



RULE BOOK

**BEAST CLANS**  
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## SECTION 1: THE BASICS

### THE BIG RULE

If at any time while playing Beast Clans a card contradicts the rules as they are described here, the card text is always right. Whatever a card or ability says it can do, The Big Rule says it's allowed to do.

## THE KINGDOMS

Beast Clans is a game that simulates the on-going war between multiple Kingdoms of intelligent mutant beasts on post-apocalyptic Earth. To play this game, each player requires a deck, which is made up of cards that all come from the same Kingdom, and a Royal from that Kingdom to lead their army. Each Kingdom has a unique playstyle that will appeal to different types of players.

You cannot have cards from multiple Kingdoms in a deck. Players can, however, include stateless cards in any deck; these cards are considered to be from the Rebel "Kingdom," which will be explained along with the other Kingdoms in this section.

## DESERT KINGDOM

The Desert Kingdom is a hot, dry country, ravaged by fierce winds and a relentless sun. The people of this kingdom are sturdy folk, accustomed to weathering extreme conditions and ready to fight anyone who dares threaten their few valuable resources. Because the desert landscape itself is subject to shift with the wind, many things can vanish under the sand as dunes rise over them in a storm. But the Desert Kingdom does not count these as lost, for when the wind shifts, these buried treasures can just as easily be found again.

## JUNGLE KINGDOM

The Jungle Kingdom is a hot, humid, wet nation of great diversity that has many resources at its disposal. While its land is difficult to traverse due to rampant undergrowth, a network of raging rivers, and an immensely dense rainforest obscuring the horizon, the people of the Jungle Kingdom have adapted. They are practiced at navigating their labyrinthine forests, and have learned how to move great forces at incredible speed to overwhelm opponents who underestimate the ferocity of their arboreal homeland.

## MARSH KINGDOM

The Marsh Kingdom is a place of quiet mangrove swamps, sprawling river deltas and interior wetlands. Little escapes the notice of its watchful inhabitants, and those who come unwelcome have been known to vanish into the murky darkness never to be seen again. The Marsh Kingdom understands the value of patience, watchfulness, and readiness; maintaining a constant state of focus and preparation allows the Marsh Kingdom to strike only as needed, but to make those strikes decisive and final.

## MOUNTAIN KINGDOM

The Mountain Kingdom is a rugged, isolated land populated by powerful, capable warriors. While relatively small in number, the people of the Mountain Kingdom are tenacious and fierce, and work together exceptionally well to form a terrifying fighting force. The Mountain Kingdom is a place of power, where the weak serve to strengthen the strong.

## OCEAN KINGDOM

The Ocean Kingdom is easily the largest in the world, and as such offers more variety than any other Kingdom could even imagine. The Ocean Kingdom is so immense, even its own people aren't even entirely sure how much is at their disposal, as keeping track of everything in their watery expanse is an almost impossible task. Nonetheless, they are very difficult to attack, and frequently direct unforeseen horrors against their enemies.

## SAVANNA KINGDOM

The Savanna Kingdom is one of the larger terrestrial Kingdoms, and is home to a wide variety of people. They are a wide-ranging and gifted traders and salvagers, and when they do not have a solution to a problem, they usually know where to find one. The landscape of their country allows them to see threats coming from far away, and this gives them ample time to make the necessary preparations to contend with whatever their enemies have in store.

## THE REBEL "KINGDOM"

This faction is peopled by those who, for one reason or another, are unaffiliated with the other six great kingdoms. Whether they are refugees, mercenaries, deserters, or independents, denizens of the Rebel "Kingdom" can be drafted into the armies of any other kingdom.

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## THE CARDS

### READING A CARD

Each card shares the same general design; the only deviations from this standard design are the Royal cards, which will be explained separately.

# STANDARD CARD

(Beast, Equipment, Weather, Castle)



- 1) Card Name
- 2) Biomass Cost

This represents how much Biomass must be paid to play the card.

- 3) Kingdom
- This indicates what Kingdom a card belongs to. The card's background color also represents its Kingdom affiliation.

