RISE OF TRIBES

BEASTS & BRONZE

RULEBOOK

Breaking Games

AN ADMAGIC COMPANY

Beasts & Bronze contains two separate modules that can be played together, separately, or with other modules.

The Beasts module introduces new creatures to the Events, and it creates a more interactive experience with the animals of Rise of Tribes.

The Bronze module includes a new path to victory. Players may choose to continue to win by gaining 15 points first, or they can be the first to discover all three Bronze Age Technologies.
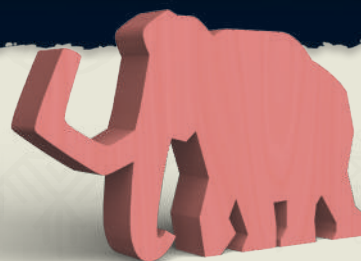
COMPONENTS

1 Sabertooth Tiger

1 Auroch

1 Cave Bear

1 Mammoth

3 Eagles

12 Beasts Event Tiles

12 Bronze Age Technology Cards

1 Wolf

BEASTS

SETUP

The Beasts expansion provides a new event deck which can be played on its own or combined with events from the base game. For a stronger Beast experience, we recommend replacing the standard event deck.

Before placing starting Tribe Members, decide if you want to begin with zero, one, or both starting Beasts. If you do not use them at setup, remove them from the game.

Starting Beast 1
CAVE BEAR SETUP
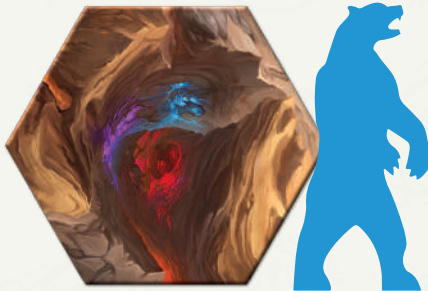
When setting up the Hex map, use the Great Mountain Hex tile in place of a standard Mountain tile.

Find and turn up the Bear Event card, then shuffle the rest of the Event cards.

Place the Bear on the Great mountain Hex tile.

Starting Beast 2
STAMPEDE SETUP

The first player will place the Mammoth on one of the outer Hexes. This prepares the Mammoth for the Stampede event card that should be shuffled into the deck.

NEW IN BEASTS EXPANSION:
ROAMING BEASTS

Roaming Beasts come on to the board at the intersection of three Hexes, next to a specific type of Hex, and they apply an effect to the three Hexes they touch.

BEASTS

Beasts can be moved using the MOVE action, using the following rules:

- They use up your MOVEs as if they were a tribe member.

- Unlike tribe members, they can be moved more than one space per turn.

- They must always move on the intersections of three Hexes (no edge Hexes)

- They can pass through other Roaming Beast but cannot end up in the same spot.

- Beast MOVEs cannot benefit from Development cards.

Example of 4 MOVEs being used to move both Beast and Tribe Members.

EVENT CLARIFICATIONS

NIGHT HUNT

The Night Hunt reward only applies to dice which are rolled, not assigned to be moon (e.g. by an Eagle)

ANIMAL TRAILS

If combined with the Horse card, this ability can be the first or second move for tribe members.

RATS

Players without Food lose nothing.

CROCODILE

If this removes the last tribe member from a village then the village is destroyed.

SWARM

Each player (in clockwise order, starting with the active player) must move all of their tribe members out of the selected Forest Hex. The tribe members may go to multiple adjacent Hexes. This event may trigger conflict between non-active players during the Resolve Conflict step.

AUROCH HERD

The Auroch Herd is a "Roaming Beast" (see above). The Auroch Herd benefit is in addition to any tribal powers or other event effects (e.g. Crafty Builders, Abandoned Village).

WOLF PACK

The Wolf is a "Roaming Beast" (see above). The drop in population limit due to the Wolf Pack is in addition to any other effects from events (e.g. Drought).

UPSTREAM MIGRATION

Once there is a Food, Stone and Wood resource on this event, it is discarded and all of the resources on the card are returned to the supply.

HUNTED

For each MOVE or GROW action that would add tribe members to the impacted Hex remove one of the active player's tribe members from the Hex. This event does not affect leaving the Hex with the Tiger. If a player has tribe members occupying the impacted Hex they may spend one of their action dice to end the event and earn 1 VP and one of each resource.

