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# Firefly: Things Don't Go Smooth



## Synopsis

Don't matter whether you're flying a leaky boat along the Rim or dodging Alliance cruisers in the Core, there's always something or somebody getting in the way of a Crew's honest day's work. THINGS DON'T GO SMOOTH presents a baker's dozen of shady crews, crime bosses, megalomaniacs, and unexplainable phenomena designed to get in the way of your Crew. Each includes a wealth of story hooks, supporting characters, locations, ships, and background material to help you bring the 'Verse to your table. GM's will also find over 50 new Distinctions and Signature Assets, new enemy boats, rules for scene Traits and triggers, plus the Episodes "Merciless" and "Thieves in Heaven" to bring these characters to life! The FIREFLY RPG is required to use this supplement. We think you'll appreciate the following: Find 4 types of Antagonists ranging from crime bosses to the unexplained. Offers advice on how to handle Reavers using Cortex Plus. New rules introduce scene Triggers-giving GMs more dice to roll! Use our fancy Episode Generator. Never get stuck for ideas again!

## Book Information

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## Customer Reviews

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"Things Don't Go Smooth" is an essential product in the Firefly RPG product line. It's a must-have for 'Firefly' storytellers, in particular. I strongly recommend getting this supplement after picking up a copy of the rules (available in either the core rulebook or the Echoes of War: Thrillin' Heroics supplement-- see my reviews) and after acquiring the Firefly RPG Smugglers Guide to the Rim. While those titles will establish and expand the rules set you're playing with, this book focuses on dirty tricks for the storyteller to use when challenging a crew. The first section in this supplement deals with Antagonists-- recurring villains to oppose and annoy the crew across one or more complete story arcs in an extended 'Firefly' campaign. This part of "Things Don't Go Smooth" covers how to create an effective Antagonist, how to conceal their identities and obscure their true role in things, and even how to expand upon established Antagonists so that they can continue to oppose even the most experienced crews. Best of all, this section includes examples of five complete Antagonists who are ready to drop into your existing game. The next section of "Things Don't Go Smooth" introduces the idea of Rivals-- not necessarily villains (though they can certainly be villainous), but more like stiff competitors who aim to make the crew work overtime for their pay. Once again, this supplement contains game stats and descriptions for four different Rival groups which can be thrown at your crew with little modification. The next broad category of opposition presented in "Things Don't Go Smooth" is referred to as 'the Unexplained.' The Unexplained are elements of mystery which can recur periodically throughout a long campaign, possibly even forming the basis for their own story arc at some point. In keeping with previous sections of this book, the section on the Unexplained present several fully-fleshed examples which can be used to intrigue your players right away. Best of all, this section of the book finally contains the rules for REAVERS!!! There are several more chapters containing GM tips and suggestions, and

these are as good as I've seen in any roleplaying supplement over the years, but particularly useful for running games in the 'Firefly' setting. Finally, "Things Don't Go Smooth" concludes with two fine adventures, which include brief chance encounters with some of the Antagonists, Rivals, and Unexplained phenomena presented in previous chapters. These encounters don't necessarily establish those NPC's in recurring roles, although their appearances here easily allow storytellers to reintroduce them in future adventures if desired. All in all, "Things Don't Go Smooth" places a rather nifty set of tools into a 'Firefly' storyteller's hands. This supplement is well worth having.

This is an extremely well-written campaign, filled with tons of optional encounters. I was very impressed with the number of options many parts of this campaign had, taking the pressure off of the person running the setting. Highly recommended for a Dragonlance gamemaster without a lot of spare time to come up with homebrewed ideas.

This is a great beginning adventure to use for players being introduced to the Dragonlance world. It gives you a little bit of lore, and has a very diverse story. I recommend this for any DM/Player new or old.

Did not have a single problem with this item. Came well packed and wrapped. No complaints.

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