



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 9 new Character cards, there are 9 additional Action cards. Just add them to your current BWAH! deck 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:

Bazaar Pickpocket: Target character is allowed to discard AFTER you take the card from them in order to force you to give it back. They are not obligated to discard, nor do they have to wait until their turn to do so.

Banning Miller: Yes she only has 1 health. What do you expect from useless people? We can not abide them, can we?

REAYER: No matter what the range is, it is always reduce to 1 when they attack. My advice? Kill it quickly!

"Alien Life" Barker: If you play the SPACE BAZAAR as a Location, you DO NOT use its text and it is treated like any other Location in play.

Fess Higgins: If you GAIN health, you add that to your starting total, the same way the Captain player has an additional health.

NEW SYMBOLOGY

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



This is the Reaver Icon. This symbol denotes that the character is associated with toy dinosaurs in some fashion.



This is the STILL FLYIN'! expansion icon. It simply identifies the Action and Character cards from this set.

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) 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.

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.

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

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

Captain Harbatkin (Special Edition FFF.net card): Fast'd be better than slow.

"Alien Life" Barker: Proof of alien life!

Alliance Councilor: There is no need for the show, Inara.

Reaver: BLAAARGARRRRG!

Fess Higgins: You know Jayne Cobb?

Banning Miller: She made you a dress looks like you bought it in a store.

Officious Doctor: When your superiors hear---ARRGH!

Bazaar Pickpocket: OH!

Purplebelly: Sir! or Halt! or AUGH!

Elder Gommen: Though I hope our gifts will show our regard.