

Created by Malogan.

Singleplayer CW: violence, death, capitalism

BRAWL ✖ MART

It's the annual Black Friday frenzy at BRAWL ✖ MART, and it's time to assemble the ultimate team of fighters to get that sweet new flatscreen TV that is, quite frankly, too big to actually fit in your living room, let alone watch. Get that TV and get through checkout!

WHAT YOU'LL NEED

- The printables (print double-sided for the full color version)
 - The **STORE MAP** and **CAFÉ**
 - 16 brawler cards and 16 item cards (cut out)
- 1D4 and 1D6
- At least 20 tokens in 2 different colors (or some other way to track numbers)
 - **Knockout Points (KP)** (recommended color: **blue**)
 - **Slay Points (SP)** (recommended color: **red**)
- A pawn to mark your location on the **STORE MAP** (can be one of the colored tokens)
- Another token to mark getting the TV (can also be one of the colored tokens)

SETUP

- Place the **STORE MAP** and **CAFÉ** on the table.
- Shuffle all the brawler cards and deal yourself three. Put the rest of the brawler cards facedown in **STANDING ENEMIES** in the **CAFÉ**.
- Shuffle all the item cards and put one item in each of the three purchase slots on the bottom of the **CAFÉ**. Put the rest in **ITEMS DRAW** on the left.
- Start with 0 **KP**, 0 **SP**, and no items in your cart (inventory).
- Place your pawn on the **ENTRANCE department** on the **STORE MAP** and begin that brawl.

CARDS

| BRAWLER NAME | Item Name |
|---|---|
| | |
| DICE ROLL 🖐️ Ability: Do the thing described here. ⚡ Default behavior as enemy. <i>Flavor text.</i> | ATTACK BONUS 🚗🎯 Usage: Do the thing described here. ⚡ Default usage by enemies. <i>Flavor text.</i> |
| Resist ance TYPE | |

Your hand contains brawlers on your team that you can use in battle. Your cart is your inventory of items you can use; it has unlimited space.

| | |
|----------------|---|
| X | A variable that depends on other circumstances specified by the card. |
| Parentheses () | Something that is added to an attack sometimes, but not every time. |
| 🖐️ | Contact attack |
| 🎯 | Non-contact attack |
| [🖐️ / 🎯] | Contact or non-contact; whichever the holder's ability is |
| ⚡ | Default enemy behavior / default enemy usage of an item |
| 🚗 | Item activated passively (instead of during a brawl turn) |
| ♻️ | Reusable item |
| 🗑️ | Item discarded immediately after use |

Note: On an item, 🖐️ and 🎯 indicate that type of damage is added to the attack roll. Brawler abilities that take into account 🖐️ and 🎯, such as Traitor Joe's Markup, will only use the value from the type of damage they normally use. So, if an enemy with 🎯 that's holding +1 🖐️ attacks Traitor Joe, he only uses the 1 🖐️.

PHASES

1. STORE MAP

Move to the next department. Read its instructions.

2. BRAWL

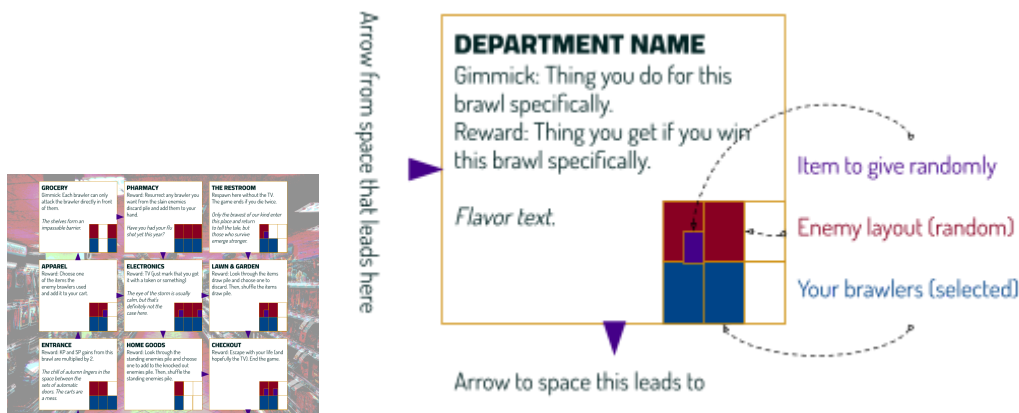
Set up the enemies, pick your brawlers and items, and then brawl.

- Attack with any of your brawlers and compare dice rolls with the enemy's counterattack.
- Knock out/slay** the brawler who was hit.
- Repeat.

3. CAFÉ

- Award yourself **KP** and **SP** for winning the brawl.
- If you want, recruit **knocked out** enemies (multiple at a time is OK).
- Put **knocked out** enemies and **slain** brawlers in the respective discard piles.
- Purchase items from the **shop**.

