



Expansion for BWAH! Created by: John Reyman
Courtesy of your friends at



Al Ya!

This is an expansion for BWAH! and is not intended to be a stand-alone game. Only a hoe-tze duh pee goo would try to play with only these cards.

SETUP

This expansion set adds new cards to the already exciting BWAH! card game. In addition to the 15 new Character cards, there are 36 additional Action cards. Also included are 3 shiny first-time-ever Create Your Own Local Color Character Cards you can use to make a character you don't have, or to add yourself to the game! Just add them to your current BWAH! decks and shuffle!

2 or 3 Players (see the old **OPTIONAL RULES**)
4 Players 1 Captain, 1 Crew, 1 Local Color, 1 Merc
5 Players 1 Captain, 2 Crew, 1 Local Color, 1 Merc
6 Players 1 Captain, 2 Crew, 2 Local Color, 1 Merc
7 Players 1 Captain, 2 Crew, 3 Local Color, 1 Merc

8 Players 1 Captain, 3 Crew, 3 Local Color, 1 Merc
9 Players 1 Captain, 3 Crew, 4 Local Color, 1 Merc
10 Players 1 Captain, 3 Crew, 5 Local Color, 1 Merc
11 Players 1 Captain, 4 Crew, 5 Local Color, 1 Merc
12 Players 1 Captain, 5 Crew, 5 Local Color, 1 Merc

RULE & CARD CLARIFICATIONS (REVISITED)

Some rules are better clarified, especially since some things, such as drawing from the discard pile, have a direct effect on the game, as follows:

Playing a Missed!: If a card requires you to play a "Missed!" you may use cards you have in play, such as Browncoat, Shiny Hat, or Cover. Nandi may also use her power as listed on her card. You may never use CLOTHING, HEADGEAR or COVER from your hand.

Playing a BWAH!: If you play a BWAH! card as part of a normal range attack with a weapon you must use the weapon you have in play.

Discarding: Cards go to the discard pile in the order they are played (e.g. Jayne plays a BWAH! and Zoe plays a Missed!, Jayne's BWAH! goes in the discard pile followed by Zoe's Missed!). If multiple players are forced to discard, start with the Captain and go clockwise. If you discard more than one card at a time, you may place them in any order on top of the discard pile.

Missed Turns: If you miss a turn (e.g. *Goodnight Kiss* or *Holding Cell*), you are not affected by cards that state "end of their turn", "before their turn", or "on your/their turn". Additionally if you have both *Goodnight Kiss* and *Holding Cell* in play on your character, you miss your turn and discard *Goodnight Kiss*, on your following turn(s) you flip a card for *Holding Cell* (you never do both in one turn).

NOTE ON SUIT ICON RANKINGS: Since we've added cards with the numbers 0, 1, 11, 12, and 13 on them, some people need a little guidance on how to incorporate this into a poker hand/ranking, so it is like this: Joker, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, J, Q, K, A.

Some of the new cards take a little more explaining for new (and old) players, so we will clarify them as follows:

Character Cards:

NEW SYMBOLOGY

The following are additional symbols in the game, as well as some clarification of old symbols not described:



This is the Hands of Blue Icon. This symbol denotes that the character is associated with a maniacal agency in some fashion.

OPTIONAL RULES (Revisited)

***All 'STILL FLYIN' & THIS LAND Special Edition Cards:** They are all optional, you may play with or without any of these cards.

Gag Reel cards: These 2 cards are optional, but add a lot of fun to the game.

Fox Cancels! cards: These 2 cards are optional, as they can end a fun game prematurely. To use them, shuffle all the other Episode cards first, and then place these two cards on the bottom with the blue version on the very bottom of the deck. Should the game still continue after the round the last Episode card is turned over, reshuffle all Episode cards and begin drawing them again (I guess y'all made it to season 2!).

Movie Deal! cards: These 2 cards are optional, as they reset gameplay in some fashion.

Cancelled?!: Some may find the game more enjoyable without the Episode Cards, so play without them if you like!

Serenity Triple Play!: If you have *Serenity* Location in play, you may have BOTH *Shuttle 1* AND *Shuttle 2* in play. If you should lose *Serenity* for any reason, you must immediately discard one of the Shuttles.

Hero of Canton!: If you are playing as *Jayne Cobb*, you may have BOTH *Vera* AND *Chain of Command* in play if you have *Cunning Hat* and/or *Blue Sun Shirt* in play.

***Were There Monkeys?:** If the Terrifyin' SpAce Monkeez remove all item cards (i.e. LOCATION, HEADGEAR, CLOTHING, COVER, WEAPON, VEHICLE, PRISON, ITEM, DISGUISE) from play, you may just want to declare them the winner.

