

# red vs. BWAH!

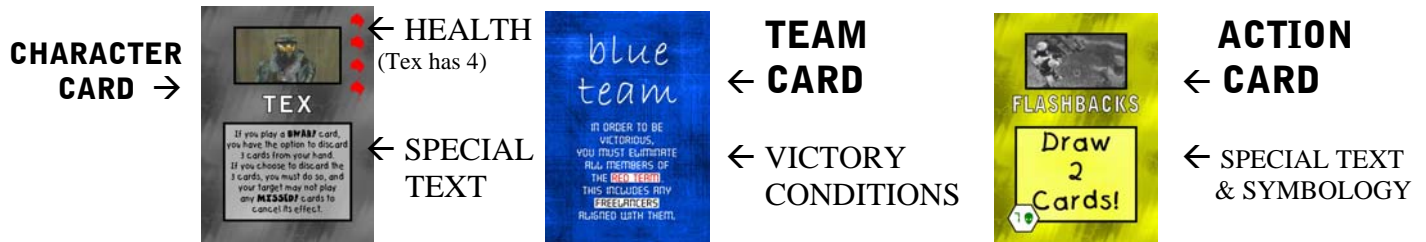
For 3-9 players Created by: John Reyman

## OBJECT

Eliminate all your opponents based on the Team Card you draw at the beginning of the game.


## SETUP

Each player is dealt 2 Character Cards and one Team Card. DO NOT REVEAL YOUR TEAM TO THE OTHER PLAYERS. Use the table below to determine how many of each Team Card will be used, based on the number of players.



3 Players 1 Freelancer, 1 Red Team, 1 Blue Team  
4 Players 1 Freelancer, 2 Red Team, 1 Blue Team  
5 Players 1 Freelancer, 2 Red Team, 2 Blue Team  
6 Players 1 Freelancer, 3 Red Team, 2 Blue Team

7 Players 1 Freelancer, 3 Red Team, 3 Blue Team  
8 Players 1 Freelancer, 4 Red Team, 3 Blue Team  
9 Players 1 Freelancer, 4 Red Team, 4 Blue Team

Players then choose 1 of the 2 characters they were dealt, and place the other character face down in front of them. They then place the chosen character face up on top of the face down card marking their health as indicated on the card (see the example to the right). Each  icon is equal to one health. No character may ever have more than 5 health. The player who has the Freelancer Team Card then reveals it and adds one to their character's health score, and declares if they are part of the Red Team or the Blue Team, as instructed by the card. Players are now dealt 1 Action Card for each health they begin the game with. For example, Caboose has 4 health, so he starts with 4 Action Cards. If he were also the Freelancer, he'd start with 5!

## HOW TO WIN

Each profession has different Victory Conditions, based on the Team Card you draw; you might have singular or joint Victory Conditions as follows:

**The Freelancer:** Must eliminate all members of the Team, other than the one you've chosen to be allied with, from the game in order to win.

**Red Team:** Must eliminate all members of the BLUE TEAM, including any Freelancers allied with them.

**Blue Team:** Must eliminate all members of the RED TEAM, including any Freelancers allied with them.

## HOW TO PLAY

Each player takes a turn, starting with the Freelancer player, and then continues clockwise to the next player. A turn consists of drawing cards, playing cards and discarding cards. A round consists of everyone having (or losing) a turn, and then a new round begins with the Freelancer player.

