

1. Remove one of your Wanted Crew from play.
2. Discard all Fugitive tokens not in your Stash.
3. If you were Flying, Full Stop. If this contact was triggered by something other than a Nav Card, don't draw the card.

Your choice as to which one. Gear and Ship Upgrades that protect Crew from Wanted Crew Rolls prevent this effect.

Reaver Contact

If you *start your turn* in the same Sector as a Reaver Cutter, resolve Reaver Contact, then take your actions normally.

1. If you have both a Pilot and a Mechanic, you may Crazy Ivan: spend one Fuel and Evade, and don't do the rest of this sequence.
2. If you cannot or choose not to Crazy Ivan, lose all Passengers and Fugitives, as well as Bound Fugitives.
3. Make a Fight 8 test: on 1-7, kill two Crew, and on 8+ kill one Crew.
4. Evade.

Buy

You can only do this at a Supply Planet.

Consider 3/Keep 2 Supply cards, paying (cost in bottom right corner) for any you keep. You may have more Gear than you have Crew

These are Silverhold, Osiris, Regina, Persephone, Space Bazaar, Meridian and Beaumonde.

to carry it, and you may dismiss Crew or discard Ship Upgrades at any point during this process, but you may never have more Fuel or Parts than will fit on your ship card, more Crew than Crew Quarters, more Ship Upgrades than Upgrade slots, or more (or fewer!) than one Drive Core.

At the same time, you may buy Fuel for \$100 each and Parts for \$300 each.

Shore Leave

As an alternative to this purchase process, you may invoke Shore Leave. This is still a Buy action and can still only be done at a Supply Planet. Pay \$100 per Crew member on the ship (Disgruntled or not) and remove all Disgruntled tokens.

FAQ v4 p.6

Deal ("Cry")

You can only do this at a Contact Planet.

Consider 3/Keep 2 Job cards. from the corresponding deck

If you are Solid with the contact, there may be other benefits you can use during this Action: selling Contraband or Cargo for the noted price, clearing Warrants, buying Fuel at the Cruiser, loading Passengers, etc. Note that Lord Harrow sells Cargo, and Fanty & Mingo sell Contraband; Amnon Duul, Patience, Badger and Niska buy both.

You may normally hold no more than three active and three inactive Jobs. Excess inactive Jobs may be discarded during the Deal action. Active Jobs may be removed only when they are completed, or when you receive a Warrant during a Work action for that job.

These are marked with the name of the Contact: Badger, Patience, Niska, Amnon Duul, Lord Harrow, Magistrate Higgins, Fanty & Mingo, Mr Universe. Dealing with Harken happens at the Cruiser, wherever it may be.

FAQ v4 p.6

Work ("Die")

At the *start* of a Work action, decide which Crew will participate. Normally this will be all of them: some Crew will not work on particular sorts of job, and if you think there's a risk of getting a Crew killed you may choose to leave them behind.

Next, allocate Gear between your Crew members. Most Crew can carry only one Gear. Any Crew not used or Gear not carried may not be used during this action ("left on board the ship").

Turn the Job card face-up if it isn't already. The Job is now Active.

Ensure your active Crew satisfies the Needs of the Job. You may use "one-use" items to satisfy Job prerequisites, but this consumes the item and must be done afresh for each subsequent Work action in that Job. River Tam may not be counted towards Needs.

FAQ v4 p.4

Only then. Getting a Warrant from a Nav Card while you have a Job active does not cause the Job to be discarded. Nor does getting a Warrant from Agent McGinnis as you pirate another player's ship; the Job is done before the Warrant arrives. FAQ v4 p.12

FAQ v4 p.5

FAQ v4 p.2. It may be helpful to shift active Crew and Gear cards within your player area to make it clear where each item is allocated and who is working on the Job.

FAQ v4 p.5

FAQ v4 p.4

Such as the Improvised Hacking Rig

FAQ v4 p.2

FAQ v4 p.1

Perform the first step on the Job card that has not yet been performed. You must be at the specified location.

When a Job allows a variable cargo (e.g. "Load Fugitives, No Limit"), you may choose the number at each step, though it must be at least one.

If the Job has a Bonus Opportunity, you may choose to perform it at any time between starting and completing the Job. You may only do it once in that Job. Take a green "Complete" token when you have done it; you do not need to pay your crew.

