

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$400
 Destination:
 Sihnon .Q3-4

Take these Standard Companion Immunization Packages to the guild on Sihnon.
 This year's graduating class at the Academy is goin' to need 'em.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$400
 Destination:
 Ariel .Q1-6

Take these crates of Cortical Stimulators to Ariel. Seems an equipment warehouse there was robbed recently and it needs to be restocked.

JOB

PASSENGERS

Notoriety Rating: -2
 Space Required: 0
 Payment: \$400
 Destination:
 Osirus .Q5

A Registered Companion has requested that you take her to Osirus so she may meet with a Councilor. If you do, she'll put in a good word and the Alliance may look more favorably on your past deeds.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$400
 Destination:
 Londinium .Q2

Take these crates of assorted tchotchkes to Londinium. The Blue Sun corporation is opening a new MegaPlex so the citizenry can buy *Stuff They Need™* all day and every day.

JOB

PASSENGERS

Notoriety Rating: -2*
 Space Required: 2
 Payment: \$400*
 Destination:
 Penal Moon* .Q6

Some low-security inmates must be moved to the Penal Moon.
 * You may help them escape to *Three Hills* (.Q4) where they'll pay \$800, but this job's Notoriety Rating becomes +4.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 1
 Payment: \$400
 Destination:
 New Fillion .Q6

Havin' the means and underground contacts, you aquire several crates of apples, green and Griswald-free. You can now sell this much sought-after delicacy to them Fillionaires.

JOB

HEIST

Notoriety Rating: +2
 Space Required: 0
 Payment: \$400
 Destination:
 Santo .Q5

Terraformin' has a prestigious death rate, so new slaves are needed regularly. As a kindness, you might relieve a slave-driver of his burden on Santo. You'd profit from your kindness, but t'aint nothin' wrong that, is there?

JOB

HEIST

Notoriety Rating: +2
 Space Required: 1
 Payment: \$400
 Destination:
 Ita Moon .Q2

A Browncoat calling himself Captain Harbatkin contacts you about some salvage he spotted driftin' in orbit near Ita Moon. Says the Alliance was on the radar, but you can give it a shot if you like.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 1
 Payment: \$500
 Destination:
 New Canaan .Q3

Brandy is currently waitin' to be bottled on New Canaan. Luckily, you've just come across several cases of empty brandy bottles, which were 'abandoned' by some transport pilot. Musta been drunk.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 2
 Payment: \$500
 Destination:
 Newhall .Q4-5

A wise man once said, if wishes were horses, they'd all be eatin' steak. Settlers on Newhall are wishin' for horses, and you happen to know a horse thief...

JOB

PASSENGERS

Notoriety Rating: 0
 Space Required: 0
 Payment: \$500
 Destination:
 Three Hills .Q4

One of your crew wants to collect on a wager on Three Hills. All you gotta do is provide a fake alibi and call yourself 'Joey Bloggs' to get the fence to pay up. Bring your gun, just in case.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 2
 Payment: \$500
 Destination:
 Whedon's Moon .Q1

Ever since the incident involvin' a fry cook, geese juggling was outlawed. This don't prevent the locals from participatin' in such recreation, provided you can smuggle some goslings.

JOB

HEIST

Notoriety Rating: +5
 Space Required: 1
 Payment: \$1000
 Destination:
 Persephone .Q4-5

You acquire the Lassiter, a priceless artifact from Earth-that-was. This laser pistol would be hard to pawn, but there's a buyer on Persephone. Gettin' there might be the hard part.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 2
 Payment: \$900
 Destination:
 Ariel .Q1-6

Take these crates of hospital supplies and pharmaceuticals to Ariel. Seems there's a shortage. If you've got the space, this should be a nice and easy job.

JOB

CARGO

Notoriety Rating: +4
 Space Required: 1
 Payment: \$800
 Destination:
 Athens/Whitefall .Q4

You've gotten some rations badly needed on the moon of Whitefall, but come to discover it is Alliance-marked property!

JOB

PASSENGERS

Notoriety Rating: 0
 Space Required: 2
 Payment: \$800
 Destination:
 Bathgate .Q3

Some preachers are takin' a break from bringin' religiosity to the masses. Take them home to Bathgate Abbey.