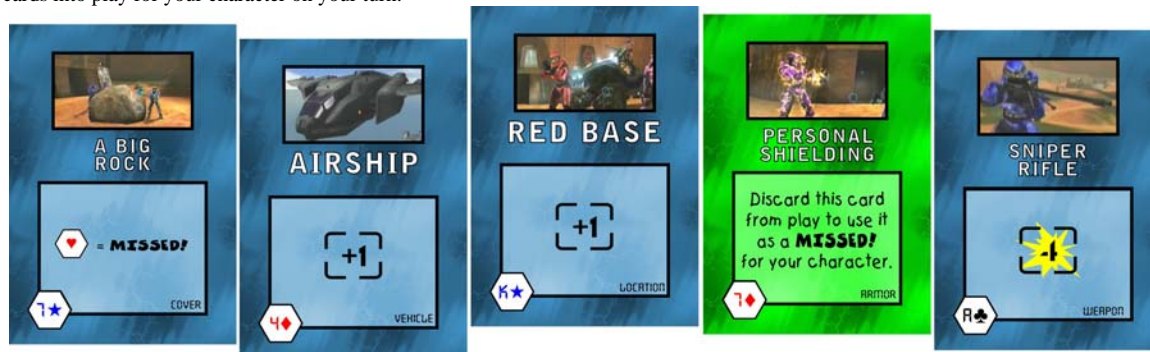
A turn is divided into three phases: *The Draw Phase, The Play Phase, & The Discard Phase*

### DRAW PHASE

At the Draw Phase, a player will normally draw 2 cards from the draw pile. Some Characters have Special Text, and there are some Action Cards, that can affect this. This begins their turn.

### PLAY PHASE

During the Play Phase a player can play as many action cards as possible, though there are restrictions. You may play only one of each of the following cards into play for your character on your turn.



### COVER

### VEHICLE

### LOCATION

### ARMOR

### WEAPON

If you play a WEAPON, COVER, LOCATION, ARMOR, or VEHICLE, and you already have one in play, you must discard the one in play. Place them face up in front of your character on the table. You also play those same items on any other character in the game EXCEPT if they already have one in play. You may not play more than 1 of each card on an opponent during your turn. There are no limits to the number of ITEM cards you play or that you have in play, so it is possible to have 2 or even 3 ITEMS in play at one time! Blue-shaded cards are permanent items and remain in play unless removed by playing a new card of the same type, or by another action card removing them from play. Green-shaded cards are single use, meaning once they are used, they are discarded. They can also be removed from play by other action cards. Red-shaded cards are all BWAH! Cards. Yellow-shaded cards may be played at anytime (unless their text says otherwise). Purple-shaded cards may only be played on yourself on your turn, but may be played on anyone else at anytime.

You may play only one BWAH! Card during your turn, unless another action card says otherwise. The BWAHHH! card does not count towards this limit. You may only play a BWAH! Card on a player that is within range of your weapon. Everyone is considered to have a gun with a Range of 1. Some Action cards will increase your Range away from others, or bring them closer to you, and new weapons put into play all have their own range at which they can shoot. The range at which another character is from you is determined by the seating arrangement. Not counting LOCATIONS and VEHICLES, the player to your right (or left) is at range 1. The player next to them is at range 2, and so on. Through the use of Action Cards, some players may be out of your range until you get a bigger gun, the Card(s) giving them bonus (es) are removed, or the player(s) between you are eliminated. **ELIMINATION:** Whenever you eliminate another character by causing them to lose their last health, draw 2 cards. If you ever run out of action cards in the draw pile, shuffle the discard pile and set it as the draw pile and just keep playing!

#### DISCARD PHASE

After you are done playing, you must discard your hand down to the equivalent of the number of health your character currently has. You may discard more if you like. This ends your turn and play passes clockwise to the next player.

## SYMBOLOLOGY

Each card has special icons that allow you to quickly understand what to do with that particular card.



This is the BWAH! icon. It means you can deal 1 damage to a target (within range).



This is a RANGE icon. It tells you the Range of a WEAPON you have in play. The example here is range 3. There are also ranges of 2 & 4.



This is the ADDITIONAL DISTANCE AWAY icon. When you play an Action Card with this icon, it means that you are **1 MORE** range away than where you are actually seated. For example, if you had the *CANYON FLOOR* in play, the player next to you would need a range 2 weapon in order to actually shoot you, though they would still only be range 1 from you.



