BONANZA BRAWL

Bonanza Brawl is a community-designed format created by the **Steam Powered Scoundrels**. This game mode is best with 4-8 players and differs from standard Malifaux in the following ways:

ENCOUNTER SETUP

- Players may choose any one Non-Master with Cost 10 or less as their Leader. No other models/upgrades are hired. Players start with 0 Soulstones in their Soulstone Pool.

- Players deploy their models in a pre-determined random order, deploying their model anywhere on the table.

- After Deployment, if there are 4 or less Players, Create a Strategy Marker on the Centerpoint. If there are 5 or more players, Create two Strategy Markers, each on the Diagonal Centerline, centered 6″ from the left and Right of the Centerpoint respectively.

- Strategy Markers are Ht 5, Blocking, and Impassable.

- This Encounter uses one custom Loot Deck (see **Looting**) that should be shuffled and set aside at the start of the game.

- There are no Deployment Zones, table halves, or Centerline in this Encounter, references to them (other than setup) are ignored.

GAMEPLAY CHANGES

- To determine Initiative, each player flips from their Fate Deck. The player with the highest Initiative is first, then the second highest, and so on. If two players are tied, they flip again amongst themselves.

- Simultaneous effects that occur involving multiple models are always resolved in Initiative order.

- Leaders have an Action limit of 2 instead of 3.

- Players have a maximum hand size of 4.

- Models may target themselves with the **Assist** General Action.

- When declaring a ☞ Action, models may discard a card. If they do so, the Action ignores Friendly Fire.

- When a player would Activate a model, if they have no models in play, Summon their Leader within 8″ of a randomly determined table edge. The Summoned model then gains **Slow** and must be chosen to Activate.

- Models cannot be Summoned from any effect other than the above effect; if a model would be Summoned, the Summon effect is ignored.

- Models cannot be Replaced with a model of higher Cost from any effect; if a model would do so, the Replace effect is ignored.

- Models cannot be Buried. If a model would be Buried, it instead suffers 2 irreducible damage.
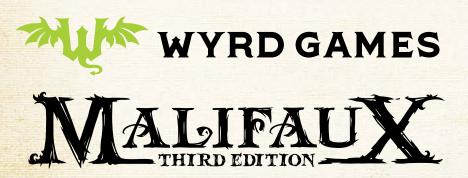
LOOTING

- Models within ◉1 of a Strategy Marker may take the **Interact** Action, even if engaged, to draw a card from the Loot Deck and Attach it to themselves.

- When a Loot Card is Attached, it is treated as an Upgrade. However, each Loot Card has two benefits, one of which must be chosen when the card is Attached. The other benefit is considered blank.

- When a model is killed, for each Loot Card it has Attached, Drop a Loot Marker into base contact with it. Each Loot Marker should be designated for which Loot Card it Dropped from.

- Models in base contact with a Loot Marker may take the **Interact** Action, even if engaged, to Attach the designated Loot Card.

If no player has a printed copy of this Loot Deck, a standard Fate Deck may be used instead, and players should reference the Loot Deck Document (**wyrd-games.net/bonanza-loot-deck**) for its effects, based on the card. If the Loot Deck runs out of cards, shuffle any discarded Loot cards not currently designated to any Loot Marker, to form a new Loot Deck.

SCORING

Instead of using Schemes and Strategies, players may gain/lose **VP** in any of the following ways:

- A Crew loses 3 **VP** each time its Leader is killed (to a minimum of 0 **VP**).

- After a model is killed by an enemy‑controlled model, the model's controller gains 3 **VP**. If the killed model had a higher Cost than the enemy‑controlled model, the model's controller gains an additional 1 **VP**.

- After a model at maximum Health is damaged by an enemy‑controlled model, the enemy model's controller gains 1 **VP**. If the damaged model has a higher Cost than the enemy model, the enemy model gains an additional 1 **VP**.

- For scoring, damage from Hazardous Terrain and Conditions is treated as damage from the model that generated the Hazardous Terrain or first applied that Condition to the damaged model.

- For scoring, if a model damages itself while at its maximum Health, it is still treated as at its maximum Health until it suffers damage from another effect.

- During the End Phase, a Crew gains 1 **VP** for each friendly Scheme Marker within 4″ of a Strategy Marker.

- During the End Phase, a Crew gains 1 **VP** for each Loot Card Attached to friendly models that is not within ◉1 of a Strategy Marker.

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