Objecting to Blue Objects: Some people do not like the idea of a card game that requires people to actually move. If you are those people, remove the blue Objects in Space episode card from the episode deck, or simply ignore its effects.

Those Left Between: Use only the expansion sets with 25-35 BWAH! cards from the original or movie versions of BWAH!

BIG DAMN BWAH!: Combine BWAH! with BWAH! CAN'T STOP THE SIGNAL and lo, a whole new game! We recommend using only Profession cards from one set or the other to avoid confusion.

Reaver Battles: This is an optional way to play the game. Do not use the Profession Cards. Last man/woman/creature standing wins.

CROSS'VERSE-IFICATION: Combine BWAH! Or BWAH! CSTS with other versions of BWAH!, such as RED vs BWAH! We recommend using only Profession cards from one set or the other to avoid confusion.

C R E D I T S

ORIGINAL GAME CONCEPT: BANG! @DAVINCI GAMES/MAYFAIR GAMES

GAME DESIGN: JOHN REYMAN (TENTHCREWMEMBER@GMAIL.COM)

INSPIRATION: JOSS WHEDON & FIREFLY FANS EVERYWHERE!

FIREFLY IMAGES: PROPERTY OF FOX AND MUTANT ENEMY

The Playtesters!

John Reyman (TenthCrewMember), Nicole Reyman (Fernslayer), Gian William Reyman, Tim Contadino, Emily Fink (Lady Palpatine), Sarah Nimmo (MissLunaKitty), Christina Durstock (Wiccanslayer), Dayve Borcharding (gojiro)

GAG REEL EPISODE CARD PRIMERS for new characters:

Sample Quotes for Characters

BOOK: You gave her your WORD.

CAPTAIN REYNOLDS: Shiny ride. Can we keep it?

INARA: Would you spare a lady the effort?

JAYNE: I HIT people that crowd me I don't know.

KAYLEE: oh god.

RIVER: You cheated.

SIMON: Strap you into WHAT...?

WASH: With dirt? With CHEAP dirt?

ZOE: Just a sewer, Jayne.

BADGER, LOWLIFE: Mal, fancy some chitchat?

HAND OF BLUE AGENT (with wand): Find the ship, you find the man.

HAND OF BLUE AGENT (without): We appreciate the warning shot.

OTT: I'll have the cash, Mal...AND your gun.

LAWRENCE DOBSON: Not again...

DOBSON'S BODYGUARD: WHAT THE?!





MAL'S GUN



A



WEAPON



AUTOCANNON



Double the effect of any **BWAH!** card played while using this weapon.

K



WEAPON



JAYNE'S BARBELL

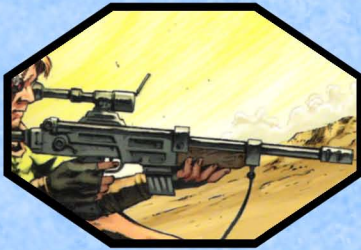


If you successfully damage your target while using this weapon, they lose their next turn.

Q



WEAPON



DOBSON'S RIFLE



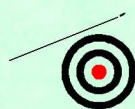
J



WEAPON



BLUE SUIT



2



CLOTHING



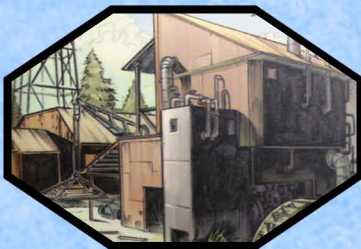
COIN

On any turn after the turn this card was put into play, you may give it to another player, who puts it in their hand after you take up to 2 cards from their hand.

3



ITEM



REFINERY



4



LOCATION



SEWERS



Attach this card to a LOCATION already in play. If either location is removed, both are removed.

5



LOCATION



BANK VAULT



6



LOCATION



CONSTANCE CHAPEL



7



LOCATION



DOBSON'S
WHITEFALL HIDEOUT



8



LOCATION



BATTLE OF
STURGES GRAVEYARD



9



LOCATION



EAVESDOWN DOCKS



10



LOCATION



BADGER'S GOONS



=



discard this card

J



COVER



INTERCEPTOR



Q



VEHICLE



BOOKMOBILE



If in play for BOOK,
SHEPHERD BOOK, or
SHEPHERD DERRIAL BOOK



VEHICLE

K



DOBSON'S GOONS



=



discard this card

A



COVER



KAYLEE'S CAMERA

Before you draw cards during
your Draw Phase, or if you
play a card that lets you
draw cards, you may look
at the top 2 cards of the
Draw Pile and discard any
or all of them, and
then draw
normally. ITEM

2





COORDINATES FILE

On any turn after the turn this card is put in play, discard this card from play and take a **LOCATION** from the discard pile and put it into play. **ITEM**

3



ANGRY FLOCK

Choose a target. Any player who has a **BWAH!** and is within range to attack the target may do so immediately if they choose to.

