

BATTLECATS

THE COMPOUND DECK-BUILDING GAME

RULE Book

3.2.3

Gary.chavez@gcrocketscience.com

BATTLECATS

The Compound Deck-Building Game Rule Book

Overview

Welcome to Battlecats, the ONLY compound deck-building game. The Battlecat Emperor is dead. You and your fellow players are Battlecat Warlords competing for the throne. Gather your own Pride of Battlecat warriors from the six exalted clans of the Empire. Defeat your foes. Gain Honor. Rule your Empire.

In Battlecats 2-4 players begin the game with the same cards. The cards are shuffled together to form the Common Deck. In each round, cards are drawn from the Common Deck. Your cards will provide you with recruit points and victory points. Recruit points allow you to buy more powerful cards into your Pride and add them to the Common Deck. Victory points are key to winning the game. Some cards allow you to wound your opponents' cards, reducing the number of recruit and victory points they get that round. Some cards allow you to protect your cards, preserving their full values.

In Battlecats, your Pride (your cards in the common deck) will get stronger and stronger over time. But your opponents' Pride gets stronger as well. To win you must out-think your opponents, gathering a more powerful Pride faster than anyone else. The player with the most victory points at the end of the game wins.

Game Components:

196 Cards
16 Black Poker Chips
20 Wound Stickers
1 Turn Indicator Pawn
1 12 sided Turn Die

10 Wooden Tokens
16 Grey Poker Chips
20 Shield Stickers
1 Grey Felt Mat
12 Warlord Cards

1. Reading the Cards



Figure 1.

- A. Clan Name
- B. Level (Scout, Warrior, or Master)
- C. Player Icon
- D. Pride Factor (PF) – cost to Recruit
- E. Honor Points (HP) – Victory Point value
- F. Action Text – What card can do in the Action Phase
- G. Wounded Honor Points – Victory point value when card is wounded
- H. Pride Points (PP) – Recruit credit value
- I. Wounded Pride Points – Recruit Credit value when card is wounded
- J. Move Icon (Master's only) – Indicates card should be moved during the Re-order phase

Creating the Wound/Shield Tokens



Create the Wound/Shield tokens by placing 1 wound and 1 shield sticker on each side of each black wooden token as shown.



Side A

2. Before You Start: Understanding Exiling Cards

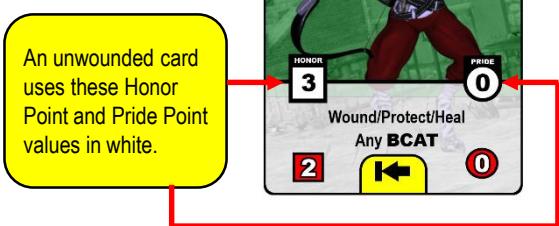
2a.. Some cards allow you to exile your opponents' cards. When you exile a card, you simply take it out of the game. It goes in an "Exile" pile and can't re-enter the game. You can only exile Scout-level cards. Scout-level cards are the least powerful cards in the game.

3. Before You Start: Understanding Wounding Cards

3a. All cards begin the round unwounded. But some cards allow you to wound your opponents' cards. Wounding reduces the amount of Honor Points (victory points) and Pride Points (recruit points) your opponent receives for the round.



Figure 2.



3b. To wound a card, simply take a **Wound Token** and place it on top of the card you wish to wound. Wounding a card has three effects:

- Reduces Honor Factor (victory points) of that card.
- Reduces Pride Factor (recruit points) of that card.
- The card can not take its action.

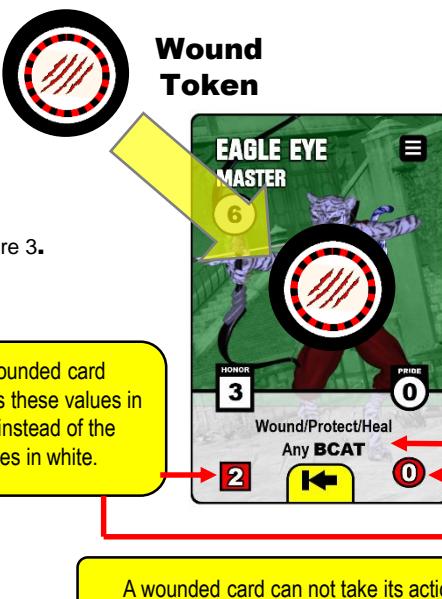


Figure 3.

4. Before You Start: Understanding Healing/Protecting Cards

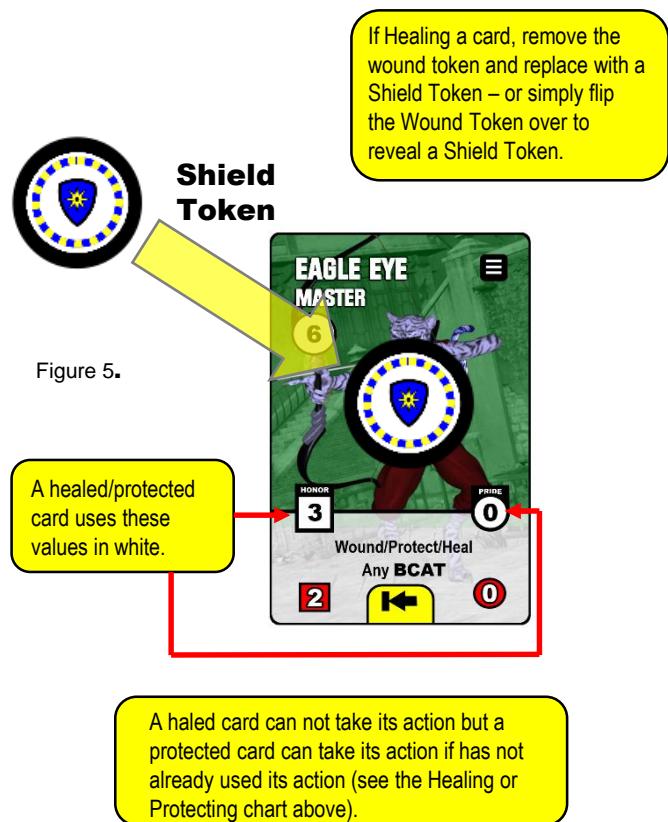
4a. To heal or protect a card, simply take a **Shield Token** and place it on top of the card you wish to heal or protect. Putting a shield on a wounded card is called Healing. Putting a shield on an unwounded card is called protecting. The effects are basically the same.

- Provides full Honor Factor (Victory Points) of that card.
- Provides full Pride Factor (Recruit Points) of that card.
- The card can not be Exiled or Wounded for the remainder of the round.

However, a Healed card can still not take an action. A Protected card can take its action (if its action has not yet been taken).



Figure 4.



Your First Game: Setting Up



Figure 6.

**Recruit Hand or Hand
(Steps 13-14)**

**Jade Fan Warrior Cards
(Steps 9-10)**

**Common Deck
(Steps 7-8, 17-19)**

**Table Set-up
(4 player)**

**Discard Pile
(Steps 3 and 5)**



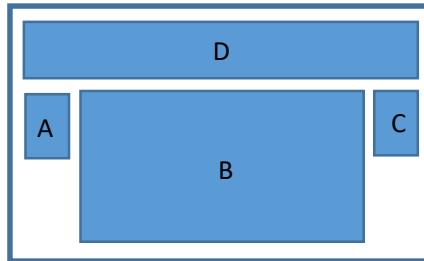
Figure 7.

**Central Playmat
(Step 3)**

Your First Game: Setting Up

1. Separate cards by background color (blue, green, yellow, and red).
2. Each player chooses a Color Deck; set aside any unused decks.
3. Place the Central Playmat in a centrally located for all the players to see. The areas are described in the diagram below..

Figure 8.



- A. **Common Deck** – The Common Deck is placed here.
 - B. **The Fray** – At the start of each round, Cards from the Common Deck are dealt into this space. This is the main play space.
 - C. **Discard Pile** – At the end of the round, the cards in the Fray are placed here in one pile. Players' recruited cards are also place in this pile.
 - D. **Dealer Space** – This area is mainly used by the dealer when additional cards need to be drawn or cards need to be taken out of the Fray or any other task required for the dealer.
4. Each player chooses one of the square WARLORD cards (see Figure 10).
 5. Each Warlord card has a list of "Starting Followers". Each player finds the corresponding cards in their Color Deck and puts those cards in the Discard Pile (they will be shuffled into the Common Deck in a later round).
 6. Each player should keep their Warlord cards with the text side up. Each player should note the One-Time Use powers on their chosen Warlord card. Each card lists a condition that must be met to redeem a 3 point Honor (victory point) bonus or a 5 point Pride (recruit point) bonus. Also note the condition includes a specific stage the condition must occur. If either condition is met during the game, a player may redeem the specified bonus at the appropriate time; the Honor bonus is redeemed during the Honor Phase and the Pride bonus is redeemed during the Pride phase. A player may redeem only one bonus, either the Honor or the Pride bonus, not both. Once the bonus is redeemed, players must turn the Warlord card over so the blank side faces up.