- 4) Card Type
- Specifies whether a card is a beast, equipment, castle, or weather.

- 5) Text Box
- This area contains all of a card's abilities.

- 6) Might & Life/Uses
- These spots are unique to beasts and equipment; the number on the left represents their Might, which is the amount of damage it inflicts every time it attacks/is wielded. The number on the right is Life for beasts and Uses for equipment; both represents how much damage the card can take before it must be discarded (although beasts and equipment take damage in different ways, as will be explained further on).

# ROYAL CARD



## 1) Card Name

## 2) Level

The level of Evolution a Royal is at. Royals start the game at Level 1 and may evolve to the next level by using their Evolution ability.

## 3) Kingdom

This indicates what Kingdom a card belongs to. The card's background color also represents its Kingdom affiliation.

## 4) Maximum Biomass

This represents the amount of Biomass a player starts each turn

with by playing with a given Royal.

**5) Life** A Royal has Life like a beast. If a Royal's Life is ever reduced to 0, the game is over, and that Royal's controller loses the game.

**6) Text Box** This area contains a Royal's Evolution ability and their Royal ability.

## THE TYPES OF CARDS

In Beast Clans, there are 5 types of cards: beasts, equipment, weather, castles, and the special Royals.

### Beasts

Beasts go to the field when they are played.

Beasts are unique from most other cards in that they have Might and Life, which means that they can attack and be damaged by enemy attacks.

When a beast attacks, they pick a target either a beast on the field or a Royal and deal their Might in damage to that target. A beast who takes damage reduces their Life by the amount of damage taken. Beasts who reach 0 Life are discarded.

Beasts cannot attack the turn they are played (unless otherwise permitted by abilities like Rush).

**There are 2 important points to know:**

1. Upkeep
2. Control Limit

**Upkeep:** Beasts are also unique in that while they are on the field, they require Upkeep to stay on the field. At the beginning of a player's turn, after their Biomass has refilled and before they draw a card, players must decide whether to pay upkeep for any beasts they control on the field (the order this is done in is up to the beasts' controller). Upkeep is paid by paying the beast's Biomass cost. If Upkeep is paid, the beast stays on the field. If it is not paid, the beast is discarded.

**Control limit:** You may only have 3 beasts on the field under your control at any given time. If at any time you have control of more than 3 beasts, you must immediately discard beasts you control from the field until you control 3.

## Equipment

Equipment cards are similar to beast cards in a few ways. When they are played, they go to the field and stay there until they are discarded. They have abilities and Might, but they cannot attack on their own. Rather, a equipment must be wielded by a beast whenever it makes an attack. This is done by saying so when announcing an attack. A Royal can also wield a equipment, which enables Royals to attack when they normally aren't able to. A Royal can only attack once per turn in this way, regardless of how many equipments a player controls.

- +Beasts can only wield one equipment during a round of combat (unless otherwise specified).
- +Equipment cannot be attacked. An equipment wielded during an attack loses -10 Uses. Equipment that reach 0 Uses are discarded.
- +An equipment cannot be wielded by multiple creatures in a single combat phase.
- +Equipment cannot be wielded when a beast or Royal is being attacked unless the equipment has the **Armor** ability or the beast/Royal in question has the **Ready-at-Arms** ability. This is done by saying so when a beast or Royal is targeted by an attack.

## Castle

Castles are similar to Weather cards in that they do not have Might & Life/Uses like beasts and equipment. They simply have abilities, but like beasts and equipment, they stay on the field until they are discarded.

## Weather

Weather is the only type of card that does not go to the field when it is played. Rather, its ability is activated immediately when it is played and the weather card in question goes directly from the hand to discard. Weather cards can have serious influence on a battle, so use them wisely.

## Royal

Royal cards are very special, and very important. First, each player starts the game with a Royal of their choosing in their Royal section (as long as that Royal is the same Kingdom as their deck). Second, Royals determine how much Biomass a player starts each turn with. And third, Royals have Life, and if it ever reaches  $\emptyset$ , that Royal's controller loses the game.

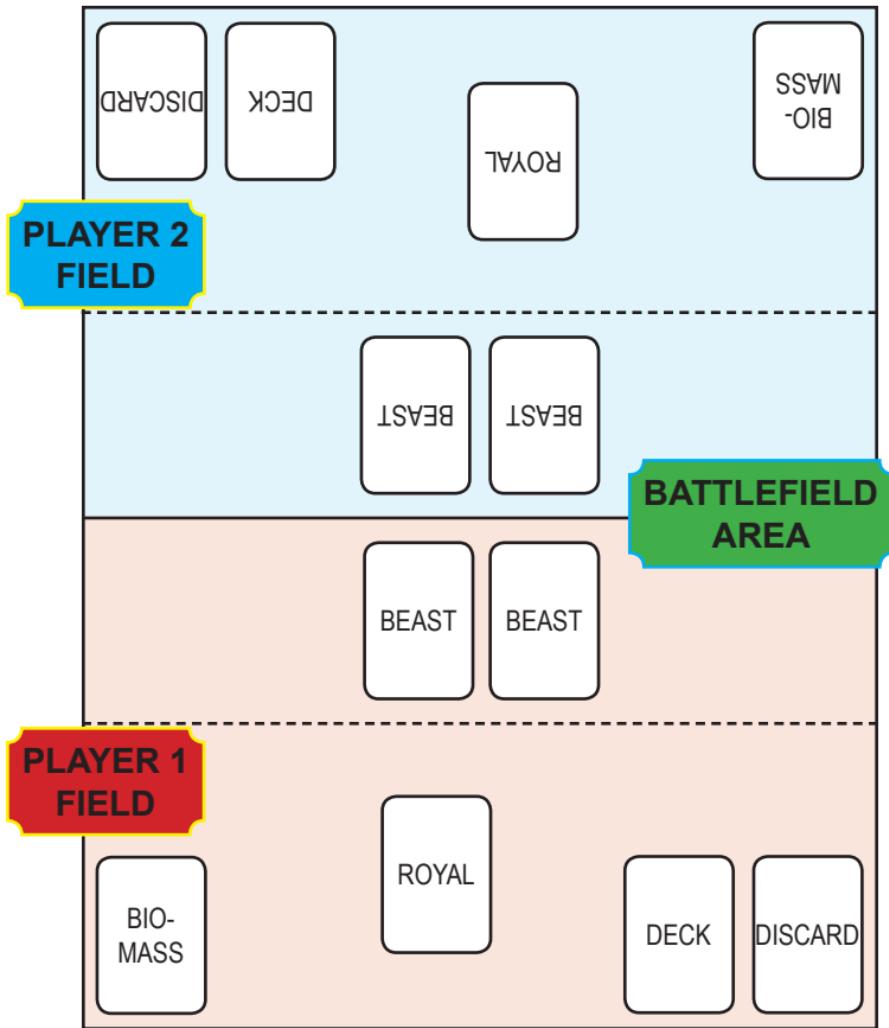
Also unlike other cards, you cannot put a Royal in a deck.

All Royals have at least 2 abilities: one cost ability that can be activated once per turn and only during your turn, and one Evolution ability; these are conditional and activate when certain conditions are met. If a Royal's Evolution ability activates, this causes the Royal to evolve to their next Level, which grants them access to a more powerful ability than their previous form, as well as increases their Biomass. All Royals can evolve to Level 3, and all Royals start the game at Level 1.

Royals cannot attack on their own, but they can attack if they wield equipment. Like beasts, Royals can only attack once per turn (unless otherwise specified).

# THE BOARD

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## SECTION 2: PLAYING THE GAME

### DECK CONSTRUCTION

Decks must contain 40 cards and can contain no more than 3 duplicates of any one card. Decks can only include cards from a single Kingdom and the Rebel "Kingdom." Players cannot play a Royal with a Deck from different Kingdoms.

Decks may have a separate count of 10 cards (called a "sideboard") that they may swap cards out with between games. A deck and a sideboard cannot between them contain more than 3 duplicates of any one card. Sideboards can only include cards from a single Kingdom and the Rebel "Kingdom," that Kingdom must be the same as the Kingdom in the deck.

### BIOMASS

Biomass is a crucial resource for players. Every card in the game requires a player pay Biomass in order to play it. If a player does not have enough Biomass available, they cannot play that card until they do.

## BIOMASS (continued)

Each player starts the game with a certain maximum Biomass; this is determined by their Royal.

A player's Biomass refills to its maximum amount (specified by their Royal) at the start of their turn. Whenever a player spends Biomass, this is subtracted from their current Biomass.

## PLAYING CARDS & ABILITIES

Playing cards is a relatively simple affair. You can only play cards on your turn. You can only play cards if you can pay their Biomass cost and any other costs related to playing the card.

Abilities are a little more complicated. Many cards have an ability of some kind listed in their text box. All Royals have two abilities, in fact: one Evolution ability, and a special Royal ability. There are several types of abilities, and each one functions slightly differently. Some abilities, however, have the added functionality of being able to activate even when it isn't your turn, which makes them very valuable.

**Persistent abilities** are abilities that change the rules of the game in some way for as long as the card that has the ability is on the field. When a card with a persistent ability is discarded, its ability ends and the rules revert back to what they were before the card with the persistent ability was played.

**Conditional abilities** are similar to persistent abilities, except they are only active when certain conditions are met. Conditional abilities always start with the words "Whenever" or "If". For example, an ability may require you control fewer than 3 beasts, or that the beast possessing that ability is discarded from the field, or that you have inflicted 5 damage this turn. Conditional abilities activate as soon as their condition is met, regardless of whose turn it is.

**Entrance abilities** are a very common type. They are very similar to conditional abilities, but entrance abilities always start with "When [card's name] enters the field", and can appear on beasts, equipment, and castles. When a card with an entrance ability enters the field, the ability activates.

**Cost abilities** can appear on every type of card, even Royals. In order to play a cost ability, a card must first be played, then, its ability cost paid

whenever you wish to activate the ability. This cost can be a Biomass cost, but it can also require other actions such as discarding a card from your hand. Generally, a cost ability can be activated for a card as many times as you are able, and can be activated whenever you are able to pay that cost, even during your opponent's turn; one notable exception is when cost abilities are on Royals, which can only be activated once per turn, and only during their controller's turn.

**Weather abilities** appear only on weather cards, and is a term that describes the effect a Weather card has when it is played. Weather cards can have other types of abilities, but every Weather card always has a weather ability.

**Evolution abilities** are unique to Royals; they function similarly to conditional abilities. However, a Royal's Evolution abilities only activate at the beginning or end of their turn if the condition for activation has been met; they do not activate immediately as soon as their condition has been met.

**Royal abilities** are also unique to Royals. Royal abilities can be either a cost ability which can only be used once during your turn, or a persistent ability that is always active (much like a castle).

## SETUP & TURN PROGRESSION

Beast Clans is played by setting up the Board and then taking turns until all but one Royal involved is reduced to 0 Life or a player must draw a card when there are no more cards left in their deck; if either of these occur, that player loses.

### SETUP

Each player places their chosen Royal at Level 1 face-down in their Royal section on the board. Each player shuffles their deck and places it in their Deck section on the board. Players determine who goes first by flipping a coin or rolling dice; whoever calls the flip/rolls higher decides who takes the first turn. Each player then flips their Royals face-up simultaneously, draws a hand of 4 cards, and play begins.

### TURN PROGRESSION

#### RIGHT-TO-PLAY

Right-to-play is held by one player at any given time; only the player with right-to-play may act. At the end of each Step, right-to-play is passed to the defending player. The next Step begins when the defending player passes right-to-play back to the active player.

## START-OF-TURN PHASE

### BIOMASS STEP

Neither player has right-to-play during this step. The active player's Biomass is set to the amount prescribed by their Royal and play automatically proceeds to the next Step.

### UPKEEP STEP

The active player may now pay the upkeep costs for their beasts; the upkeep cost of a beast is equal to its Biomass Cost. Any beasts whose upkeep cost is not paid is discarded from the field.

### EVOLUTION STEP

If the active player's Royal's evolution condition is satisfied at this time, the Royal levels up.

### DRAW STEP

The active player draws 1 card from the top of their deck and puts it in their hand.

# PLAY PHASE 1

ACTION	<p>When the acting player enters the Play Phase, they may do any of the following:</p> <ul style="list-style-type: none"> <li>• Play any card</li> <li>• Activate an ability</li> <li>• Pass right-to-play</li> </ul> <p>If the acting player has passed right-to-play, play proceeds to RESPONSE – DEFENDING PLAYER. Otherwise, play proceeds to RESPONSE – ACTING PLAYER.</p>
RESPONSE – ACTING PLAYER	<p>The acting player retains right-to-play and may do any of the following:</p> <ul style="list-style-type: none"> <li>• Activate an ability</li> <li>• Pass right-to-play</li> </ul> <p>This step is repeated until the acting player has passed right-to-play to the defending player; then play proceeds to RESPONSE – DEFENDING PLAYER.</p>
RESPONSE–DEFENDING PLAYER	<p>The defending player has accepted right-to-play and may do any of the following:</p> <ul style="list-style-type: none"> <li>• Activate an ability</li> <li>• Pass right-to-play</li> </ul> <p>If the defending player immediately passes right-to-play, then play proceeds to RESOLUTION. Otherwise, this step is repeated until the defending player has passed right-to-play to the acting player; then play proceeds to RESPONSE – ACTING PLAYER.</p>
RESOLUTION	<p>Every ability that has been activated is resolved in the reverse order of activation, meaning the ability's effect takes place. Once every ability has been resolved, play starts over at ACTION. However, if the acting player passed right-to-play in the ACTION step and the defending player passed right-to-play immediately in the RESPONSE-DEFENDING PLAYER Step, the Play Phase is over.</p>

## COMBAT PHASE 1

### ATTACK STEP

The active player declares each attacker, the equipment each attacker will wield (if any), and the target of each attack. Targets may be either a Beast controlled by another player, or a Royal controlled by another player.

The active player may activate any abilities they are able to at this time (e.g. ACCOMPANY). Any equipment wielded by an attacker with an ability that is triggered by being wielded activates at this time.

### GUARD STEP

The defending player declares which, if any, of their Guardians will become the targets of which attacks.

The defending player declares which target will wield what equipment in defense (this can only be done with equipment that has ARMOR or beasts that have READY-AT-ARMS). Any equipment wielded by a target with an ability that is triggered by being wielded activates at this time.

## DAMAGE STEP

All attackers deal Damage equal to their Might and the Might of any Equipment wielded to their targets, and the target deals Damage equal to their Might and the Might of any Equipment wielded to their attacker. Each combatant's new Life total is calculated, and any beasts that hit  $\emptyset$  Life are discarded.

Any Equipment abilities that are triggered by dealing damage activate at this time.

Any Equipment that was wielded in combat loses 10 Uses. Any Equipment that hits  $\emptyset$  Uses is discarded.

## COMBAT PHASE 2

This step functions exactly like the Combat Phase 1. Any creatures or Royals without Doubletap that attacked during Combat Phase 1 cannot attack during Combat Phase 2.

## PLAY PHASE 2

This phase functions exactly like Play Phase 1.

## END-OF-TURN PHASE

### EVOLUTION STEP

If the active player's Royal's evolution condition is satisfied at this time, the Royal levels up.

### TRANSITION STEP

After both players have passed right-to-play, the turn ends, the active player becomes the defending player and vice-versa, and the new active player starts their turn.

## SECTION 3: GLOSSARY

**Ability** A special function of a card. Different abilities function in different ways: cost abilities can be used anytime you can pay its cost; entrance abilities activate when a card is placed on the field; conditional abilities activate when certain conditions are met; and weather abilities, which are specific to Weather-type cards, activate when the card is played from the hand. Royals have evolution abilities, which activate at the start or end of their turn if certain conditions are met, and Royal abilities, which can function like cost abilities (except they can only be used once and only during their turn) or persistent abilities that are always active.

**Accompany** "You may not use this ability and attack on the same turn. When a beast you control attacks, you may add this beast's Might to the attacking beast. Defense damage dealt to the attacking beast is split evenly between it and this beast." A battle ability prevalent in the Mountain Kingdom. If a player attacks with one beast and controls another beast with Accompany, they may choose to have the Accompany beast lend its Might to the attacking beast. Any defense damage the attacking beast takes from combat is divided evenly between it

and the Accompanying beast (if the damage inflicted is an odd number, the defending player chooses which beast takes more damage). Beasts cannot attack and use their Accompany ability in the same turn.

**Armor** "This equipment may be wielded by beasts or Royals when they are attacked." An equipment ability. When a beast or Royal is attacked, it may wield any equipment with Armor when it deals defense damage.

**Biomass** Each player depends on their reserve of Biomass to play cards. Each player starts the game with a set maximum Biomass; this maximum can be increased over the course of a game. Each player starts each turn with their maximum Biomass fully refilled, and deplete Biomass by paying upkeep and by playing cards. Players cannot play cards that cost more Biomass than they currently have. See BIOMASS for more details.

**Board** The space where a game takes place. A Board consists of two halves one for each player and each half consists of a field section, a Royal section, a discard section, a hand section, and a deck section.

**Breach** "You may play this card for 3 Biomass. If you do, this card enters the field face-down as an Equipment with 10 Might & 3 Uses. When this card reaches 0 Uses, flip it face-up. When a beast is flipped face-up, it gains RUSH." An ability prevalent in the Ocean Kingdom. A beast may be played for its Breach cost. Beasts played this way are placed face-down on the field. Players do not pay upkeep on facedown beasts. Face-down cards are considered to be Equipment with 10 Might & 3 Uses. A Breached beast flips face-up when its Uses reach 0. Beasts gain RUSH until the end of the turn they are flipped face-up. When a card is flipped face-up, it is considered to be entering the field at that time. When a player hits 0 Life, all face-down cards are flipped face-up.

**Card** The core piece of Beast Clans, every individual piece used to play Beast Clans is considered a card. Cards make up a deck.

**Beast** A card type. Beasts go to the field when they are played. They may attack other beasts or Royals during their controller's turn. Beasts have abilities that can influence the game in many ways. Beasts on the field require upkeep to be paid at the

beginning of their owner's turn before they draw a card; refusing to pay a Beast's upkeep means that Beast is discarded from the field. When a beast reaches  $\emptyset$  Life it is discarded from the field.

**Cull** "When this beast deals damage in combat, its Royal gains that much Life." An ability of the Rebel Kingdom. When a beast with Cull inflicts damage, that beast's Royal gains Life equal to the damage inflicted.

**Damage** Beasts and Royals that take Damage subtract it from their Life total.. Damage can be dealt by attacks and abilities.

**Deck** 1: A stack of cards used to play Beast Clans. Each player uses their own deck. A deck can only contain cards from a single Kingdom (not counting the Rebel "Kingdom," whose cards can be used in any deck), and cannot be played in conjunction with a Royal from a different Kingdom than the cards it contains. 2: A section of the Board where each player places their deck face-down while playing.

**Defense Damage** Defense damage is dealt by beasts that are targeted by an attack. Defense damage is equal to the Might of the beast being attacked plus any equipment they are wielding.

**Discard** **1:** A section of the Board where a player puts every card they discard in a face-up pile. Each player has their own Discard section. **2:** The act of moving a card from anywhere to its controller's Discard section of the Board.

**Doubletap** "This beast may attack twice during your turn." A beast ability prevalent in the Savanna Kingdom. Beasts with Doubletap may attack two times a turn instead of the usual one.

**Draw** **1:** The act of moving the top card from a player's deck into their hand. Players don't show cards they've drawn to their opponents. **2:** A game wherein both players lose at the same time; also referred to as a tie.

**Equipment** A card type. Equipment cards go to the field when they are played. Equipment can be wielded by a beast or Royal to attack enemy beasts or Royals. Every time an equipment is used, it loses 1 Use. When equipment has Ø Uses, it is discarded.

**Evolution** An ability unique to Royals. When certain conditions have been met, a Royal will evolve

at either the beginning or the end of its turn, and it advances from its current level to the next level in sequence. Evolved Royals have more powerful abilities than unevolved Royals and provide more Biomass. Every Royal has 3 stages of evolution.

**Field** A section of the Board where beasts and equipment are placed when they are played. Cards on the field remain on the field until they are removed by damage, an ability, or refusal to pay upkeep, at which time they are moved to the discard section.

**Guardian** "This beast may change the target of an attack to itself. Attacks targeting creatures with GUARDIAN cannot be redirected by other creatures with GUARDIAN." A conditional ability: when an attack has been announced, beasts with Guardian may make themselves the target of that attack instead of the originally announced target. A beast with Guardian may use this ability as many times as it likes during a turn but only once per Combat Phase. Creatures with Guardian cannot, however, be protected in this way by other creatures with Guardian.

**Hand** A special section of the Board. Cards that are drawn from a player's deck go directly to their

hand. Players may only see their own hands; their opponent's hand is a secret to them unless they are permitted to see it (or a portion of it) by a card ability. Cards in the hand may be played by paying their biomass cost.

**Kingdom** A division within the world of Beast Clan. Every card belongs to a certain Kingdom. A deck can only consist of cards from a single Kingdom (excluding the Rebel "Kingdom," whose cards can be used in any deck), and a deck cannot be played in conjunction with a Royal from a different Kingdom than the cards the deck contains.

**Life** **1** The amount of damage a beast can take before it is killed and must be discarded. **2** The amount of damage a Royal can take before it is killed and its player loses the game.

**Might** **1** The amount of damage a beast can inflict when it attacks. **2** The amount by which a piece of equipment increases a beast's Might when wielded.

**Ready-at-Arms** "This beast may wield equipment when it is attacked." A beast ability prevalent to the Desert Kingdom. When a beast with Ready-at-Arms is attacked, it may wield an equipment of its

controller's choosing when it deals defense damage.

**Royal** **1** The "leader" of a player's army. Royals have Life that must be protected: if a Royal hits 0 Life, the game is over and they have lost. Each player chooses a Royal to play with during Setup and places it on the board in front of them.

Players cannot play a Royal from a Kingdom that is not in their deck. Royals all have abilities that can be activated once per turn on their controller's turn. Royals all have conditions that, when met, permit the Royal to evolve into a more powerful version of itself that has a stronger ability than its previous form. **2** A section of the Board where Royals are placed.

**Rush** "This beast may attack the same turn it is played." A beast ability prevalent in the Jungle Kingdom. Beasts with Rush may attack on the same turn they are played.

**Search your deck** Certain abilities allow a player to look through the cards in their deck to find a specific card and put it in their hand. Players doing so must reveal the chosen card to their opponent before putting it in their hand. Decks must be shuffled after they are searched.

**Section** A subdivision of the Board. Each player has five sections under their control: field, Royal, discard, hand, and deck.

**Upkeep** At the beginning of a player's turn, after their Biomass has refilled and before they draw a card, players must decide whether to pay upkeep for any beasts they control on the field (the order this is done in is up to the beasts' controller). Upkeep is paid by paying the beast's Biomass cost. If Upkeep is paid, the beast stays on the field. If it is not paid, the beast is discarded.

**Uses** The amount of damage equipment can take before it is discarded. Whenever an equipment is wielded, it takes 10 damage.

**Vanish** "This beast cannot be targeted by abilities." A beast ability prevalent in the Marsh Kingdom. Beasts with Vanish cannot be the targets of abilities.

**Weather** A card type. Weather cards are played from the hand and, once their ability is resolved, are discarded. Weather cards never go to the field.



