



CARGO BAY BALL

By TenthCrewMember



A Firefly game for 2 to 8 players

IT'S GOOD TO HAVE CARGO

1 Game Board	9 Crew Pieces	1 Airlock/Penalty Box
19 Obstacle Pieces	9 Alternate Crew Pieces (for simplicity)	
2 Goal Pieces	4 Counters (for scoring and tracking "time")	
9 Ball Pieces	3 Paper Dice (if you do not have your own)	

(we advise printing out the pieces on cardstock as it makes the pieces more durable)

TALK TO SERENITY, SEE WHAT SHE'S GOT YOU MIGHT USE

- Real standard 6-sided dice (easier to use than paper ones!)
- A collection of small paper clips (colored ones are best! These can be used for stabilizing crew pieces with the added bonus of color-coding teams!)

SO THE LEGEND TELLS

The intrepid crew of the Firefly class transport vessel, *Serenity*, decided to combat boredom and atrophy during long trips between worlds by inventing their own game. While the game has no "official" name, it has become known as Cargo Bay Ball, it's namesake coming from the field of play, the cargo bay.

Now in order to create their game, they needed to secure just a few items and the game would be ready. First, they needed a ball. Second, they needed a goal. Well, leave it to Kaylee, the ship's mechanic, to come up with a jing zi idea. She took an industrial latex bladder, the type used to in order to pry something open, or lift something up, in an emergency and heat-sealed it so it made a roughly spherical shape. Then for added protection against puncture, she wrapped it in duct tape. The end result was a functioning, though prone to an erratic bounce, "ball" about the size of an Earth-that-was beach ball. The goal was a lot simpler to make, as it was simply a reinforcement ring from a cargo drum that she welded a loop onto, and then hung it, spinning freely, from a lift chain in the center of the cargo bay.

The rules were simple. The cargo bay, and all items within it, was "in bounds". The object was to put the ball through the goal. Each goal was one point. They played three 10-minute "Chops" and the team with the most goals scored at the end of the game was declared the winner. In case of a tie, a fourth overtime "Chop" was played as "Sudden Death" with the first goal scored determining the victory.

The game became so popular, both for friendly competition and exercise, that the crew played it often, and sometimes played against crews from other ships! Every cargo bay became a custom field of its own! Depending upon the destination and cargo, the field could change monthly, weekly, even daily!

OBJECT IN SPACE

To choose the best 2, 3 or 4 man team out of the crew of the Firefly Vessel *Serenity* and outscore the opposition in a head-to-head game of Cargobay Ball by the end of the 3rd Chop!

YOU MIGHT WANT TO TAKE A WALK IN THE PARK

(Standard Setup)

First, cut out all the Crew Cards, Crew Pieces (alternates if you prefer them), Obstacles, Goals, Balls, Airlock, Dice (if you need them) and Scoring Counters.

Now before a game can be played everyone needs to agree on team size. The standard game is played 3-on-3 but you may have 2 or 4 man teams if you wish. Alternatively, you could roll 1d6 for a random determination: 1-2 is 2 man, 3-4 is 3 man, and 5-6 is 4 man teams.

Everyone then rolls 3 dice to determine order to for selecting Crew. Highest roll chooses first and takes the Crew Piece and matching Crew Card for the crewmember they've selected. Continue with the next highest and so on until everyone has selected a crewmember. Roll again to resolve any ties. If, for the sake of even teams, a player(s) get multiple crew pieces, start a second round of selection in the same order the first round of picks. Repeat this process until all team members have been chosen. Now, from the remaining unused Crew, the player who chose *last* chooses a crewmember to be the Official. This character is neutral and stands off to the side of the game board, with its matching Crew Card, for both players to see (it is assumed this crewmember is watching the game from an overhead catwalk, both for safety and the ability to see the whole game at once). Any remaining crew pieces and crew cards are put away as they do not affect the game play.

Place a Goal counter in the center of the game board with the arrows pointing at 1 & 4.

Now roll 3 dice to determine the number of obstacle counters that will be in the playing field. Starting with the player who chose crew first, and then moving clockwise around the table, each player selects an obstacle counter and places it on the board with the following guidelines:

- All bay floor (gray) spaces are valid except those already occupied by a counter of any type or that are a half space.
- All grating floor (crosshatched) and airlock (light gray) spaces are invalid for placing obstacles.
- No more than 3 total obstacles may be in adjoining spaces.
- Any unused counters are set aside and do not affect game play.

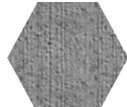
Bay Floor



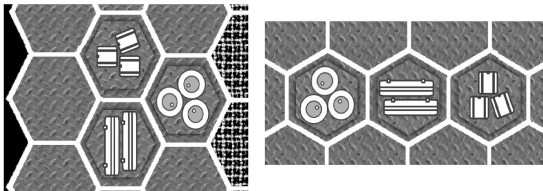
Grating Floor



Airlock Floor



Adjoining Obstacle Limits



Using the counters provided, set each player's score at 0, set the Chop to 1, and the Round to — (1).

Lastly, starting with the player who chose their Crew last, and going counter-clockwise, each player places their crew piece on any space on the board where there isn't a counter or number printed on them until all crew members have been placed. If you are using the standing crew pieces, you can make them sturdier with tiny colored paper clips, which can also help you remember who teammates are if you use separate colors.