STORE MAP



To move between two **departments**, there must be an arrow pointing from the **department** you are currently in to the **department** you want to move to. You cannot move backwards. When you enter a new **department**, begin a new brawl according to the specifics of the **department**. Once you complete the brawl, you can choose which **department** you move to next.


Example: For the **department** pictured, the brawl would have two enemies, one with an item, against two of your brawlers, which might look like this:

| WISPY TIM | Stretchy Hand |
|---|--|
|  |  |
| 1D6 🍌 Suffocation: If his roll is greater than 3, multiply it by 2. <i>A haunted plastic bag that blew in from the parking lot. Shy, but determined.</i> |  Sticky Fingers: Steal another brawler's item and equip it in place of this. The brawler does not get their item back after the brawl ends. ✖ Used the first time they counterattack a brawler with an item. <i>Covered in dust, but looks like it tastes like candy. Please don't put it in your mouth.</i> |
| 3 LIGHTWEIGHT | |

| OJWALD |
|--|
|  |
| XD6 🎯 There Can Only Be One: 1D6 against each enemy with the same resistance as him. <i>Nerph's older brother. On a quest to become the most unique person alive.</i> |
| 5 TACTICAL |

ENEMIES

ALLIES

| "OLD-SCHOOL" WALLACE |
|--|
|  |
| 1D6 + 1 🍌 Sacrifice: While standing, he automatically absorbs fatal attacks against his allies and gets knocked out in their place. <i>A security guard with no first name. Probably for the best: "Wallace" just fits.</i> |
| 7 ROBUST |

| BRODACIOUS THE LIFTER |
|---|
|  |
| 1D6 + X 🍌 Shoplift: If his opponent's final attack is an even number, add half of it to his final attack. <i>Lifts weights and shops. Tapir-coded.</i> |
| 6 MYSTERIOUS |

BRAWL

To start a brawl, draw the number of enemies specified by the **department** you are in and place them on the table in the enemy slots in the order you draw them in. Then, pick brawlers from your hand and place them on the player slots in any order you choose. If you don't have enough brawlers to fill every slot, just fill as many as you can.

If you have items in your cart, you may choose to give them to your brawlers. At the end of a brawl, reusable items return to your cart and can be reused by any of your brawlers in the future. Even if a brawler is **slain**, the item still returns to your cart.

Each of your brawlers may attack OR use an item OR pass, but not multiple at the same time. The enemy they targeted will counterattack. The attack of the brawler with the higher attack roll hits; it **knocks out** its target if it's less than or equal to their resistance, and it **slays** its target if it's greater than their resistance. In the event of a tie, both brawlers are **knocked out**.

Note: Enemy brawlers do not get to take a turn. **Enemies only counterattack.**

Note: Your brawlers are not limited to attacking the enemy directly in front of them, unless the department rules specify otherwise.

Example: In the example brawl set up above, "Old-School" Wallace would take his turn first. Let's say he passes. Then, it's Brodacious The Lifter's turn. He attacks Wispy Tim. The Stretchy Hand doesn't activate because Brodacious isn't holding an item. Brodacious rolls 1D6 and gets 3 + 1 = 3 from his type bonus against Lightweight brawlers. Wispy Tim rolls 1D6 and gets 5 * 2 = 10 from his ability. This is even, so Brodacious adds 5 + 3 = 8. Brodacious is hit with the attack. Because 10 is greater than 6 (his resistance), Brodacious is **slain**, but Wallace's ability absorbs the hit instead. Wallace is **knocked out**. Etc.

INITIAL ROLL and ATTACK ROLL

Roll the dice specified on the card of each attacking brawler. Apply type bonuses before anything else; they are considered part of the initial roll.

Most attacks involve some kind of calculation that modifies the initial roll. This final value is the attack roll.

2D6 Roll 2 D6 dice. (Get +1 for type bonuses for each)

2 * 1D6 Roll 1D6 and multiply the result by 2. Type bonuses get multiplied along with it.

1D6 / 2 Roll 1D6 and divide the result by 2. **Always round up.**

XD6 The number of D6s rolled will vary depending on the situation and the card.

Note: For attacks that require you to make a choice (such as Kaathrynn's Pride that allows you to roll as many D6 as you want), you must make that choice before rolling any dice.

STANDING, KNOCKED OUT, and SLAIN

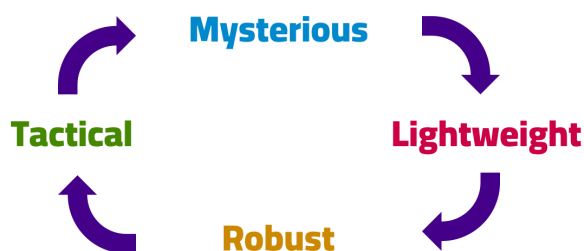
A brawler who is neither **knocked out** or **slain** is **standing**. **Standing** brawlers can attack.