JOB

CARGO

Notoriety Rating: +3
 Space Required: 1
 Payment: \$800
 Destination:
 Beaumonde .Q2

People just love them wobbly-headed geisha dolls. You had to cross the Alliance to get 'em, and now you have to sneak 'em on to the buyer at Beaumonde.

JOB

CARGO

Notoriety Rating: +3
 Space Required: 2
 Payment: \$700
 Destination:
 Bellerophon .Q5

Some fancy lads on Bellerophon are havin' a fancy party and need some fancy flowers. 'Course the ones they want require a special license and big fees. That's never stopped you before, has it?

JOB

CARGO

Notoriety Rating: +3
 Space Required: 2
 Payment: \$700
 Destination:
 Bernadette .Q5

Settlers need weapons to hunt and defend themselves. You've always wanted to be a gun runner, though the red tape with the Alliance will have to be avoided...

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 2
 Payment: \$700
 Destination:
 Beylix .Q1

Alliance feds are settin' up a new outpost on Beylix. You get the job of haulin' supplies and equipment there. If you can spare the cargo space, it's best that you take it.

JOB

CARGO

Notoriety Rating: +3
 Space Required: 2
 Payment: \$700
 Destination:
 Boros .Q4

Some Browncoats are gatherin' to start a new underground movement on Boros, and they need, well... a lot of brown coats.

JOB

PASSENGERS

Notoriety Rating: -1
 Space Required: 2
 Payment: \$700
 Destination:
 Dyton .Q3-4

A crooked Alliance agent says you can make up for your transgressions if you do him a favor. He wants passage for a certain family to Dyton Colony. He says it's for their protection. Whatever.

JOB

CARGO

Notoriety Rating: +3
 Space Required: 1
 Payment: \$600
 Destination:
 Ezra .Q4

You've gotten ahold of some stolen Alliance meds. An informant says there's need of 'em on Ezra.

JOB

CARGO

Notoriety Rating: +1
 Space Required: 1
 Payment: \$600
 Destination:
 Niska's Skyplex .Q4

Normally, shippin' Earth-that-was replicas is legit work. But when it is Niska, it effects one's reputation. Fortunately, he likes to protect his, so not many will hear of your deeds.

JOB

HEIST

Notoriety Rating: +3
 Space Required: 1
 Payment: \$600
 Destination:
 Georgia .Q4-5

You've gotten some cargo from a train heading from Hancock to Paradiso. Looks like there is a buyer in the Georgia system.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$600
 Destination:
 Greenleaf .Q1-6

Take this pair of Imaging Scanners to Greenleaf. They are in desperate need of the upgraded technology at the hospitals there, and you are the closest transport.

JOB

PASSENGERS

Notoriety Rating: 0
 Space Required: 2
 Payment: \$600
 Destination:
 Hera .Q6

Toursits would like to visit the historical battlefield of Serenity Vally. Did we mention they support the Alliance?

JOB

PASSENGERS

Notoriety Rating: +3
 Space Required: 2
 Payment: \$600
 Destination:
 Higgin's Moon .Q2

Ceramic parts are in high demand. More slaves... er, workers, are in need in Canton for the mud farms.

JOB

CARGO

Notoriety Rating: +3
 Space Required: 1
 Payment: \$600
 Destination:
 Ita Moon .Q2

New export tariffs cause a shortage of parts on the Fringe. These compression coils are desperately needed!

JOB

CARGO

Notoriety Rating: +3
 Space Required: 2
 Payment: \$600
 Destination:
 Jiangyin .Q3

A wealthy cattle baron needs to move his beef offworld, and it has a buyer at Jiangyin. You best bring a bucket and shovel.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$500
 Destination:
 Londinium .Q2

Take these shiny hats to Londinium. Ever since the King started wearin' his, they're all the rage. Here's a demand you can supply!

