# MALIFAUX
# BONANZA BRAWL 2024

## ENCOUNTER SIZE

This Encounter is designed for a group of 3-8 players. All players treat their game size as 10 Soulstones. One player is designed as the Dealer and will manage the Loot Deck, keep track of scores, and determine the Initiative Order (see Initiative Order).

## DETERMINE SCENARIO

If there are four or fewer players, the Dealer Creates a 50mm Treasure Marker centered on the Centerpoint. If there are five or more players, the Dealer instead chooses a diagonal Centerline, and Creates two 50mm Treasure Markers, each centered 6″ from the Centerpoint.

Treasure Markers are treated as Ht 5, Blocking and Impassable Strategy Markers in every way.

This Encounter uses one custom Loot Deck (see Looting) that should be shuffled and set aside at the start of the game. This deck should be governed by the Dealer to save time.

Players may gain **VP** in any of the following ways:

- 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, if a model damages itself while at its maximum Health, it is still treated as at its maximum Health until it suffers damage generated by an enemy model.
- After a model is killed by an enemy-controlled model's Action or effect, the enemy model's controller gains 3 **VP**. If the killed 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.
- During the End Phase, a Crew gains 1 **VP** for each friendly Scheme Marker within 4″ of a Treasure Pile.
- During the End Phase, a Crew gains 1 **VP** for each Loot Card (see Looting) Attached to a friendly model that is not within 1″ of a Treasure Pile.

Players may *lose* VP in the following way:

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

## DECLARE LEADER AND HIRE CREW

Every player may only hire a single model to be their Leader, which can only be a Henchman, an Enforcer, or a Minion. Leaders are not considered to have 0 Cost when hiring and the Helping Hand Ability is ignored. When selecting a Leader, keep in mind Summon effects are ignored for this Scenario.

No Generic Upgrades may be purchased. Any unspent Soulstones are discarded.
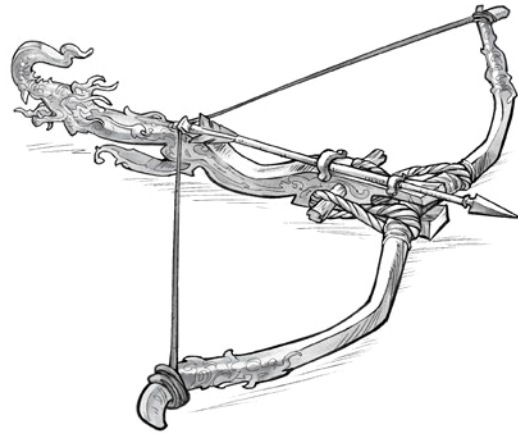
## INITIATIVE ORDER

At the start of the game, the Dealer should set aside the cards numbered 1-8 of any suit(s) from an unused Fate Deck, and deal one randomly to each player. The player with the lowest numbered card takes the first Activation of the Turn, then the second lowest, and so on. This is referred to as the Initiative Order.

During every Start Phase after the first, the Dealer should reshuffle, and deal one new card to each player.
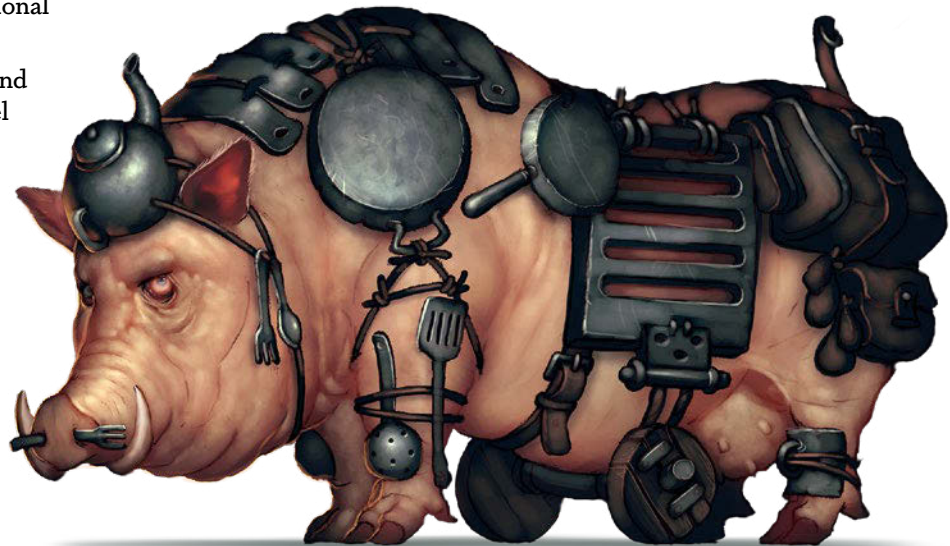
## Deployment

Each player deploys their model anywhere on the table according to the Initiative Order.

The Dealer then assigns each of the four Flank Deployment Zones a Malifaux suit. When a player would Activate a model, if they have no models in play, they flip a card from their Fate Deck and Summon their Leader in the Flank Deployment Zone associated with the flipped suit. Models Summoned this way do not gain a Summon Token, and may draw a card from the Loot Deck and Attach it if they are NOT the player with the most points or tied with the most. The Summoned model must Activate immediately.

## Gameplay Changes

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

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

Players have a Maximum Hand Size of 4.

Models may target themselves with the Assist Action.

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

Models cannot be Summoned from any effect other than the effect listed in Deployment; 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*

The Loot Deck is a collection of special Upgrades with two sides, called Loot Cards. Models within 1″ and LoS of a Treasure Marker may take the **Interact** Action, even if engaged, to draw a card from the Loot Deck and Attach it to themselves. At this time, the model's owner should describe the Loot Card, and which side they are choosing, aloud.

When a model is killed, it Drops the Loot Marker(s) that correspond to its Attached Loot Card(s) into base contact with itself. Loot Cards removed from the game this way may be looked at by any player at any time.

Whenever a Loot Card is Attached, one side is chosen to be active and the other is considered blank. In addition, the Dealer should designate a unique 30mm Loot Marker to correspond to that Loot Card (such as by using dry erase markers). Loot Markers are treated as Strategy Markers in every way, but do not have any Terrain Traits.
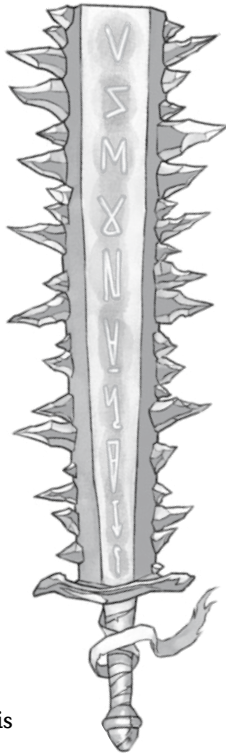
Models within 1″ and LoS of a Loot Marker may take the **Interact** Action, even if engaged, to remove the chosen Loot Marker and attach the Loot Card that corresponds to that Marker.

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). If the Loot Deck runs out of cards, shuffle any discarded Loot Cards that do not correspond to a Loot Marker on the table to form a new Loot Deck.

## End of Encounter

No changes.