When a brawler is **knocked out**, turn their card sideways. They cannot attack, and if another attack lands on them, they will be **slain**.

If a brawler is **slain**, flip their card over.

Treat all attacks as if they happened simultaneously. If multiple brawlers are all attacking each other, then each brawler who was hit by any attack is **knocked out** or **slain** respectively, even if they hit another brawler with an attack. If a brawler is hit by multiple attacks, consider only the largest one in terms of determining if they were **slain** or **knocked out** and forget about the others.

TYPE MATCHUPS



In matchups between brawlers of two different types, one brawler may have an advantage against the other. In the chart above, A → B means A gets +1 against B. B's roll is unaffected.

When attacking a target with a type your own brawler has a bonus against, add +1 to your initial dice roll. Consider this +1 part of your initial roll; if you roll with a type advantage, A D6 is 2-7. Type bonuses are applied per dice, so if a brawler rolls multiple dice, they get multiple bonuses from their type matchup. Any attack roll calculations are applied AFTER type matchup bonuses.

ENDING A BRAWL

A brawl ends when all brawlers on one side are either **knocked out** or **slain**; that side is the losing side. If you win a brawl, gain 1 **KP** for each **knocked out** opponent and 1 **SP** for each **slain** opponent. After **KP** and **SP** have been awarded, you may spend 2 **KP** to recruit enemy brawlers that have been **knocked out**. You can recruit more than one brawler at once. You may not recruit **slain** brawlers.

All of your **knocked out** brawlers are healed and return to your hand, while your **slain** brawlers are sent to **SLAIN BRAWLERS**. All **knocked out** enemies go to **KNOCKED OUT ENEMIES**, and all **slain** enemies go to **SLAIN BRAWLERS**. All random items used by enemies are discarded.

If you lose a brawl, you respawn in **THE RESTROOM**. Shuffle any **standing** enemies back into **STANDING ENEMIES**. In this situation, you are no longer eligible to get the TV, but you can still reach **CHECKOUT**. If you lose another brawl after this, the game ends immediately, even if you haven't reached **CHECKOUT**.

TIES, STALEMATES and INFINITE LOOPS

If you find yourself in a tie where all brawlers on both sides are **knocked out** or **slain**, you win.

If you find yourself in a stalemate where no attack from any brawler on either side can possibly end the brawl, end the brawl immediately. Receive **KP** and **SP** from defeated enemies, and shuffle any **standing** enemies back into **STANDING ENEMIES**. A situation where you can attack but doing so would cause you to lose is not a stalemate.

If you find yourself in an infinite loop where two brawlers that are attacking each other both require each other's rolls to determine their own, override your opponent's ability and simply roll 1D6 instead.

CAFÉ

| | | |
|---------------------------------|----------------------------------|---|
| STANDING ENEMIES (Draw deck) | KNOCKED OUT ENEMIES (Discard) | SLAIN BRAWLERS (Discard) |
| ITEMS (Draw deck) | ITEMS DISCARD (Discard) | <p>When STANDING ENEMIES is empty, shuffle KNOCKED OUT ENEMIES to replace it. If KNOCKED OUT ENEMIES is also empty, and all potential enemies have been slain, the game ends immediately.</p> <p>At the end of every brawl, each enemy from both sides receives from ITEMS a 1D6D empty and from ITEMS DISCARD one of the following:</p> <p> </p> |
| ITEM 1 SP (Draw) | ITEM 2 SP (Draw) | ITEM 3 SP (Draw) |

The **CAFÉ** is for tracking discard and draw piles. Enemies wait in the **CAFÉ** between brawls. After you win a brawl, but before you move to the next **department**, you can purchase items from the **CAFÉ shop** at the bottom. The **CAFÉ** contains more specific instructions for when to restock.

YOUR FINAL SCORE

When the game ends, calculate your score:

- + 50 for bringing the TV home
- + 15 for having no **slain** enemies in the **CAFÉ** (only **knocked out** or **standing**)
- + 15 for having no **standing** or **knocked out** enemies in the **CAFÉ** (only **slain**)
- + 10 for getting out safely through **CHECKOUT**
- + 5 for each brawler in your hand
- + 5 for each item in your cart
- + 2 for each **KP** OR **SP** -- whichever you have more of
- + 1 for having 0 **KP**
- + 1 for having 0 **SP**

EXTRA CHALLENGES

Hardcore: Start the game with only two brawlers, never stock the 1 **SP** item in the shop, and the game ends if you die instead of respawning in **THE RESTROOM**.

Pacifist: If you **slay** an enemy, the game ends.

Rampage: If a brawl ends with any enemies **knocked out**, the game ends.

No Items: You can't use any items, but enemy brawlers can.

No Recruits: Start the game with 4 brawlers in your hand rather than the usual 3, but you can't recruit enemy brawlers.