

SPECIAL RULES

Friendly Fire

Units with Friendly Fire are treated as friendly for the purposes of all game effects (e.g. Move or Push Back).

Cerberus

When Cerberus is Taken Over, it is still removed after it is moved away from the Beast HQ.

Agony

Agony is not affected by bonuses or penalties that change Initiative values.

If a unit with Agony has already performed its attack during their Initiative phase, and then its Initiative is decreased to the Initiative phase in which it was removed, Agony still activates.

Vulture

Vulture can be Taken Over by Agitator (Vegas) as normal.

Shadow (Mississippi) does not Wound the Vulture.

The Attack reflected by the Judge (Steel Police) does not Wound the Vulture.

Scavenger is resolved after the Hole (Sharrash), but before the Sandstorm tile (Sand Runners) is removed.

Treat Foundation tiles as empty spaces.



Components:

36 Beasts tiles, 2 Beasts markers, 13 Wound markers, 3 Net markers, rulebook.

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Hunt

Both the Move and the attack are optional, but you cannot change their order—if you decide to Move, you must do it before you resolve the attack.

FAQ

Due to the amount of available armies and their unique rules, we are unable to fit all the correlations between them in the rulebook. In case of any doubts about the rules, check the FAQ on our website portalgames.pl/en/.



BACKGROUND STORY

What used to be called natural wonder is gone. Only the individuals who learned to adapt were able to survive the torments of famine and nuclear winter. The reckless experiments of Moloch's Laboratories led to the increased mutations and the birth of beasts. These vicious creatures roamed the leftovers of civilization, and claimed territory with unspeakable brutality. And now that they have the territory, the beasts rend and tear everyone who comes near it—friend or foe.

DECK DESCRIPTION

The Beast are a very aggressive army, focused on controlling many spaces of the board—but this is a double-edged sword because they will attack their own units. You must be even more cautious than normal when placing your units because if they become too crowded, the Beasts will begin to attack each other. The Beasts also have the highest Initiative among all other Factions—4 Initiative Warriors and a 1 Initiative HQ. Another important part of the Beasts are the Modules that allow them to adapt when fighting fast or tough units.

TACTICAL ADVICE

During setup, if you place your HQ in a corner and Cerberus nearby, it only leaves 2 sides of your HQ unguarded. If you place your HQ second, you can do so in a way that allows you to place Cerberus so that it attacks the enemy's HQ from the start. The Friendly Fire feature allows you to make a chain with units that have Agony in order to eliminate distant targets quickly.

SETUP CHANGES

The Beasts deck consists of 36 tiles (it does not contain a blank, spare tile). During setup, place aside both double-sided tiles, the HQ and Cerberus, then shuffle the remaining tiles to form the deck.

NEW RULES

Friendly fire **III**

Most of the units in the Beasts Faction have a special Friendly Fire attack. Warriors with the Friendly Fire feature hit adjacent units as if it were a standard Melee attack. The only difference is that a unit with Friendly Fire attacks both enemies and friendly units. Units with Friendly Fire are not treated as enemy units.

AGONY **A**

Agony is a special Initiative that is resolved when a Warrior gets enough Wounds that it would be removed. If Agony is activated during the same Initiative in which the Warrior normally attacks, it only attacks once (The Initiatives do not stack and the Agony Initiative is ignored). The Agony Initiative only activates if the Warrior is removed in Battle, during an Initiative phase. It does not activate before or after an Initiative phase. If removed outside of Battle by an Instant or Foundation tile, it does not activate. There is a chance that one Agony Initiative will activate the Agony Initiative of a different Warrior, causing a chain of Agony Initiatives to resolve.



Example: The attack of the Guard during Initiative 2 activates the Agony of the adjacent Bug, and their attack, with Friendly Fire, activates the second Bug. At the end of Initiative 2, both of the Bugs are removed from the board, and Guard remains with 1 Wound.

HQ 1



Special feature — Lair.
During setup, after you place the HQ, also place the Cerberus tile adjacent to it.
Note: Notice that the HQ of Beasts has Initiative 1!

CERBERUS 1



During setup, Cerberus is placed adjacent to the Beasts HQ.
Lair: If at any moment — due to any effect — Cerberus is not adjacent to the Beasts HQ, it is immediately removed from the board.
Melee attack with Friendly Fire.
Toughness. Mobility.

RANGER 3



Connected unit gains +1 Initiative.
Toughness. Rotation.
Rotation: once per turn a unit with Rotation may be rotated in any direction.

OFFICER I 2



Connected unit gains +1 Strength in Melee combat.
Rotation.

SCRABBLER 1



Connected unit gains the Grab feature — once each turn it may Grab an enemy unit (see Grab description on the same page).
Rotation.

X

X - the amount of tiles

ALPHA 1



Melee attack with Friendly Fire.
Rotation.

HIVE 2



Melee attack with Friendly Fire.

THE RAM 4



Melee attack with Friendly Fire.
Toughness.
Armor.

ACID-SPIT 2



Ranged attack.

BUG 2



Melee attack with Friendly Fire.
Agony.

URCHIN 2



Melee attack.
Agony.

VULTURE 2



Melee attack.
Flying: this unit cannot be Wounded by Melee attacks, unless it is Netted.
Scavenger: after a Battle, you may move the Vulture to any empty space on the board.

ARACHNID 1



Spider's Web:
Nets both enemy and friendly units.

MOVE 2



Move a unit to an adjacent, unoccupied hex and/or turn it in any direction desired.

BATTLE 6



Start a Battle. After Battle, player's turn ends. This tile cannot be used to start a Battle if any player drew their last tile.

HUNT 1



Choose 1 of your units. You may Move it, and then may attack with one of its edges.

GRAB 3



Allows any friendly unit (HQ included) to Grab an enemy unit that is 1 space away to the Grabbing unit, and move it to a hex adjacent to the Grabbing unit. The Grabbed unit may only move exactly 1 space. If there is more than one available space adjacent to the Grabbing unit, the enemy chooses where the Grabbed unit is moved. The player of the Grabbed unit may rotate it during this move.
Netted units cannot Grab enemy units.
Netted units cannot be Grabbed.



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