You may be required to pass some Misbehave cards. You must complete all the Misbehaves in a single action, then proceed with the Job.

Once the Work Action is over, the Crew are free to do other things. You choose which Crew will Work a Job, and what gear they're carrying, each time you start a Work Action.

If you have now completed all the Job's steps, you get paid! The basic rate is shown at the bottom right corner. Some Jobs modify this based on the amount of cargo you shifted, or the amount of a particular skill you have working the Job. There may also be a bonus if you have a particular keyword; this is paid only once even if you have multiple instances of the keyword.

When you complete an Immoral Job, each Moral Crew acquires a Disgruntled token (whether or not they were working the Job).

You should now pay all of your Crew, even if they didn't take part in the Job: the value in the bottom right corner, to the bank. Each Crew who is not paid acquires a Disgruntled token.

You are now Solid with the Contact who gave you the job. Take the Job card and place it face-down under your ship board to show the Solid benefit you get. If you were already solid with that contact, return the Job card to the box instead.

Goals

When the Goal on a Story Card involves a Skill Test, you use a Work Action to attempt it. Any special abilities that explicitly apply to Jobs do not apply here. Similarly, the Misbehave card "A Rival Crew" does not offer the "Maybe We Can Make a Deal" option.

If there is no Skill Test, just a condition to be satisfied, fulfilling the goal does not take an action: as soon as you satisfy the condition, take the Goal.

Misbehaving

Take Misbehaves one card at a time. There will normally be two or three options (the one on a single line at the bottom of the card is

FAQ v4 p.11

FAQ v4 p.4

River Tam does not count towards skill points for pay purposes.

This applies even if you didn't get paid enough to cover crew costs, or indeed didn't get paid in cash at all. FAQ v4 p.5

Unless the Contact is Harken and you have a Warrant.
Any Job bonuses will apply only to future Jobs.

FAQ v4 p.4

FAQ v4 p.7

Such as Two-Fry "When Carrying a Sniper Rifle on Jobs" or Stitch "Once per job, may..."

If later in the game you cease to satisfy the condition, e.g. you had to become Solid with Patience and you later lose that reputation, you still keep the Goal.
FAQ v4 p.7

known as an Ace). Some options may have a requirement; you can't choose an option for which you don't satisfy the requirement.

If a Crew card "returns to the ship", they join any other inactive Crew and may not be used again during this Work Action.

If you need to "Split the Crew", you must put at least one Crew member into each group. If you only had one Crew at that point, you've Botched the Attempt.

If "your Crew is now Wanted", put a Wanted token on each of your Crew, except for the Leader and for any Crew who were already Wanted. They now count as Wanted for all purposes.

Whatever happens, put the Misbehave card in the Misbehave discard pile after you have attempted it. (If you drew a "Reshuffle Deck" card, resolve its effects, then shuffle it, the discard pile and the remaining deck together to make a new deck.) There are three possible outcomes:

Proceed: you may continue to the next Misbehave, or on to the Job itself.

Attempt Botched: you've failed for now, but you can try again on a future turn. The Job remains active, but this Work Action is over, and you will have to attempt the full set of Misbehaves again next time you try it.

Warrant Issued: you blew it, and the authorities know. Gain a Warrant token and discard the Job. If you were already Solid with that Contact, you lose that reputation: return that Job card to the box. Receiving a Warrant for *any* reason will cause you to lose Solid with Harken. If you were Working a Goal, you *may* still try again next turn.

Piracy

Piracy is a special sort of Job. You need to start your Work action in the same Sector as the targeted ship.

Make a Boarding Test (Tech or Negotiate target 6); if that succeeds, have a Showdown. Then follow the instructions on the Job card.

Jobs with SUBJECTIVE morality are Immoral if and only if the target ship's Leader is Moral.

When you steal Goods, you may not loot the contents of the victim's Stash, and he is allowed to rearrange items to choose what's in there. You may only take what fits on your ship, but you can jettison the existing contents of your hold before you start looting.

When you steal Jobs, you may take as many as you are allowed, but discard down to your hand limit for inactive Jobs before you finish the action.

Such as "requires FIREARM" or "Discard one Cargo"

FAQ v4 p.4

FAQ v4 p.4

If you were working for Niska, this is where his Pound of Flesh rule kicks in: kill a Crew too.

