



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 18 new Character cards, there are 18 additional Action cards. Some of the new cards duplicate Suit Icons in the original cards. There are 2 reasons for this. One, they allow cards that have been weakened by the addition of new suit cards to once again be viable. Two, we felt a whole new suit of cards was unnecessary, and added nothing more to the game. There is a special edition Local Color character card of Terrifyin' Space Monkeys available on FireflyFans.Net (<http://www.fireflyfans.net/sunroomitem.asp?i=4229>).

2 or 3 Players (see the new **OPTIONAL RULES** section in these 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

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).

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

Action Cards:

"TIAN XIZ SHOU...": Timing is important. If someone plays a card and you immediately follow with this card, their card play resolves THEN you take your turn.

SHOTGUN: Yes, this doubles the BWAH HA! card too. No, it does not double anything but BWAH! and BWAH HA! and yes, if this shoots you, you must play misses or lose health for each hit.

***BLUE SUN SHIRT:** If you lose your last health due to this card, Mudder's Milk will not save you. The player who played it on you gets credit for eliminating you. Reaver Survivor and Hands of Blue discard this card when they use their ability not to be eliminated for the first time.

***IDENT CARD:** Yes, this will cure Tracey of any permanent health loss he may have had, as indicated on the card. It will NOT, however, recover health lost by would be eliminated characters, such as Reaver Survivor or Hands of Blue, to "uneliminate" them back to where they started.

Character Cards:

Reaver Survivor and Hands of Blue: When you are playing with either of these character cards, and you lose your last health for the first time, you ARE NOT eliminated, and the person who attempted to eliminate you DOES NOT draw any cards. Instead, you reset your health and rotate your card upside down to indicate you have used the ability to not be eliminated. There is no way to regain the lost health that causes you to use this ability. However, if you are completely eliminated and the Episode Card *War Stories* brings you back into play, you start with health as if you started the game so you will have that ability to use once more! Jing zi!

Special Edition Joss Whedon: Even though Joss is not affected by Episode cards (even if he wants to be), he can be indirectly affected, such as by *Objects in Space* where another player may discard all their cards and switch seats with the Joss player.

NEW SYMBOLOGY

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



This is the Blue Sun Icon. This symbol denotes that the character is possibly working for the Blue Sun Conglomerate. It currently has no effect on gameplay, except to make people nervous.



This is the Local Color expansion icon. It simply identifies the Action and Character cards from this set.

OPTIONAL RULES (Revisited)

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* 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.

***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.

2 player games:

Okay, I really have no good, solid rules for a 2-player version of the game. So you have a couple of options:

- 1) Use the lame 2 player rules from the first set.
- 2) Use the Action Deck and play poker (or Tal, or some other card game) using the 6 suit, 5 joker, deck.
- 3) Come up with your own house rules.

These are all better options than the full page disaster I conceived. Perhaps there may be a reward for the best set of BWAH! House Rules for a 2 player game. I guess we will know when and if it happens...

3 player games:

There is no Captain, so you are jockeying for the position! Use a Crew, a Local Color, and the Merc card for Professions. Last man (or woman!) standing becomes the Captain! To make it even more interesting, the Crew only draws bonus cards if they eliminate the Merc, the Merc only draws bonus cards if they eliminate the Local Color, and the Local Color only draws bonus cards if they eliminate the Crew. Episode cards are optional; if you use them, player 1 always turns them over. Determine randomly who goes first. All other rules apply normally.

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), Christina Durstock (Wiccanslayer), Dayve Borcharding (gojiro)

GAG REEL EPISODE CARD PRIMERS for new characters:

Sample Quotes for Characters

Agent McGuinness: We didn't do your job for you, if that's what you mean.

Alliance Trooper: This is the police responding to an emergency code call.

Amnon: You can probably catch them if you leave right now.

Bendis: We're gonna die.

Birdoggin' Bandit: And I think you're gonna let me have a little one on one time with the Mrs.

Bolles: The pair you have.

Bree: It's parts, a lot o' cheap parts we'll never unload.

Chari: But they got the girls stirrin' for a battle.

The Grange Bros: They's atrophied.

Hands of Blue: We didn't fly 86 million miles for a box of band-aids, Commander.

Lund: Somebody needs to put you down dog.

Magistrate Higgins: Cost you a perfectly good eyeball.

Marco: Jayne, this ain't funny.

Petaline: Jonah, say hello to your daddy...Jonah, say goodbye to your daddy.

Reaver Survivor: No...no mercy.

Sheriff Bourne: Ain't seen no one choose this life weren't born to it.

Sir Warrick Harrow: The sash...it indicates lordhood.

Wright: Weil!

Terrifyin' SpAce Monkeez: (they have no lines in the show, 'cause they ain't real, so you can make up anything you want or say nothing at all!)