CIVILIZED RULES

TIMEKEEPING

CHOPS

In order to simulate time, the game is broken up into three (3) CHOPS. You may think of these like Periods in a hockey game. If needed, there is a fourth, overtime, Chop for Sudden Death (see below).

ROUNDS

Each Chop consists of 10 ROUNDS. Each round is a “figurative” minute, representing the results of details we aren’t bogging the game down with (like jockeying around for position, feints, hollering and other such colorful play). *At the start of each round, roll a die to determine which way the goal is facing since it is constantly moving due to it’s free-hanging nature.*

URNS

Each Round consists of TURNS. One turn for each Crewmember. The player/team controlling the ball goes first (if ball is loose (see below), roll randomly to see who reacts first) at the start of the Round will take 2 Actions for one of its Crew, then an opposing player will do the same, and keep alternating TURNS until all Crew have taken their Action. Some crew may choose to skip their turn or will lose it due to penalties or having been SLOBBERKNOCKERED.

(RE)STARTING THE GAME

Place the goal in the center of the board with the arrows pointing at 1 and 4 at the start of the game and at the start of each Chop thereafter. All characters recover (see below) and penalized characters are removed from the penalty the box at the end of each Chop. Crewmembers are then placed on the board with the team with the most goals setting up first in order to start the next Chop. In case of a tie, roll to determine who sets up first.

At the start of the game, and the start of each Chop thereafter, following placement of crewmembers, roll for DEFLECTION (see below) from the position of the goal. This represents the Official tossing the ball into play from the catwalk.

The ball is always live after the scoring of a goal, and even after penalties. Never stop moving.

ACTIONS and REACTIONS

ACTIONS

Each Crewmember gets to take two (2) ACTIONS during a ROUND. Actions are divided into the following categories: Move (and/or Climb), Pass, Shoot, Slobberknocker (a sort of “checking”, like in hockey), Skip or Steal. Other actions are “REACTIONS” and are used when appropriate.

MOVE: Move the Crewmember a number of spaces equal to their MOVE rating on their card.

CLIMB: If a character is next to an obstacle, they may move on top of it. This ends your movement and is considered part of the MOVE action. Moving from one obstacle to the next counts as a CLIMB. Moving down off an obstacle is considered normal movement.

PASS: Make an attempt to PASS the ball from one team member to another.

HANDOFF: There is no roll needed PASS between adjacent crewmembers. Either the passer or the receiver may take this action to accomplish a HANDOFF.

SHOOT: Make an attempt to score by shooting the ball through the goal.

SLOBBERKNOCKER: Attempt to “neutralize” an opposing player by knockin’ ‘em stupid. This action usually results in an OFFICIATE roll.

SKIP: If a player does not want to take action with a crewmember this round, they may skip their turn and leave their crewmember where they are.

STEAL: Make an attempt to STEAL the ball away from an adjacent crewmember.

REACTIONS

Some Actions happen when another player takes an Action or following the end of a Round. They are as follows: Block, Catch, Recover, Officiate.

BLOCK (optional): If the ball moves through a space occupied by an opposing player, or a space adjacent to the opposing player, they *may* attempt to BLOCK it.

CATCH: If a crewmember is the target of a PASS, they *must* attempt to CATCH it.

RECOVER: Any crewmember that is “neutralized” by SLOBBERKNOCKER attempts to RECOVER at the end of the round.

OFFICIATE: Any time a SLOBBERKNOCKER is successful, the Official for the game determines if a foul was committed during the play.

CREW PIECES AND CARDS

CREW PIECES

Each crewmember has a Crew Piece (and an alternate) that is used to identify them on the field of play.

Regular Crew Piece
(Kaylee)



Alternate Crew Piece
(Kaylee)



Crew Card (Jayne)



← Crew Member
Name

← Crew Member
Picture

← Crew Member
I.D.

Skills →

CREW CARDS

Each Crew Piece has a corresponding character card that lists the important skills of Cargo Bay Ball and identifies the crewmember so it is easy to associate it with the either the regular or alternate Crew Piece.

Each Crew Member has a set of 9 skills: Shooting, Passing, Movement, Catching, Stealing, Blocking, Slobberknocker, Endurance, and Officiating. These are rated on a scale of 1 to 6, with 1 equal to being a complete back birth and 6 equal to being in the top 3% of your class.

RIVER TAM

River Tam has some skills listed as “1d6”. What this represents is her whimsical nature and unstable mental state which can result in her being anything from extremely passive to ridiculously aggressive. Anytime you refer to one of her 1d6 skills, you must roll a die to determine what level that skill is.