4



WATER TOWER

For each card you discard from your hand, or from those you have in play, you may choose a target to miss their next turn.

5



SMOKE SCREEN

You can not be the target of any Action Cards or Episode Cards until the start of your next turn.

6



CONCUSSION GRENADE

Everyone must play a  card or they lose a health!

7



HARD BURN

All other players discard any **VEHICLES** they have in play.

8



FLASHBACKS

Take the top 2 cards from the Discard Pile and put them in your hand.

9



SHEPHERD'S WRATH

Play when someone plays a  card. The player who played the  card becomes the target instead.

10



JUST MAKIN' SURE

Play after eliminating another character. Draw 3 cards in addition to your normal award for eliminating another character.

A





BWAH!



Joker
弄臣



BWAH!



Joker
弄臣



BWAH!



Joker
弄臣



BWAH!



Joker
弄臣



BWAH! IN YOUR EYE!



A
♠ This card can not be canceled.



BWAH!



Joker
弄臣



BWAH!



Joker
弄臣



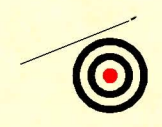
BWAH!



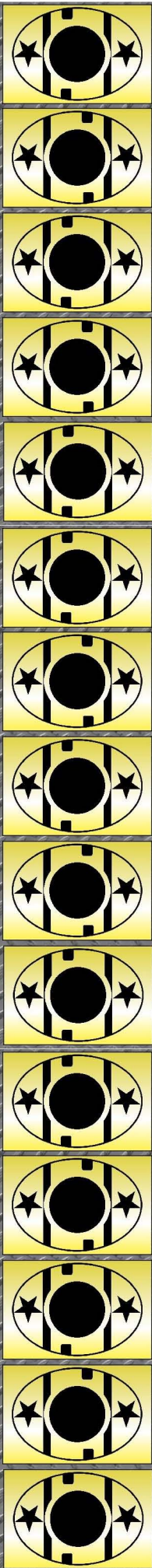
Joker
弄臣



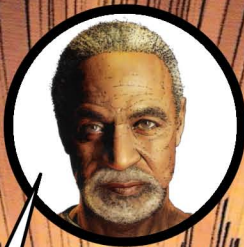
MISSED!



2
饼



BOOK



During your draw phase, you have the option to draw an extra card. If you choose to do so, give that card to a player of your choice.

CAPTAIN REYNOLDS



You begin the game with 1 extra card. Before the game starts, choose 1 card from your hand and place it face down in front of you. No one can take that card from you for any reason. If you play that card, replace it with one from your hand. If you are ever out of cards, you lose this ability.

INARA

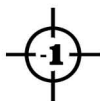


You may cancel an Action Card played by the CAPTAIN if you discard a card. Alternatively, the CAPTAIN can cancel an Action Card played by you, by discarding a card.

JAYNE



As long as you have a card with GUN, PISTOL, RIFLE, or VERA in the name in play, you gain



KAYLEE



Anytime a WEAPON, VEHICLE, COVER, ITEM, CLOTHING, DISGUISE or HEADGEAR is placed in the discard pile, you may discard 2 cards from your hand to take it and put it in play immediately.

RIVER



Once, during your turn, discard a card from your hand, or one you have in play, and look at the hand of a player of your choice. You may take any one card from their hand and either keep it, or discard it.

SIMON



- If a character with KAYLEE in the name is in play, gain
- If a character with RIVER in the name is in play, draw 3 cards during the Draw Phase
- If any character with BLUE in the name is in play, your end of turn hand limit is 2

WASH



You double the modifier(s) of any VEHICLE you have in play. You may discard your VEHICLE in play to cancel a **BWAH!** played on any character except yourself.

ZOE



As long as there is a CAPTAIN in play, you may draw 3 cards during the draw phase.

**BADGER.
LOWLIFE**



Any **COVER** you have in play can be discarded to cancel a **BWAH!** card played on you.

If you have **COVER** in play you draw 3 cards during your Draw Phase.



**BLUE HAND
AGENT**



You always have a **MICROWAVE EMITTER** weapon with



**BLUE HAND
AGENT**



You ignore **VEHICLES** in play when calculating a target's range

OTT



During your Draw Phase, if you have a **WEAPON** in play, you may give 2 cards from your hand to any player and then take a card they have in play and put it in your hand.

**LAWRENCE
DOBSON**

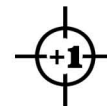


You double the modifier(s) of any Action Card you have in play that has **DOBSON** in the name.

**DOBSON'S
BODYGUARD**



If **DOBSON** or **LAWRENCE DOBSON** is in play, they gain an additional



**LOCAL
COLOR**



Create your own character!

**LOCAL
COLOR**



Create your own character!

**LOCAL
COLOR**



Create your own character!