JOB

PASSENGERS

Notoriety Rating: 0
 Space Required: 0
 Payment: \$500
 Destination:
 New Canaan .Q3

A wealthy brewer is itchin' to start a business out on New Canaan, and you can get him there.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 1
 Payment: \$500
 Destination:
 New Fillion .Q6

A ton of custard was heisted from a specialty foods factory on Osirus and has made its way into your hands. Now this underground flan has a buyer on New Fillion.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 1
 Payment: \$500
 Destination:
 Newhall .Q4-5

The Alliance 'lost' a shipment of supplies for a settlement on Newhall. Only you can get this new shipment of blankets, tools, and protien in all the colors of the rainbow to them that need it.

JOB

PASSENGERS

Notoriety Rating: -1
 Space Required: 1
 Payment: \$500
 Destination:
 Osirus .Q5

The Medical Elect's flight was cancelled. He and his entourage needs to attend an important meetin' back home on Osirus. Offerin' your services could improve your standin' with the Alliance.

JOB

CARGO

Notoriety Rating: +2
 Space Required: 1
 Payment: \$500
 Destination:
 Paquin .Q1

Demand for beagles has outgrown supply on Paquin. You could make extra coin if you snuck some of these pooches in under the radar.

JOB

DELIVERY

Notoriety Rating: 0
 Space Required: 1
 Payment: \$300
 Destination:
 Space Bazaar .Q6

Take this large crate to the Space Bazaar. It means takin' a chance no one ordered a dead guy, or might be sendin' a huge mail bomb, but that ain't your problem, is it?

JOB

CARGO

Notoriety Rating: +1
 Space Required: 0
 Payment: \$300
 Destination:
 Three Hills .Q4

Some people, when they ain't got nothin' are willin' to buy anythin' you got, even if'n they don't need it. Why some settlers on Three hills want some junked spare parts you got lyin' around is anybody's guess.

JOB

HEIST

Notoriety Rating: +2
 Space Required: 0
 Payment: \$300
 Destination:
 Triumph .Q2-3

Some Grand Prefect's nephew is bird-doggin' some settlers. You can take care of him, get some good vittles, and maybe a bride you didn't ask for.

JOB

HEIST

Notoriety Rating: -1
 Space Required: 0
 Payment: \$300
 Destination:
 Verbena .Q5

A former Browncoat turned terrorist is loose. Help bring him in, and you can earn some cash and a nod from the Alliance.

JOB

CARGO

Notoriety Rating: +1
 Space Required: 1
 Payment: \$300
 Destination:
 Santo .Q5

A tavern on Santo needs more Ng-ka-pei, but to keep prices low, they need to bring it in from an underground supplier. You've got just the ship and crew to do that.

JOB

PASSENGERS

Notoriety Rating: +1
 Space Required: 0
 Payment: \$200
 Destination:
 Shadow .Q1

An old Browncoat contact of yours got into a peck of trouble on Shadow. He'd be grateful if you could swoop in and help him 'disappear'.

JOB

PASSENGERS

Notoriety Rating: -1
 Space Required: 0
 Payment: \$200
 Destination:
 Sihnon .Q3-4

A long-time Registered Companion is headin' home to teach at the Academy. No, she don't service any of the crew. This is strictly a business arrangement.

JOB

CARGO

Notoriety Rating: +1
 Space Required: 0
 Payment: \$200
 Destination:
 Silverhold .Q2

Seems there's an old Firefly class transport orbitin' Silverhold with a blown Grav-Dampener, and you've got a spare one aboard! 'Course the pilot is a wanted man, but the price on his head is a mite small to bother.

JOB

PASSENGERS

Notoriety Rating: +1
 Space Required: 0
 Payment: \$100
 Destination:
 Saint Albans .Q6

Transporting corpses across interplanetary lines is illegal. But that shouldn't stop you from getting a recently corpsified Browncoat home to be buried.

JOB

CARGO

Notoriety Rating: +1
 Space Required: 0
 Payment: \$100
 Destination:
 Whedon's Moon .Q1

Outlawed on all civilized worlds but one, Cilantro is a coveted spice on Whedon's Moon. Some say it helps in staving off the Reavers...

JOB

Notoriety Rating:
 Space Required:
 Payment: \$
 Destination:

JOB

Notoriety Rating:
 Space Required:
 Payment: \$
 Destination: