

WYRD OFFICIAL ENFORCER BRAWL FORMAT

The Enforcer Brawl is an arena deathmatch where players take their favorite Enforcers and wreak as much mayhem as possible! This is a great format to use if you have spent all day playing competitively and your group is looking for something more laid back for the evening. It is also a great way to spend an afternoon if you want something different. This format is best played with between 4 and 8 participants; if your group has more people than this, you may want to consider breaking up into multiple Enforcer Brawls which are played simultaneously.

Rules

Each player selects one Enforcer and attaches up to one Upgrade to it. The Upgrade must be something the Enforcer could have attached at the start of a normal game considering its Faction(s). (Leader only Upgrades may not be selected, for example.) The Enforcer must be one with a Cost which may be hired (no Coryphee Duets, for example).

The game is played on a standard table. Each player flips a card to determine deployment order; the player who flips highest deploys first, followed by the second highest, etc., until each player has deployed their Enforcer. If two or more players are tied, they reflip amongst themselves. Models may be deployed anywhere on the table which is more than 6" from another model.

Play proceeds for 6 rounds. Each round, all players flip for initiative; the player who flips highest must go first, followed by the second highest, etc. until all players have gone. If two or more players are tied, they reflip amongst themselves. If a model receives Reactivate, it receives a second Activation at initiative -1 (if multiple models Reactivate, they flip to determine which goes first).

Before the game, assign a suit (R, t, etc.) to each table edge. On a player's initiative, if they have no models in play or buried, they must flip a card which may not be cheated (reflipping jokers). The player places a new copy of the model they chose at the start of the Brawl (including its Upgrade) within 6" of the board edge corresponding to the suit flipped and then proceeds with their Activation as normal.

Restrictions

The Enforcer Brawl has the following restrictions/rules:

Players have a hand of 4 cards, instead of the usual 6.

Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).

When a model is buried, it may choose to be sacrificed instead (in which case it counts as sacrificed by the model which forced it to become buried).

Scoring

At the end of 6 Turns, the player with the highest Victory Points wins. Players score VP in the following manner:

3 VP for each opposing model killed or sacrificed. A player scores 4 VP instead if the model they killed or sacrificed had a higher Soulstone Cost (including the cost of Upgrades) than their model did.

1 VP for dealing 1 or more damage to an undamaged enemy (this may stack with killing the model). A player scores 2 VP instead if the model they damaged had a higher Soulstone Cost (including the cost of Upgrades) than their model did.

-3 VP for each time the player's model was killed or sacrificed.

Groups are encouraged to come up with their own variant methods of scoring by including things like hidden Schemes, bonus points for killing certain models, area control, rules for attaching more Upgrades, etc. These are the base rules, have fun with them!