This is the CLOSE RANGE icon. When you play an action card with this icon, it makes everyone else 1 range closer to you when you attack. For example, you have the *WARTHOG* and a range 2 weapon in play, and you want to shoot someone at range 3, you can!



This is the FLIP icon. It means you flip the top card of the draw pile and if the SUIT icon on that card matches the suit in the FLIP icon, you get the desired effect. For example, if you have the *A BIG ROCK* in play, and someone plays a BWAH! on you, you may flip the top card of the draw pile and if the SUIT icon is a heart, then the BWAH! misses.



This is the SUIT icon. Every action card in the deck has one of these. There are 6 suits (14 cards in each), Spades, Hearts, Diamonds, Clubs, Aliens and Stars, plus 15 jokers, making for a 99-card Action deck.



These are TEAM icons, and there are certain cards and characters that can only target (or be targeted by) characters with the appropriate TEAM icon.

## CARD CLARIFICATIONS

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

**BWAHHH!:** This does not count as a normal BWAH! Card and therefore you may play it AND a BWAH! card on the same turn. Yes this is nasty, and life's a bitch, and then you die, and then you haunt your teammates...

**EVIL A.I.:** Yes, this ADDS one to your health limit while you have it in play. If you ever lose it, or give it away, you lose that health immediately. Additionally, it can never give you more than 5 Health, as 5 health is the limit.

**WRECKED WARTHOG, TUCKER'S ROCK, A BIG ROCK:** You do not *have* to use them when people play a BWAH! on you, but it is advisable. To use them flip a card and if you flip a card with the proper SUIT ICON, the BWAH! misses.

**RED BASE PRISON, BLUE BASE PRISON:** BEFORE your turn begins you must flip a card on the draw pile, and if you do not flip a card with the SUIT ICON of Clubs or Spades, you miss that turn.

**RED BASE TELEPORTER, BLUE BASE TELEPORTER:** These are "community" items. Everyone may use them, and no one player controls them, once they are in play. *Hint:* you gain the most benefit using one on your own turn.

## CREDITS

**ORIGINAL GAME CONCEPT:** BWAH! (BASED OFF OF JOSS WHEDON'S FIREFLY TV SHOW)

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**DESIGN TOOLS:** PAINT SHOP PRO 7, ADOBE ACROBAT, AND SEASONS 1 & 2 OF RED VS BLUE

**INSPIRATION:** ROOSTER TEETH'S RED VS BLUE ([HTTP://RVB.ROOSTERTEETH.COM/ARCHIVE/T](http://rvb.roosterteeth.com/archive/t))

**RED VS BLUE IMAGES:** PROPERTY OF MICROSOFT, ROOSTER TEETH, BUNGIE, AND A WHOLE MESS OF FOLKS I COULDN'T POSSIBLY REMEMBER (ALL IMAGES USED WITHOUT PERMISSION, SO BITE ME!)

**PLAYTESTERS:** JOHN "JESTER" REYMAN, NICOLE "FERNSLAYER" REYMAN, DAVE "GOJIRO" BORCHERDING, SARAH "LUNA" NIMMO, TIM "JOE SMOE" CONTADINO, JULIEANNE "BEANS" HENSLEY, TRACY "CHEMICAL ALLIE" EVANS, AND PROBABLY A FEW MORE COCKBITING FUCKTARDS WHO I DIDN'T LISTEN TO, OR CARE ENOUGH TO REMEMBER...



2007

red  
VS  
BWAH!

red  
VS  
BWAH!

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VS  
BWAH!





## EQUIPMENT MALFUNCTION

Discard any one  
ARMOR or  
ITEM  
from play.



## TELEPORTER MALFUNCTION

Target character  
misses their  
next turn.

Discard any  
**TELEPORTERS**  
in play.



## OPERATION ~~CIRCLE~~ OF ~~CONFUSION~~

All characters pass their hands to the character to their left, unless it is Tuesday, in which case they pass to the right. However, if it is a day with a '3' in it, then everyone discards their hand and draws 3 new cards. Ignore this card if your name begins with 'R' or 'B', in which case you keep your cards.



## AIR SUPPORT

Discard any one  
VEHICLE, COVER or  
LOCATION  
from play.



## REMOTE DESTRUCTION

Discard any one  
ITEM, WEAPON or  
VEHICLE  
from play.



## THE MOST RIDICULOUSLY PERFECT IDEA THAT YOU NEVER THOUGHT OF

Draw one card from the Draw Pile for each character currently in the game. Place them face up in the center of the table, and starting with you, everyone, in turn, selects one card and puts it in their hand.



## FLASHBACKS

Draw  
2  
Cards!



## HOMING BEACON

Take any one  
VEHICLE in play  
and put it in play  
for any character  
currently without a  
VEHICLE in play



## ROBOT LOVE SONG

Lopez the Heavy  
"Mi Amor Tiene un Cañón Grande"  
Señor El Roboto Club Mix '04  
Tank-On-My-Flank Records  
Directed by: Pvt. Tucker

Cancel an Action  
Card at the time it  
is put into play.







## BLUE BASE

[+1]

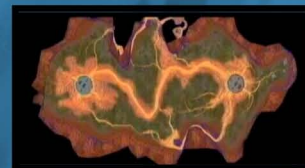
LOCATION



## RED BASE

[+1]

LOCATION



## BLOOD GULCH

[+2]

If you have this LOCATION in play, you may have one additional LOCATION in play.

LOCATION



## EVIL A.I.

Place this card next to your character. You gain the Health & icon listed and the ability:  
Whenever another character plays a **BWAN!** card that targets you, you have the option to discard 3 cards from your hand and choose any other character (except the attacker) to be the target instead. If you do this, put this **EVIL A.I.** card in play for them.



## BODY POSSESSION

You may possess any character in play. When you do, you may play their cards as if they were your own cards. All ranges count from the possessed character. When you are done playing their cards you no longer possess them return any unplayed cards to the owner.



## IT'S NOT PINK, IT'S LIGHTISH-RED!

Choose a color. All characters, other than you, who have that color background on their character card must discard a card. If you have that color background you Draw 1 Card.



## "CHUPATHINGY"

Change the **NAME** on any one card in play until the start of your next turn.



## REPLACEMENT PARTS?!

Choose another character with at least 2 Health. They lose 1 Health and you restore one Health.



## REPLACEMENT PARTS?!

Choose another character with at least 2 Health. They lose 1 Health and you restore one Health.





**BWAH!**



**BWAH!**



**BWAH!**



**BWAH!**



**BWAH!**



**BWAH!**



**BWAH!**



**BWAH!**



**TELEPORTER  
SABOTAGE**

All LOCATIONS and  
**TELEPORTERS**  
are discarded  
from play.







## COCKBITING FUCKTARDS

All characters must  
play a **MISSED!**  
or a **BWAH!**  
Anyone who can't,  
or won't, loses  
one Health.



## JIMMY'S SKULL

Take a **BWAH!** card  
from the discard pile  
and play it on any  
character. If your  
target is **JIMMY**,  
take 3 **BWAH!** cards  
from the discard pile  
to play on him



## FRIENDLY FIRE

Target character  
must play a  
**MISSED!**  
or they discard  
their entire hand



## TUTORIAL PROGRAM

**DRAW  
3  
CARDS**



## LOPEZ'S SPEECH MODULE

Replace any one word, on  
any one Action Card, for  
any other word, in any  
language, for the  
duration the card is in  
play. The word must be  
replaced with a word  
of the same type  
(i.e. noun for a noun,  
verb for a verb)



## SHOTGUN



If you have this **WEAPON** in  
play, you may play up to 2  
**BWAH!** cards on a single  
target OR play 1 **BWAH!** card  
on 2 different targets.

