Serenity Blueprints Reference Pack
The Official Serenity Blueprints Reference Pack is the sequel to the sold-out limited-edition Serenity Blueprints set introduced in Spring 2007. An overwhelmingly positive response from the Browncoat community has prompted Quantum Mechanix and the blueprints' creators – Geoffrey Mandel and Tim Earls – to reissue the blueprints in a handy reference format.

But we didn’t stop there. As long as we were going back to the drawing board, we asked, “What’s missing? What else can we add to a reference pack we couldn’t include in a large-format art print set?” The answer? More than 20 new pages of blueprints, specifications and recovered documents unearthed by our ‘Verse historians comprising the most complete set of documentation on the development of the Firefly-class transport ever assembled.

The Official Serenity Blueprints Reference Pack contains everything you ever wanted to know (and a lot of stuff you didn’t even know there was to know) about the Firefly-class transport Serenity and the rich history of the Firefly-class design. The Reference Pack contains 33 12” x 16” full-color pages documenting the design, systems and layout of Serenity, plus the Series 1, 2 and 4 Firefly-class designs (Serenity is a Series 3 Firefly).

In addition to 10 pages focused on Serenity herself, designed by Mr. Mandel (Serenity graphics designer) and Mr. Earls (illustrator for Firefly and set designer for Serenity), you also get:

- Full-page blueprints of Serenity’s Flying Mule and Inara Serra’s Shuttle.
- One page of all of Serenity’s builders’ plaques.
- One page of warning labels and other signage.
- Four pages with all the bridge computer screens.
- One page with all the door designs on the boat and what they signify.
But that’s not all. Section 2 of the Reference Pack includes:

- A copy of the confidential Allied Spacecraft Corp. memo outlining the development and introduction plan for the Series 1 Firefly.
- A transcript from the popular do-it-yourself ship maintenance Cortex feed, *Boost Your Boat*.
- One page from the yard log of Austin’s Salvage outlining the events that transpired around the arrival of the Independents Military Gunboat Cerberus.
- The top-secret engineering blue book entry on the amazing new Series 4 Firefly, code-named Kestral.

And if that weren’t enough, the Reference Pack also includes never-before-seen full-page drawings of the Series 1, 2 and 4 Firefly designs, plus the Cerberus military variant (which is based on the Series 3 airframe) created by Mr. Earls. Mr. Earls was one of Serenity’s original designers and knows Firefly design better than almost anyone drawing breath.

To top it off, the Reference Pack includes an introduction by the legendary author of Ender’s Game (and unofficially the world’s biggest Browncoat) Orson Scott Card, written in character.

All for just $29.95. The Official Serenity Blueprints Reference Pack is the definitive resource for any Browncoat interested in the details of Serenity, the shuttles, the mule or the history of the Firefly design. These blueprints are the culmination of many months of work verifying every aspect of Serenity, distilled from hundreds of set photos, architectural drawings, CGI files and volumes of background material used to produce Serenity the movie. They represent the only official and complete documentation on Serenity and the Firefly-class transport designs, revealing details not seen in the movie or TV show or in any other previously published source material.

For more information visit www.quantummechanix.com.
Well-known 'Verse anthropologist and recluse, Orison Scard, writes of the noble sacrifice of our Big Damn Heroes, and of the inherent holiness of Serenity herself as the artifact of their sacrifice in pursuit of a just and hopeless cause. Scard all but demands the canonization of Serenity’s crew, a position that has lead to him being ostracized by the academic community but widely embraced by the public.

The infamous Serenity dedication plaque that sold at auction for 50,000 credits. It was later proven to be a clever fake as Serenity never had a dedication plaque.
What you’ll learn:
• How Serenity controls attitude in space. (We mean the ship, of course, not the crew.)
• That the main engine system has a “maintenance position” for servicing the engines or docking in tight spaces that won’t accommodate Serenity’s full wingspan.
• That the Firefly-class transport comes with missile countermeasures.
• Exactly how that cargo ramp works.