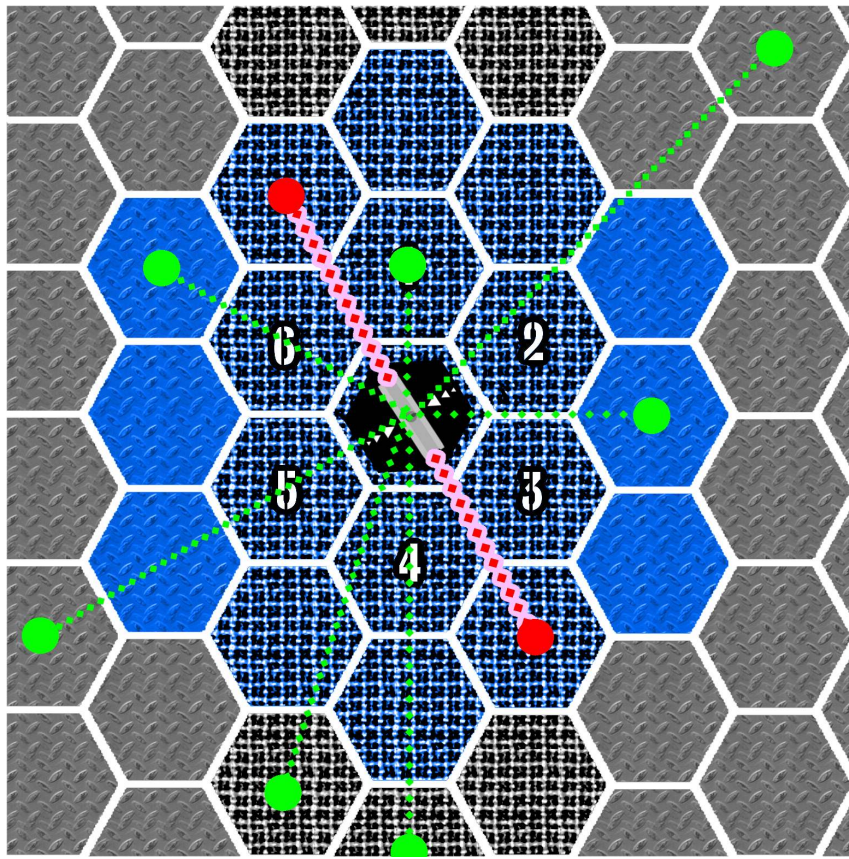
SKILLS

SHOOTING (SHOOT)

Whenever a character shoots the ball, this skill is used. First, it is used to determine how far the ball goes when it is shot. Roll 1d6 and add the SHOOT rating of the crewmember and the ball will travel that many spaces. If the ball reaches the goal, roll 1d6 again, and if the result is less than or equal to the SHOOT rating, then it may be a goal! (see BLOCKING and SCORING below) If a goal is not scored, the ball is “deflected” by the goal (see DEFLECTION below).

Any shot that is perpendicular to the goal (i.e. approaching from the side directly; see diagram 1.1 below), automatically is “deflected”.

DIAGRAM 1.1 - (im)possible shots and two-hex bonus



In the above diagram, you'll see, based on the angle of the goal, several (but not all) possible locations you can shoot from marked by green spots (●).

The two red spots (●) indicate impossible shots that will bounce off the rim of the goal automatically. The blue shaded area indicates the two-hex bonus of +2 when shooting from one of these hexes.

*** Shooting Bonuses ***

Whenever a character takes a shot from 1 or 2 hexes away from the goal (see Diagram 1.1 above), they get a +2 bonus to their SHOOT skill. This represents the ease of making a close range shot.

Also, whenever a character takes a shot while standing on an obstacle, they get a +1 bonus to their SHOOT skill. This represents a more clear line of sight to the goal.

If there is an obstacle within 2 hexes of the goal and a crewmember is on top of it and shooting, they get a +3 bonus!

PASSING (PASS)

Whenever a character passes the ball to a teammate, except during a HANDOFF, this skill is used. It is used to determine how far the ball goes when it is passed. Roll 1d6 and add the PASS rating of the crewmember and the ball will travel that many spaces. If the ball reaches the targeted teammate, the teammate rolls to CATCH (see CATCHING below) the ball. If the ball is not caught, the ball is "deflected" (see DEFLECTION below).

MOVEMENT (MOVE)

A crewmember may move any number of spaces from 0 up to the number of their MOVE skill. Additionally, they may CLIMB onto the top of obstacles (see Shooting Bonuses above), but if they do, they end their movement immediately. You may take your second action in the middle of a move. For example, if you are moving 4 spaces, you may move 2, then pass the ball, then move 2 more spaces. Or move 1, next to an opposing player, steal the ball from them, and move 3 more spaces. You may not move through a space occupied by another crewmember, unless they are slobberknocked (see SLOBBERKNOCKER below). No more than one crewmember can occupy a space at any time. Only penalized players may occupy the penalty box (airlock), so active crewmembers and the ball never move into that area.

CATCHING (CATCH)

Whenever a ball reaches a crewmember, by way of a PASS or a “straight-line” BLOCK (see BLOCKING below), they **must** use this skill. Roll 1d6 and if the result is less than or equal to their CATCH rating they catch the ball! If not caught, the ball is “deflected” (see DEFLECTION below).

STEALING (STEAL)

If a teammate is adjacent to an opposing player with the ball, they may attempt to STEAL the ball. Both crewmembers (thief & ball carrier) roll 1d6 and add their STEAL rating. If the stealer’s roll is equal to or higher than the ball carrier, he takes possession! If not, the ball carrier keeps the ball!

BLOCKING (BLOCK)

Whenever a character is directly in the path (“straight-line”) of a SHOT or PASS of the ball, this skill *may be used*, at the discretion of the controlling player. Roll 1d6 and if the result is less than or equal to the BLOCK rating, then the ball is blocked! Now roll to see if the ball is caught (see CATCHING above). If not, the ball is “deflected” (see DEFLECTION below). Also if a crew member is adjacent to a space where the “straight-line” path of the ball goes, they may attempt to BLOCK the ball as well, but they do not get an attempt to CATCH the ball as it is simply deflected (see DEFLECTION below). If a ball is BLOCKED on the goal space by a crewmember *behind* the goal, it is considered “goaltending” and the official may call a penalty (see OFFICIATING below). A crewmember may only attempt to block the ball once per SHOT or PASS. See diagram 2.1 below.

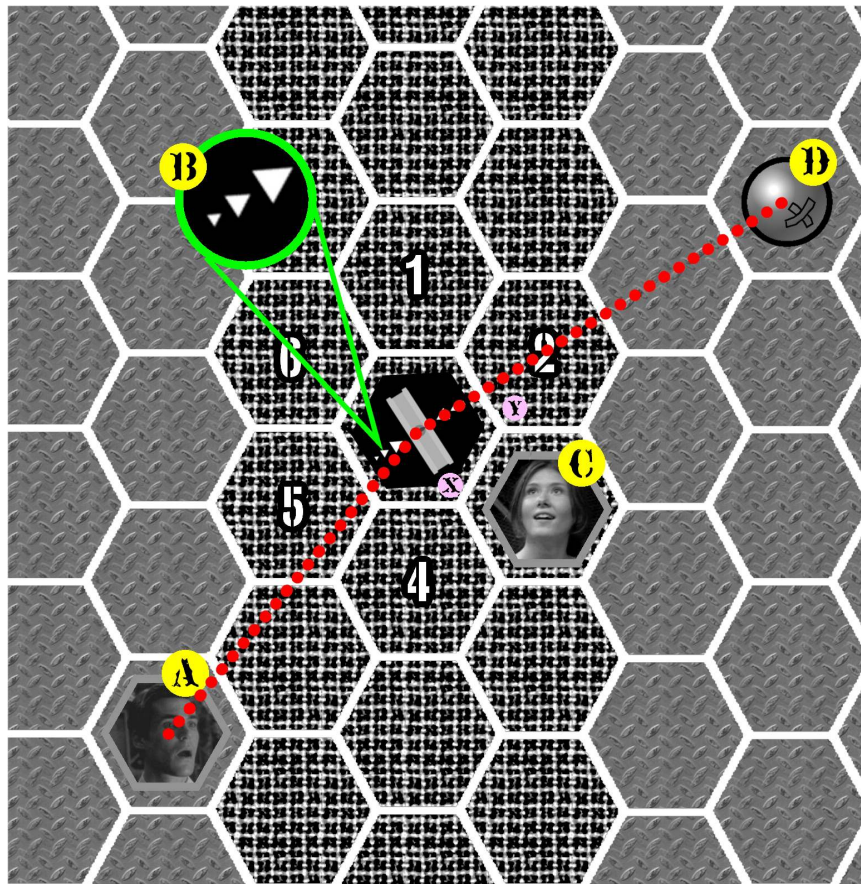
ENDURANCE (ENDUR)

This skill is used to resist SLOBBERKNOCKERS (see SLOBBERKNOCKER above) and to recover from them. During the RECOVERY phase (see RECOVERY below) a “neutralized” player may roll to get up and resume playing.

OFFICIATING (OFF)

Whenever a SLOBBERKNOCKER succeeds, the defending player rolls 2d6 and if the result is less than or equal to the OFF rating of the OFFICIATING crewmember, the attacking crewmember receives a PENALTY (see PENALTIES below). Also, whenever a crewmember BLOCKS the ball on the goal space while standing behind (side opposite the shot’s incoming trajectory), the defending player rolls 2d6 and if the result is less than or equal to the OFF rating of the OFFICIATING crewmember, the blocking crewmember receives a PENALTY (see PENALTIES below).

DIAGRAM 2.1 - Scoring, Blocking and Goaltending



In the above diagram, Simon (A) is shooting. The red dots (ooooo) mark the path of the shot. Simon rolls a d6 and adds his shooting, the result is 6, and that is the distance the ball will travel. He then makes his shooting roll by rolling a 2, a goal is scored and the ball will move in direction of the arrows (B) of the entry side of goal, unless Kaylee © blocks the ball at space X. If she does, she may be called for Goaltending (see PENALTIES below). She may instead attempt to block the ball at Y, but the goal will have already scored. She can not attempt to block at both X and Y.

SLOBBERKNOCKER (SLOBR)

This is the catchall term for physicality in a game of Cargo Bay Ball. This skill represents the ability to push, shove, deke, juke, fake-out, trip-up, knock-down, box-out, feint, thrust, slam, hit, bodycheck and otherwise “neutralize” an opposing player so they can not make a play on the ball or another player. To accomplish this, the “attacking” player rolls 1d6 and adds their SLOBR rating while the “defending” player rolls 1d6 and adds their ENDUR rating (see ENDURANCE below). If the attacker rolls equal to or higher than the defender, the defender is slobberknocked and must recover (see RECOVERY below). The attacker may choose any empty space adjacent to the defender and move them there or leave them in their current hex. Lay the defender piece down (or turn it over if an alternate) to show it has been knocked silly. If the defender’s total is higher, nothing happens.