**WEAPON**



## GUN



**WEAPON**



## PISTOL



**WEAPON**



## RIFLE



**WEAPON**







## RIFLE



5♣

WEAPON



## SHOTGUN



If you have this WEAPON in play, you may play up to 2 **BWAH!** cards on a single target OR play 1 **BWAH!** card on 2 different targets.

6♣

WEAPON



## MACHINE GUN



7♣

WEAPON



## AUTO CANNON



8♣

WEAPON



## MACHINE GUN



9♣

WEAPON



## PISTOL



10♣

WEAPON



## SCANNER



This WEAPON recovers one lost health on the target character instead of causing health loss.

11♣

WEAPON



## GRENADES



\***GRENADES** may be thrown at a range equal to the owning character's current health level

12♣

WEAPON



## GRENADES



\***GRENADES** may be thrown at a range equal to the owning character's current health level

13♣

WEAPON








## SNIPER RIFLE

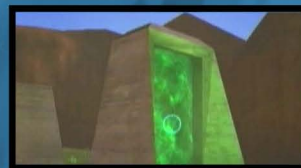


WEAPON



## ROBOT DECLARATION OF INDEPENDENCE

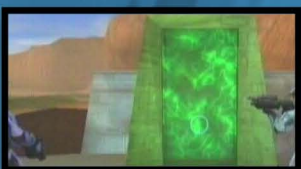
All characters with the  **TEAM ICON** gain  **+2** while this card is in play. Discard this card from play and all characters with the  **TEAM ICON** get to draw 2 cards. **ITEM**



## RED BASE TELEPORTER



Place this card in the center of the play area. Any character may gain the bonus listed, until the start of their next turn, by discarding 2 cards from their hand. **ITEM**



## BLUE BASE TELEPORTER



Place this card in the center of the play area. Any character may gain the bonus listed, until the start of their next turn, by discarding 1 card from their hand. **ITEM**



## AIRSHIP



VEHICLE



## BLUE BASE PRISON

Before your Draw Phase,  or  and discard this card, or else lose your turn and keep this card in play. **PRISON**



## TARGETING SYSTEM

Discard this card from play to use it as a **BWAH!** for your character.



## PERSONAL SHIELDING

Discard this card from play to use it as a **MISSED!** for your character.



## CLOAKING DEVICE

Discard this card from play to use it as a **MISSED!** for your character.





## SPECIAL FORCES ARMOR

Discard this card from play to use it as a **MISSED!** for your character.

9♦

ARMOR



## RED BASE PRISON


Before your Draw Phase,  or  and discard this card, or else lose your turn and keep this card in play.

10♦

PRISON



## BLUE TEAM FLAG

As long as you have this ITEM in play, you gain the TEAM ICON , and you may not play any **BWAH!** cards, nor can you be the target of **BWAH!** cards played by characters who share the same Team Icon(s) as you.

1♦

ITEM



## "SCOOTER" HOVERCRAFT

[-2]

This VEHICLE also has a MISSILE LAUNCHER with



VEHICLE

Q♦



## M-12 LRV "WARTHOG"

[-1]

This vehicle also has an AUTOCANNON with



VEHICLE

K♦



## M-808V MAIN BATTLE TANK

[-1]

This vehicle also has a CANNON with



VEHICLE

A♦



## MISSED!

Cancel any one **BWAH!** card as it is being played

1♥



## MISSED!

Cancel any one **BWAH!** card as it is being played

2♥



## MISSED!

Cancel any one **BWAH!** card as it is being played

3♥





**MISSED!**

Cancel any one **BWAH!** card as it is being played

4♥



**MISSED!**

Cancel any one **BWAH!** card as it is being played

5♥



**MISSED!**

Cancel any one **BWAH!** card as it is being played

6♥



**MISSED!**

Cancel any one **BWAH!** card as it is being played

7♥



**MISSED!**

Cancel any one **BWAH!** card as it is being played

8♥



UNORTHODOX  
CPR

Target  
character  
recovers  
one health

9♥



UNORTHODOX  
CPR

Target  
character  
recovers  
one health

10♥



UNORTHODOX  
CPR

Target  
character  
recovers  
one health

J♥



UNORTHODOX  
CPR

Target  
character  
recovers  
one health

Q♥





DuFRAYNE'S  
MEDIKIT

Target  
character  
recovers  
2 health

K♥



TARGET  
PRACTICE

Until the start of  
your next turn you  
may cancel any  
**BWAH!** card  
played on you by  
discarding a card  
from your hand

A♥



**BWAH!**



1♠



**BWAH!**



2♠



**BWAH!**



3♠



**BWAH!**



4♠



**BWAH!**



5♠



**BWAH!**



6♠



**BWAH!**



7♠





**BWAH!**



8♠



**BWAH!**



9♠



**BWAH!**



10♠



**BWAH!**



J♠



**BWAH!**



Q♠



**BWAH!**



K♠



**BWAHHHH!**



A♠

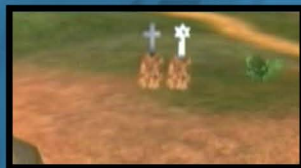


CANYON  
KNOLL

[+1]

LOCATION

1★



CHURCH & TEX'S  
GRAVES

[+1]

CHURCH, GHOST and  
TEX, GHOST gain an  
additional [+1] if this  
card is in play.

LOCATION

2★





CANYON  
RIDGE

[+1]

3★

LOCATION



THE CAVE

[+1]

4★

LOCATION



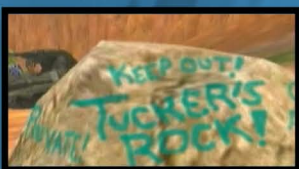
CABOOSE'S  
MIND

[±0]

If you have this LOCATION in play, only characters with the or TEAM ICON, or with **GHOST** in their name, may play a **BWAH!** on you.

5★

LOCATION



TUCKER'S  
ROCK



= **MISSED!**

6★

COVER



A BIG  
ROCK



= **MISSED!**

7★

COVER



WRECKED  
M-12 LRV



= **MISSED!**

When you put this card in play, if the **M-12 LRV "WARTHOG"** is in play, place it in the discard pile.

8★

COVER



THE TREE

[+1]

9★

LOCATION



PLANET  
SIDEWINDER

You may not play cards on other characters unless there is a **TELEPORTER** in play. Likewise, you can not be the target of cards unless there is a **TELEPORTER** in play.

10★

LOCATION



CANYON  
FLOOR

[+1]

1★

LOCATION









## MICKEY

Every time you lose a Health, yell out "BLOODY MURDER!!!", and then draw a card.




## JIMMY

You can not cancel the effects of **JIMMY'S SKULL** if it is played on you (though others can).



## SHEILA, M808-V MAIN BATTLE TANK

You always have a  weapon.  
You also can not have a VEHICLE in play.





## CABOOSE

You only draw 1 card during the draw phase, plus, 1 card for each health you have currently lost.





## CHURCH

Whenever a  character plays a card, you may discard 2 cards from your hand and cancel it. Alternatively, any time you play a card, any  character may discard 2 cards from their hand to cancel it.



## TUCKER

Whenever another  character plays a card on you, draw a card and give it to any other  character.



## TEX, GHOST

You may discard 3 cards from your hand and possess a character within range 2. If you do so, you may play their cards as if they were your own cards. All ranges count from the possessed character. When you are done playing their cards you no longer possess them return any unplayed cards to the owner.



## CHURCH, GHOST

You may discard 3 cards from your hand and possess a character within range 2. If you do so, you may play their cards as if they were your own cards. All ranges count from the possessed character. When you are done playing their cards you no longer possess them return any unplayed cards to the owner.



## SARGE, GHOST

When you lose your last health, you may look through the unused character cards. If SARGE is among them, you may immediately replace this card with SARGE at full health. If not, I hope you have \$5 for that angel's guidance...





## O'MALLEY

You can choose to have (or not have) any **Team Icon** at any time that suits you. You can not give up the **Team Icon** printed on your character card.



## TEX

If you play a **BWAH!** card, you have the option to discard 3 cards from your hand. If you choose to discard the 3 cards, you must do so, and your target may not play any **MISSED!** cards to cancel its effect.



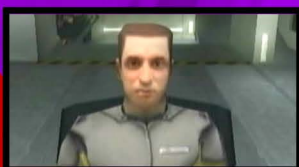
## DOC

You may discard a card, from your hand, and heal one lost health for any character in play.



## SIDEKICK CHURCH, CABOOSE'S CONCEPT

You're not real, so you really don't have any powers or skills. Sucks to be you, dude.



## VIC

You may replace any item in play with an item, from your hand, with the same descriptor (WEAPON, LOCATION, VEHICLE, ARMOR, PRISON or ITEM)



## PIRATE SARGE, CABOOSE'S CONCEPT

You're not real, so you really don't have any powers or skills. Sucks to be you, dude.



## LECHEROUS TUCKER CABOOSE'S CONCEPT

You're not real, so you really don't have any powers or skills. Sucks to be you, dude.



## LADY DONUT, CABOOSE'S CONCEPT

You're not real, so you really don't have any powers or skills. Sucks to be you, dude.



## COWARDLY GRIF, CABOOSE'S CONCEPT

You're not real, so you really don't have any powers or skills. Sucks to be you, dude.





## DONUT

If you have **GRENADES** in play, your Range with them is doubled! Also, you can not lose health from a **BWAH!** card played by someone using **GRENADES!**



## SIMMONS

If **SARGE** is in play you begin the game with +1 Health.

If **GRIF** is in play you gain **[+1]**.



## FRANCISCO MONTAGUE ZANZABAR

You may only draw cards from the discard pile, except when there are no cards in the discard pile, in which case, draw normally.



## GRIF

If a **BWAH!** is played on you by a character with the **TEAM ICON**, you must discard a card from your hand if you have one.



## SARGE

When playing a card you can change the following items in the text box:

- Team icons
- RED** with **BLUE** (or vice versa)
- any Character name to any other Character name in play

You may also change the name of the card to anything you want (make notes if needed!) when putting a card in play.



## LOPEZ, THE HEAVY

Discard 2 cards from your hand & you may take any one **VEHICLE** from the Discard Pile and put it into play.



## PVT. DONUT

If the **BLUE TEAM FLAG** is in play, you may take it, at any time, and put it in play for yourself.



## SIMMONS 2.0

You may discard any **ITEM** or **VEHICLE** card you have in play to use as a **MISSED!**

If **SARGE** is in play, you draw 3 cards during the Draw Phase.



## ROBOT #2

You may only draw cards from the discard pile, except when there are no cards in the discard pile, in which case, draw normally.



red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**

red

VS

**BWAH!**



# blue team

IN ORDER TO BE  
VICTORIOUS,  
YOU MUST ELIMINATE  
ALL MEMBERS OF  
THE **RED TEAM**,  
THIS INCLUDES ANY  
**FREELANCERS**  
ALIGNED WITH THEM.

# blue team

IN ORDER TO BE  
VICTORIOUS,  
YOU MUST ELIMINATE  
ALL MEMBERS OF  
THE **RED TEAM**,  
THIS INCLUDES ANY  
**FREELANCERS**  
ALIGNED WITH THEM.

# blue team

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**FREELANCERS**  
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# blue team

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# free lancer

IN ORDER TO BE VICTORIOUS,  
YOU MUST BE ON THE WINNING  
SIDE. YOU MUST TURN THIS  
CARD OVER AT THE START OF  
THE GAME AND DECLARE IF YOU  
ARE ALLIED WITH THE  
**RED TEAM** OR  
THE **BLUE TEAM**.  
YOU ALSO GAIN +1 HEALTH.

# red team

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