What you’ll learn:
• How the main engine pivot works.
• Where Serenity’s reverse thrusters are housed.
• That those spikes above the bridge actually serve a function.
• That the big yoke around the back of the engine is what compensates for inertia and keeps the crew from getting crushed in hard burn. It also helps attain “gravity buoyancy” in atmo. It doesn’t, however, generate specific gravity inside the ship. That job is left to the flywheel grav rotors (grav dampeners) detailed on Sheets Six and Seven.
• Where that primary buffer panel is when it’s actually attached to the ship.
What you’ll learn:

- How incredibly complex and cool the main engine system is.
- That you don’t have to be a Reaver to have use for a magnetic grappler.
- How the shuttle docking “shelf” works.
- How the engines can swivel low enough to suck a tattooed *huen dahn* through the intake.

What you’ll learn:

- How Serenity gets refueled.
- The exact design of those solar panels (and that they actually are solar panels).
- Where life support is located.
- The function of that fin on the top of the reactor.
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What you’ll learn:

- Every gorram specification on the boat! (Admit it: You know you always wondered how many AUs Serenity could travel on a tank of gas, right?)
- Exactly how the landing gear feet work.
- That there’s another escape pod. Didn’t anyone ever tell Mal where these were?

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What you’ll learn:

- Where the ship’s armory is located (besides Jayne’s bunk).
- That the area in front of the pilot’s station is the avionics bay and an escape hatch.
- That those vents in all the halls are air conditioning.
- That Serenity’s artificial gravity is deck-specific and can be adjusted to compensate for angled decks.
What you’ll learn:

- That the big spinny thing in the engine room is not the reactor.
- Where all the crawlspace and access areas are that allowed River to move so freely through the ship without getting caught.
- That the fresh water is awfully close to the reactor.
- That the passengers sleep even closer to the reactor.

What you’ll learn:

- That there’s an airlock off the kitchen (probably for when it’s Jayne’s turn to cook).
- That the shuttles are really big.
- That there really are showers on Serenity. (Guess those sponge baths were mostly for effect.)
What you’ll learn:

- That there is a second entry to the shuttle for loading and unloading cargo.
- Where those showers are. Just don’t tell Inara – please?
- Where auxiliary fuel and reactor coolant is stored.
- More hidey holes for River.
- Where the crew sleeps.

What you’ll learn:

- That barging into Inara’s shuttle required a little effort on Mal’s part.
- That there’s a shower for the passengers, too!
- That you can enter the shuttles from the dining area as well as the cargo bay.
- That the infirmary is modular and could be replaced with a cargo container for, say, wobbly-headed dolls.
- That once they managed to fence the Lasseter, one of the first things Mal did was refit the main cargo bay.
- That, apparently, Book’s hair demands a double-wide room.
What you’ll learn:

- The complete history of Serenity logos (proposed and utilized) since Malcolm Reynolds rechristened the ship.
- That “Serenity Valley” was actually misspelled in the original ship’s logo from 2514.

What you’ll learn:

- The exact day, date and registry of when Serenity was first launched back in 2459.
- What all the builders’ plaques said, according to the various companies that contributed to Serenity’s construction.
- That spelling is apparently not one of the prerequisites for a career in engineering. (Check the misspelled Mandel & Earls, Ltd., of New Aberdeen “Londinum” builders’ plaques. These appear here exactly as they did on Serenity herself.)
- That “Engineered by Firefly” would make an awesome t-shirt!
What you’ll learn:

• How the pilot monitors the current condition of the ship on this Systems Status readout taken directly from the bridge of Serenity.
• That you can zoom into any specific section of the ship or any particular subsystem.
• That fluency in both Chinese and English seems to be a critical skill for ‘Verse pilots.

What you’ll learn:

• What the proximity scanner on the bridge of Serenity looks like.
• That the range of Serenity’s scanner is a mere 150,000 miles in three-dimensional space.
• What some of the most common IFF (Identification Friend or Foe) icons are, including what a Reaver ship might look like if it ever appears on your scan (probably the last reading you’ll ever take!).
What you’ll learn:

- What the planetary scan of Miranda looked like.
- That the Alliance-controlled planetary database has some interesting omissions.
- That a ship like Serenity can use a combination of ground radar, spectroscopic, electromagnetic and thermal readings to determine what’s really going on planetside.