A slobberknocked piece can take no actions (aside from a SKIP) until they recover and do not count as occupying the space they are in when another piece MOVES.

Any time a SLOBBERKNOCKER is successful, the OFFICIATING (see OFFICIATING below) crewmember must make an OFFICIATING roll to see if a penalty (see PENALTIES below) has occurred. *If you SLOBBERKNOCKER an opposing player who is standing on top of an obstacle, it is an automatic penalty, no roll required.*

SKIPPING

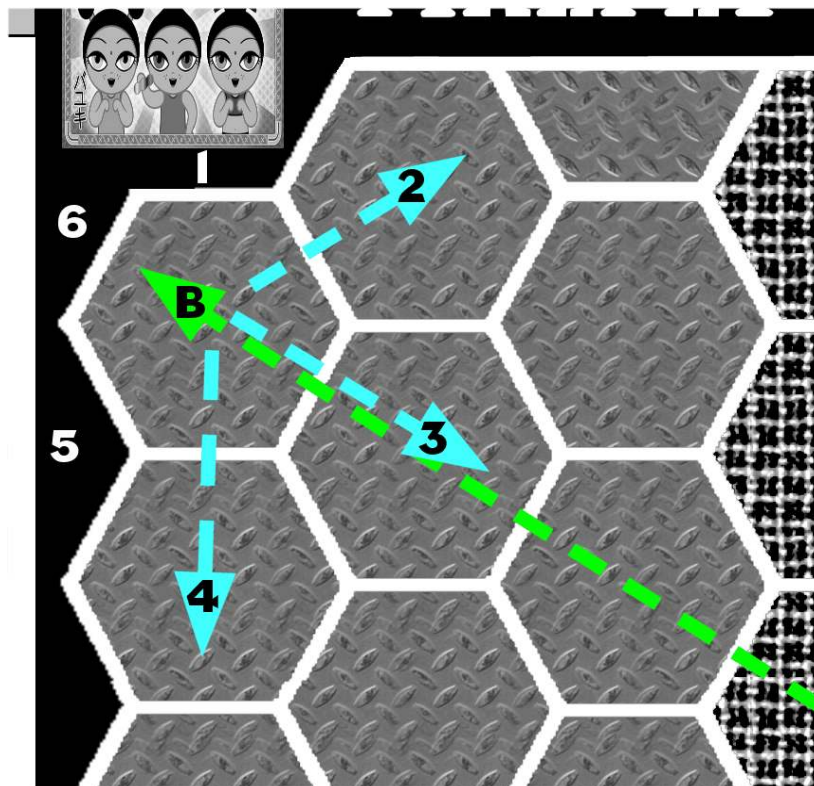
If a crewmember does not (or can not due to being penalized or neutralized) want to take any actions this round, they may SKIP their turn.

DEFLECTION

Any time a pass is not caught, or shot is missed, or a shot or pass is blocked, the passing/shooting player must roll to determine the direction and distance of a deflection from the target.

First roll a die to determine direction, using the corresponding numbers around the goal area as a guide. Then roll a die to determine the distance the ball travels in that direction. Move the ball as if it were a pass, and any crewmember who is in the path may attempt to catch the ball. Any crewmember adjacent to the path may attempt to block the ball. If a ball reaches a wall of the cargo bay, roll for deflection from that hex. If the resulting direction still takes the ball into the wall, the ball stops in that hex. See diagram 3.1 below.

DIAGRAM 3.1-Ball hits the wall!



The green arrow in the above diagram shows the path of a loose ball.

When the ball reaches B and has movement left, a die is rolled to see which way it bounces. In this example 2, 3, and 4 are possible directions for the ball to be deflected in and keep moving should it have movement left.

If a 1, 5, or 6 were rolled, the ball would come to rest on B.

LOOSE BALL

Anytime a crewmember moves onto a space where a loose ball has come to rest, they may pick it up as a free action. If a loose ball ends its move on a space containing a crewmember, it is assumed that crewmember picks the ball up...unless they've been SLOBBERKNOCKERED, of course!

If a crewmember recovers from a slobberknocking while on a space containing the ball, they DO NOT pick it up until they have a turn.

Also, a crewmember in the penalty box (airlock) DOES NOT pick up a ball on the airlock door space until they have a turn, at which point they are assumed to be on the field of play side of the airlock door space.

SCORING

Anytime the ball reaches the goal as the result of a SHOOT action, roll 1d6, and if the result is less than or equal to the SHOOT rating, then it may be a goal! (see BLOCKING above) If a goal is not scored, the ball is “deflected” by the goal (see DEFLECTION above).

If the ball is not blocked or deflected, it will continue to move its remaining spaces from the SHOOT action in the direction of the arrows marked on the goal counter on the side the ball ENTERED the space. This is a simplification of the ball bouncing or glancing off the inside of the rim (or not). If the ball has no movement left when it is scored, it moves 1 more space. The ball may never end on the goal space as the result of SHOOT action (though it may as a result of a Pass or Deflection). See diagram 2.1 above.

PENALTIES & RECOVERY

PENALTIES

When a crewmember receives a PENALTY they are placed in the PENALTY BOX (the Airlock!) until the end of the round OR until the opposition scores a goal, whichever comes first. There are three(3) types of penalties in Cargo Bay Ball:

DIRTY PLAY: When the official calls a penalty on a successful SLOBBERKNOCKER

DANGEROUS PLAY: The automatic penalty for a SLOBBERKNOCKER of someone on top of an obstacle. No officiating roll is needed.

GOALTENDING: When blocking the ball from behind the goal when the goal would otherwise have scored. (See Diagram 2.1 above)

When a goal is scored by the opposition, one player (if more than one in the BOX) is moved to the arrow space on the airlock wall (this is the airlock opened just wide enough to let someone through, but not the ball!), and they may take turns again at the start of the following Round.

RECOVERY

After all crewmembers have taken their actions (or skipped them either by choice or by way of being penalized or neutralized), all neutralized crewmembers roll 1d6 and if the result is less than or equal to their ENDUR rating, they stand back up! *All neutralized crewmembers recover automatically at the end of a CHOP.*

YOU UNDERSTAND YOU CAN'T BEAT US

WINNING and SUDDEN DEATH

WINNING THE GAME

The team who has the most goals scored (points) at the end of the 3rd Chop, is declared the winner. They have the right to gloat, dance about, and make the opposition do the dishes, flush the septic valves, and babysit River next time the Crew goes planetside!

MERCY RULE (optional)

You may choose to call a game if someone reaches 10 goals scored before by the end of the 2nd Chop if both players agree.

SUDDEN DEATH

If, at the end of the 3rd Chop, the score is tied, then a 4th, overtime (OT), Chop is played. First team to score a goal wins! Track Rounds for purpose of taking Turns, but this Chop doesn't end until a goal is scored, so be careful with penalties because your crewmember will be out the rest of the game! If you get to the end of the Round track, just continue back at the top.

Thanks for choosing Cyclopiian Sheep Productions for your gaming pleasure!

Game Concept: John Reyman (TCM)

Game Design: John Reyman (TCM)

Playtesting: TCM, Wiccy, Gojiro,
TakaNuva22



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FOX and Universal

Remaking Life Interesting!

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Created Using: Paint Shop Pro 7.00, WordPerfect 11, Adobe Acrobat

LOOK FOR CARGO BAY BALL EXPANSIONS DURING 2009!!!

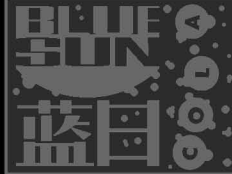
design notes:

- created in "noir style" to give game a "nostalgic" feel and as a way to reduce cost of printing it out.*
- we tried for as much realism as possible, but we wanted the game to simulate the fast style of play indicated in the show. As such, we had to forgo rule that would bog the game down, and we understand that sometimes a deflection takes an unrealistic bounce for example. If it makes you feel better, consider the many loose items (such as hanging chains) that might interfere with a game in action that are not represented on the board. Imagination is the key to having fun!*
- extra ball and goal pieces have been provided so you may invent your own scenarios and games!*
- yes, several rules are repeated in the instructions, this should help reduce the learning curve as well as make referencing them easier.*

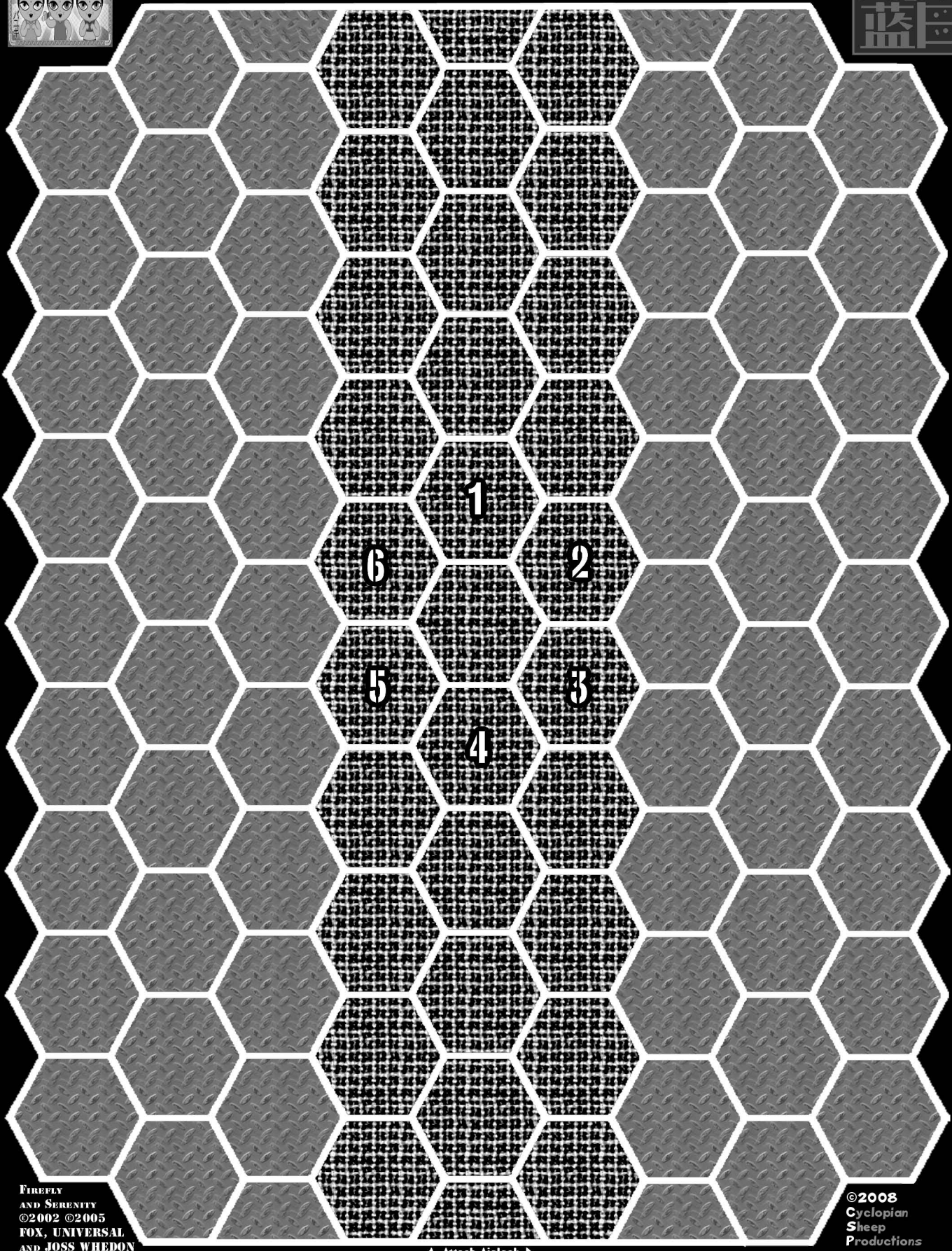
CORE



FIREFLY CARGO BAY BALL



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宁静
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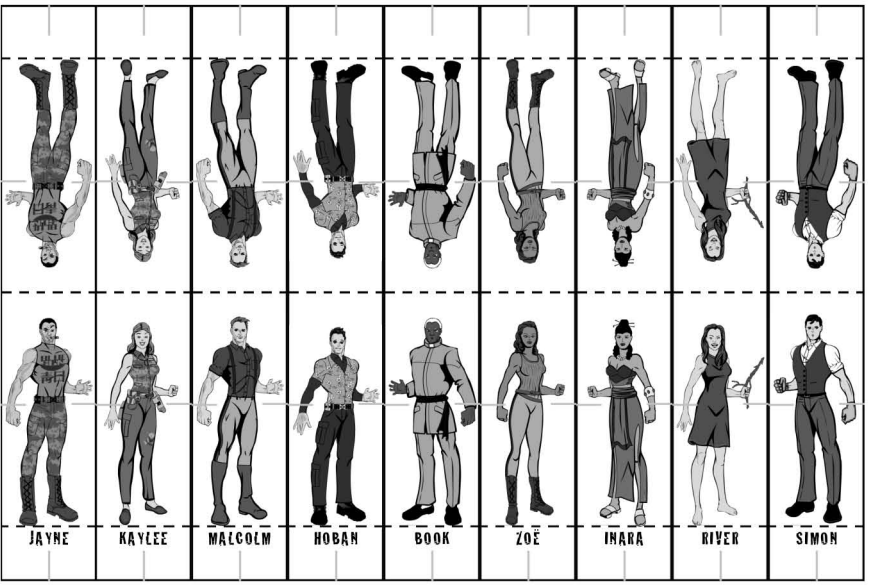
FIREFLY
AND SERENITY
©2002 ©2005
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AND JOSS WHEDON

©2008
Cyclopien
Sheep
Productions

Attach Airlock
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FIREFLY CARGO

Crew Pieces



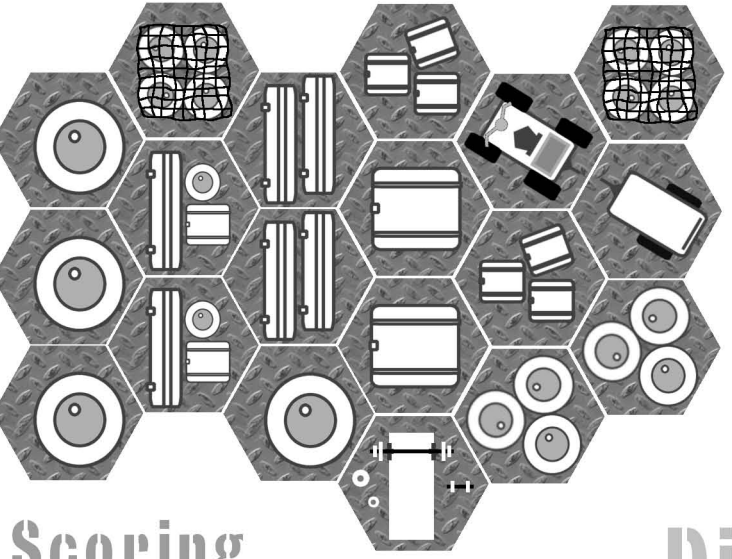
BAY BALL.

Alternate Crew Pieces

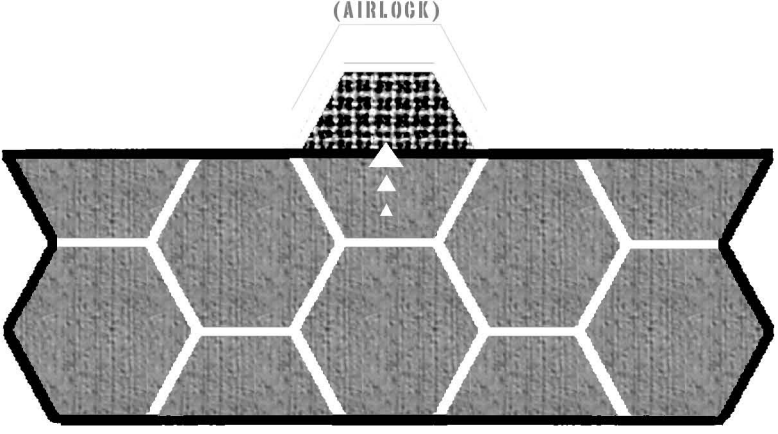


Crew Images ©2002 FOX

Obstacles



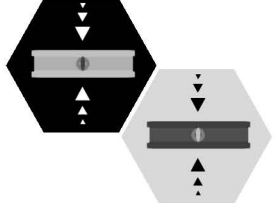
PENALTY BOX



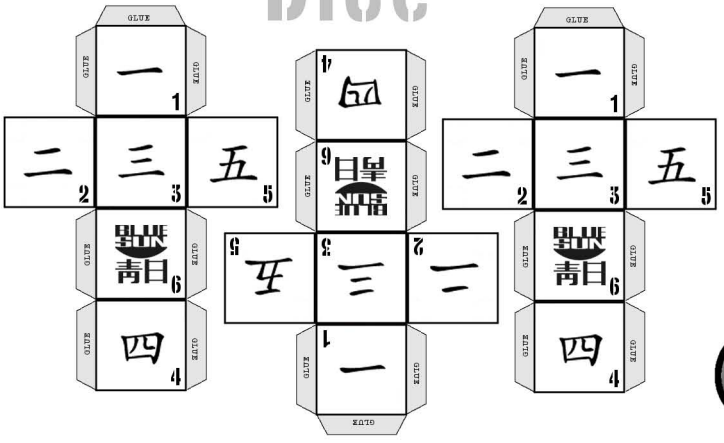
Scoring Counters



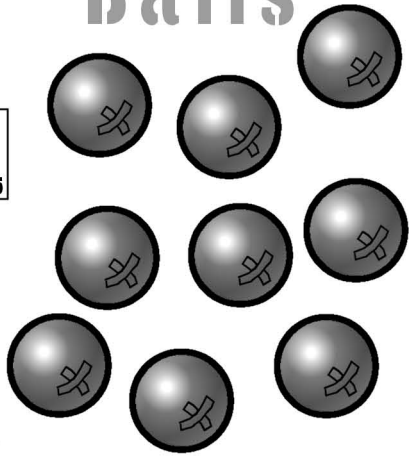
Goals



Dice



Balls



CREW CARDS

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KAYLEE FRYE



SHOOT ●●●●4
PASS ●●●3
MOVE ●●●3
CATCH ●●●●4
STEAL ●●●3
BLOCK ●●●3
SLOBR ●●2
ENDUR ●●●●4
OFF ●●●3



MAL REYNOLDS



SHOOT ●●●●5
PASS ●●●3
MOVE ●●●●4
CATCH ●●●3
STEAL ●●●3
BLOCK ●●●3
SLOBR ●●●●4
ENDUR ●●●●5
OFF ●●●●5



JAYNE COBB



SHOOT ●●●●4
PASS ●●●3
MOVE ●●●●5
CATCH ●●●3
STEAL ●●●3
BLOCK ●●●●5
SLOBR ●●●●5
ENDUR ●●●●6
OFF 1



SIMON TAM



SHOOT ●●2
PASS ●●●3
MOVE ●●●3
CATCH ●●2
STEAL ●●2
BLOCK ●●●3
SLOBR ●●2
ENDUR ●●●3
OFF ●●●●5



DERRIAL BOOK



SHOOT ●●●3
PASS ●●●3
MOVE ●●●3
CATCH ●●●●4
STEAL 1
BLOCK ●●●3
SLOBR 1
ENDUR ●●2
OFF ●●●●5



RIVER TAM



SHOOT 1d6
PASS 1d6
MOVE 1d6
CATCH ●●●3
STEAL ●●●●6
BLOCK ●●●3
SLOBR 1d6
ENDUR ●●2
OFF ●●●●6



INARA SERRA



SHOOT ●●2
PASS ●●●3
MOVE ●●●3
CATCH ●●2
STEAL ●●●●4
BLOCK ●●2
SLOBR ●●2
ENDUR ●●●3
OFF ●●●●6



HOBAN WASHBURN "WASH" ZOE WASHBURN



SHOOT ●●●3
PASS ●●●●6
MOVE ●●●3
CATCH ●●●3
STEAL ●●●●4
BLOCK ●●●3
SLOBR ●●●3
ENDUR ●●●●4
OFF ●●2



SHOOT ●●●●4
PASS ●●●3
MOVE ●●●●4
CATCH ●●●3
STEAL ●●●●6
BLOCK ●●●●4
SLOBR ●●●●4
ENDUR ●●●●6
OFF ●●●3



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