Each player does the following:

7. Remove the Magistrate (4) and Guard (2) cards from your Color Deck (see Figure 9).
8. Place the Magistrate and Guard cards FACE DOWN in the Common Deck space (see Figure 8).
9. Take out the Jade Fan Warrior cards (6) from your Color Deck. (Note: if players may only have 5 cards if their chosen Warlord has a Jade Fan Warrior as a Starting Follower).
10. Places your Jade Fan Warrior cards in a pile, FACE UP, in front of you.

Your First Game: Setting Up (Cont.)

Each player does the following (cont.):

11. The remainder of your cards is called the COLOR DECK.
12. Shuffle your color deck, place them FACE DOWN on the table.
13. Draw 12 cards from the top of your Color Deck, look at the drawn cards, select 8 (Tip: Choose the 8 cards with the lowest Pride Factor).
14. Place the 8 cards FACE UP in front of you. This is called your RECRUIT HAND or HAND.
15. Players take the remaining 4 cards and placed them FACE DOWN on the bottom of your Color Deck.
16. Select one player to be the dealer.

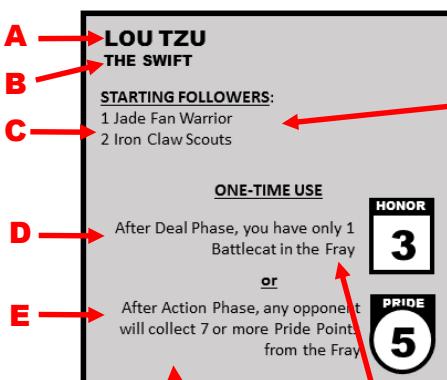
The Dealer does the following:

17. Combine and thoroughly shuffle (3 to 5 shuffles) ALL the Magistrate and Guard cards in the COMMON DECK space (see Figure 8).
18. Place cards in COMMON DECK space.
19. This combined deck is called the COMMON DECK.

Figure 9.



How to Read the Warlord Cards



A player finds these cards in their color deck and puts them in the Discard Pile at the beginning of the game. They will be shuffled into the Common Deck in a later round.

If either of these conditions are met, a player can redeem the appropriate bonus. But only one bonus (not both) can be redeemed and only once during the game.

Figure 10.

- Name
- Nickname
- Starting Followers List
- Honor Bonus (One-Time Use) – conditions to redeem Honor Bonus.
- Pride Bonus (One-Time Use) – conditions to redeem Pride Bonus.

Your First Game: Round 1

Step 1. Deal Cards

Dealers turn the 12 sided die to “1” to indicate Round 1. The dealer draws cards equal to 3 times the number of players from the common deck and places them face up in the Fray. The color and types of cards will be random. For example: if there are 4 players, the dealer would draw 12 cards and can place them on the Fray area like this:



Figure 11.

Step 2. Count Honor Points

Each player adds all the Honor Points on their cards in the Fray (number in the white square on each card; see Figure 1 for Honor Point location). The dealer gives each player a number of chips equal to their Honor Point total. Grey chips are worth 1 Honor point (victory points). Black Chips are worth 5 Honor Points.

Figure 12.



Honor Points Location

Step 3. Count Pride Points

Each player adds all the Pride Points on their cards in the Fray (number in the white circle on each card; see Figure 1 for Pride Point location; number).



Figure 13.

Pride Points Location

Figure 14.



Pride Factor

Step 5. Place Fray Cards in Discard Pile

Put all the cards in the Fray in to the Discard Pile. (see Figure 8).

Step 6. Improve Recruit Hand

All players may draw up to 3 cards from their Color Deck and add it to their Recruit Hand. Players select 8 cards to keep. The remainder are returned face down to the bottom of the Color Deck.

Your First Game: Round 2

Steps 1-6. Repeat steps 1 through 6 as you did in Round 1

Change the die to show “2”. Deal Cards. Count Honor Points and pass out tokens (this is called the Honor Phase). Count Pride Points, recruit, and place cards in discard pile (this is called the Pride Phase). At the end of the round there should be no cards left in the Common Deck pile.

Your First Game: Round 3

The cards of Rounds 1 and 2 were Magistrate and Guard cards which have no actions. In round 3, players' cards will have actions so Round 3 will be played slightly differently than Rounds 1 and 2.