What you’ll learn:

- What the celestial navigation screen on Serenity’s bridge looked like.
- How the ‘Verse’s chaotic and complex orbital mechanics must be carefully considered whenever plotting a course from one planet to another.
- What the ‘Verse (at least one chunk) looks like.
What you’ll learn:

• That Alliance shipping regulations require certain warning labels be posted on all hazardous equipment and storage on a ship.
• That currency of labels must be confirmed every six months, although some local authorities can be convinced to waive this requirement with a modest application of, um, currency.
• That large objects in space are likely to blow up without notice.

What you’ll learn:

• That hatch color and shape denote specific function of that door or what’s behind it.
• That blue-green is the color of the bridge and hallways.
• That brown denotes a cargo area.
• That you probably won’t see a lot of orange on Serenity.
• That grey with red stripes is Jayne’s favorite door.
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What you’ll learn:

- The exact size and shape (and markings) of Inara’s shuttle.
- That Serenity’s shuttles both have the golden crescent insignia on them, an interplanetary symbol for medical and relief ships.
- That it’s doubtful those symbols were placed on the shuttles for any legitimate reasons.

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What you’ll learn:

- The exact dimensions and configuration of Serenity’s MF-813 Flying Mule.
- That the mule’s engines were substantially modified (most likely by Kaylee) to boast the mule’s speed.
- That those modifications also made the mule unstable with more than two passengers in the rear compartment.
The opening of Part 2 of the Serenity Blueprints Reference Pack features the cover of the 2459 Firefly sales brochure for the then brand-new Series 3 Firefly. Coincidentally, 2459 is the same year Serenity was manufactured.

Excerpt from professor of macroeconomics Kailand Murphy’s popular book, *Doing the Job: How the Rim Was Won*. This excerpt deals with the importance of the mid-bulk transport in taming the newly terraformed worlds of the Border and Rim zones.
Confidential executive summary written by then EVP of marketing and sales Martin Mei on the pending launch of the original Firefly design. Mei sent this detailed memo to Allied Spacecraft Corp.'s Board of Directors and covered such details as design goals, manufacturing process, marketing and brand positioning for the Firefly series.

Approved concept drawing of the Firefly that started it all, the Series 1.
Popular do-it-yourself Cortex vidfeed on boat maintenance and upgrading, *Boost Your Boat*. This particular transcript is from an episode dealing with the Series 2 Firefly and its much-maligned Capissen engine system.

Approved concept drawing for the Firefly Series 2. This short-lived edition to the Firefly line had a reputation for being overly complex and unreliable.
Yard log from a particularly busy two days at Austin’s Salvage yard, when the yard took possession of a rare Independents Gunboat, which was based on the Series 3 Firefly design.

Approved concept drawing for the Military variant Series 3 Firefly. These were particularly popular with the Independents during the Unification War. Most were thought to have been destroyed by the Alliance after Serenity Valley.
Engineering bluebook for the redesigned Series 4 Firefly. The interface is opened to the page with the engineer’s notes on the design and its preliminary specifications.

Approved concept drawing for the Series 4 Firefly. Bigger, faster, with more cargo and passenger space, the Series 4 has been a hit with merchant captains plying the increasingly lucrative Core to Border routes. For those working the Rim, however, the Series 3 is still the preferred design for its economy of operation.
Cortex site that allowed potential customers to customize their Firefly and order it. All the options – systems, shuttles, cargo bay – could be added or taken off the basic airframe, giving Firefly buyers unheralded control over the specifications of their boat.

For more information of the Serenity Blueprint Reference Pack, please visit www.quantummechanix.com. To get the latest news about QMx and our products, please subscribe to the QMx Insider at http://insider.quantummechanix.com.