DEN OF THE CAVE BEAR

Only used if a starting beast. Leave the card in an event slot.

Once a village is built on the Hex with the Bear it is removed, the event is discarded, the builder collects all the resources on the Hex and the Hex will start producing an extra Stone during Gather actions.

RACE FOR THE EAGLES

When dice are altered by an Eagle, they can trigger events.

STAMPEDE

Only used if a starting beast. Shuffle the card into the deck after setup.

After a stampede, the active player moves the Mammoth to any new Hex.

BRONZE

The Bronze expansion provides a new win condition:

Gain all 3 Bronze Age Technologies and instantly win!

SETUP

Place the Trade Routes, Writing, and Metallurgy Technology cards into separate stacks, task side-up, within reach of all players.

HOW TO PLAY:

When you build a village, you may also take any one of the technology cards, and place it in front of you, First Task at the top. You may only have one of each.

Each card shows the three tasks that must be undertaken to discover the technology. During Step 5 of your turn, you may complete as many tasks as possible, on any of your technologies, provided they are done in the order shown on the card. As each task is completed, rotate the card a quarter-turn clockwise to the next task.

First Task

Rotate clockwise

METALLURGY

Flip card

Once all three tasks on a technology are completed, it is flipped over, and you may now use the power displayed. If a player completes all three Bronze Age Technologies, they immediately win the game!
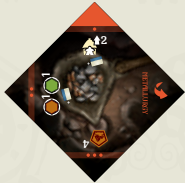
TECHNOLOGIES

WRITING: Choose any unused Leader card and select one of the powers to gain in addition to any other Leader cards used (if any). This could lead to a player having two Leader cards.

METALLURGY: At the start of your turn, for each of your villages, eliminate an opposing tribe member from any Hex you occupy. This does not count as conflict for the purposes of any other power or development.

TRADE ROUTES: You may spend one of your resources to this card to allow that resource type to be used as any resource. You may repeat this as often as you wish, spending a resource each time, but only one resource may be wild at a time. Wilds remain through to future turns until changed.

ICONS

Pay the indicated amount of resources to the supply.

Remove the indicated amount of your tribe members from Hexes with your villages (in any combination).

Control the specified Hexes (Lake, Forest, Mountain or Edge)

Complete a development card. Draw from your goal deck until a blue development card is revealed or choose one from your in-progress area. Put it in the "Completed" side of your tribe board, but do not score the points for it.

If you drew from your goal deck, reshuffle the deck after.

NEW LEAD ACTION IN BRONZE AGE

The Bronze Age introduces an alternate way to play the LEAD action. Players may either lead as normal, or use the LEAD to search their Goal Card Deck for X cards to place on top of their deck, where X is the power of the action. Players will shuffle the Goal Cards and place the selected cards on top of the deck.

BRONZE TURN EXAMPLES

Tina has completed the Trade Routes technology, is close to finishing Metallurgy, and hasn't started Writing yet.
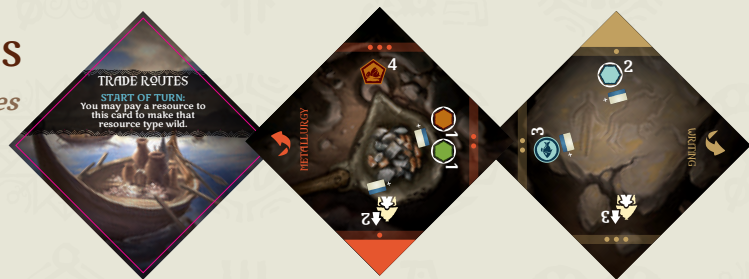
Lead in Bronze Age: Tina plans to complete the first task of Writing at the end of this turn. Knowing the task reward might be a development card like Mysticism (less helpful to Bronze Age strategy), she is willing to take a poor Lead action (1 card when 2 or more Moons) to search her deck for any 1 card. She puts the Pottery card on top.

Winning the Game: Tina has only 4 Bronze Age Technology tasks left (1 on Metallurgy and 3 on Writing) and can try complete all of these at the end of her turn to win. Note: She can also use her turn (and her Trade Routes power as needed) to reach 15 points and win the game with an old-school Stone Age victory!