A card that "counts as Solid with Harken", such as the Helmsman or Alliance Ident Card, continues to give that benefit no matter how many Warrants you have.

"Rivals" are your fellow players.

I.e. a Moral Leader attacking another Moral Leader will become Disgruntled; Moral Crew involved in an attack on a Moral Leader will also become Disgruntled. FAQ v4 p.12
You may only jettison Passengers and Fugitives in a Planetary Sector.

Bounties

Bounties are a special sort of Job. First you need to Apprehend the relevant person. This can happen in one of three ways, each of which takes a Work action and can therefore only be done on your turn:

1. They are in a Supply deck's discard pile (the Bounty card shows which planet). Have a Showdown.
2. They are in someone else's Crew, on a ship stopped in the same sector as yours. Try a Boarding Test (Tech or Negotiate target 6); if that succeeds, have a Showdown. (Both sides can allocate equipment freely.)
3. They are in your own Crew. You can Apprehend them automatically, but all your remaining Crew other than your Leader become Disgruntled.

Once someone is Apprehended, they are automatically Bound; take the Bounty card (turn a new one face up) and place it with that Crew card. They don't take up crew quarters or a cargo slot, or count as an active Job. If your passengers are eaten by Reavers, they are too. However, Bound Bounties are *not* Fugitives for other purposes.

FAQ v4 p.11

FAQ v4 p.14

If the Bounty card is a Cortex Alert, you may Apprehend more people who match it at any time while you hold it (one per Work action).

When you get to the Bounty's destination, you may use a Work action to turn in the Bounty card and all associated Bound Crew for the reward. Pay Crew or not, as usual; if the Bounty is Immoral, Disgruntle Moral Crew. Return the Bounty and Bound Crew cards to the box.

You can take a single Bound Bounty from another player if you're stopped in the same sector. This takes a Work action; attempt a Boarding Test and Showdown against the rival ship. You may either keep the card Bound (and turn it in yourself later), or free that Crew, in which case it is added to your Crew without charge and the Bounty card goes to the bottom of the Bounty deck. If the Bounty is a Cortex Alert, you can take *all* the captured Crew and free or keep each of them as you see fit.

FAQ v4 p.11

If a Bounty card is ever turned up which refers to a Crew member who is out of the game, return the Bounty card to the box and turn up another.

Big Damn Challenges

Mr Universe's Challenges are another type of Job; they must be attached to another Job of the same legality, when you *first* Work that

Job, to make it more difficult. They don't count as an extra Active Job, and you don't need to pay your crew for the Challenge as well as for the main Job, but you don't complete the main Job until you've also satisfied the Challenge; if they require additional Misbehaves, they're done at the same time as you Work the main Job. You can't split a Challenge from a Job once it's been started.

If a Challenge requires extra Misbehaves, that number must be done at *each* step of the Job which requires Misbehaves at all.

If you get a Warrant while working a Job with attached Challenge, you lose Rep with Mr Universe.

Make-Work ("Honest Work")

As an alternative to the standard Work action, you may Make-Work in any Planetary Sector to take \$200.

Free Actions

Free Actions may be done at any time (only during your turn, except as noted), and do not take up one of your two Actions.

Trade: when stopped in the same Sector as another player (i.e. not during a Fly action for either of you), exchange any amount of Money, Crew, Fuel, Parts, Cargo, Contraband, Ship Upgrades, and Gear – but not Jobs, Passengers, Fugitives or Drive Cores. This doesn't have to be on either of your turns.

Make a Better Offer: when stopped in the same Sector as another player (i.e. not during your Fly action), you may take one or more of his Disgruntled Crew, but not his Leader, by paying their hiring cost to the bank. This may only be done once per turn, though you can hire multiple Disgruntled Crew at once as long as you have space for all of them on your ship.

Jettison: Fuel, Parts, Cargo, Contraband or Ship Upgrades, even during another action.

FAQ v4 p.3

Yes, Nandi can do this without paying.
FAQ v4 p.8

FAQ v4 p.1, p.10

FAQ v4 p.1

Dismiss: Crew, Passengers or Fugitives (only in a Planetary Sector!), even during another action.

Give: Money to any player anywhere, even during another action or another player's turn.

If Blue Sun is in play.