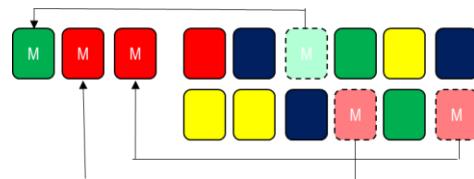
Step 1. Deal Cards

THOROUGHLY shuffle all the cards in the Discard pile (about 3 to 5 times) Place cards in the Common Deck space. Then deal the cards as in Rounds 1 and 2. Deal cards into the Fray area from the Common Deck equal to 3 times the number of players. Change the die to "3" to indicate Round 3.

Step 2. Re-Order Phase

The dealer moves all master-level cards (if any), indicated by a black arrow icon at the bottom of the card (see Figure 1) to the front of the order.

However, the relative order of the master cards must remain the same. See example below. If there are no Master-level cards in the Fray, go to the Step 3. Action phase.



Step 3. Action Phase

Players take turns taking the actions on their cards, one by one, in the Fray. Turn order is determined by the color of the drawn cards. In the example below, the turn order is green, red, red, red, blue, green, yellow, etc.

Figure 15,

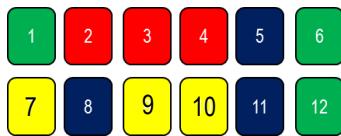


Figure 16,



Action Text Location

Use the turn indicator pawn to keep track of the turns. Place the turn indicator pawn on top of the first card in the Fray with an action. After the action on the current card has been taken, move the pawn to the next card with an action. The phase ends when all cards have taken their actions.



Turn Indicator Pawn

See the Clan Description section for detailed information on the actions of each card.

Exile cards by removing them from the Fray. Exiled cards are permanently removed from the game. Choose a place on the table to make the Exile Pile. Tip: To prevent exiled cards from getting mixed with cards in play, choose a spot out of reach of the dealer and far from the central play mat.

Place Wound tokens on top of opponents' cards you wish to wound.

Place Shield tokens on top of your own cards that you want to Heal or Protect. To remember a healed card can not use its action, the dealer can remove a healed card (with Shield Token) from the Fray and place it in the Dealer space. This serves as a reminder only, the card is still counted in the Honor and Pride Phases. Do not replace moved card.

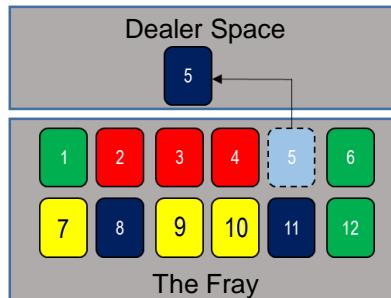


Figure 17.

If a card has been wounded then healed, it loses its action. The dealer can take it out of the Fray and put it in the dealer space to indicate it has no action. The card is still counted in the Honor and Pride Phases. Do not replace moved card.

Step 4. Honor phase

Each player adds their Honor Points and receives tokens as they did in Rounds 1 and 2. If a card is unwounded or Healed/Protected, use the full Honor Point value – the value in the white square marked “Honor”. If a card is wounded, use the wounded Honor Point value – the value in the red square at the bottom of the card.

The dealer gives each player a number of chips equal to their Honor Point total. Grey chips are worth 1 victory point (VP). Black Chips are worth 5 VP.

Step 5. Pride Phase

Each player adds all their Pride Factor points and recruits cards from their hand, placing the cards in the discard pile as in Rounds 1 and 2. If a card is un wounded or Healed/Protected, use the full Pride Value – the value in the white square marked “Pride”. If a card is wounded, use the wounded Pride Point value – the value in the red circle at the bottom of the card.

Put all the cards in the Fray into the Discard Pile.

Step 6. Improve Recruit Hand

All players may draw up to 3 cards from their Color Deck and add it to their Recruit Hand. Players select 8 cards to keep. The remainder are returned face down to the bottom of the Color Deck.

Your First Game: After Round 12 and Declaring a Winner

If cards still remain in the Common Deck after Round 12, continue to play more rounds until there are no cards in the Common Deck even if there are not enough cards for a full Fray. Do not reshuffle the Discard Pile. Do not draw additional cards.

The game is over when there are no more cards in the Common Deck after round 12. The player with the most Honor Points wins the game. If there is a tie, each of the tied players adds the Pride Factors of their Master-level cards. The player with the highest total wins.

Your First Game: Round 4 through 12

The rest of the game is played the same as Round 3.

Step 1. Deal Cards

Deal Cards from the Common Pile into the Fray. If you run out of cards to deal, thoroughly shuffle (about 3 to 5 times) the Discard Pile and make it into the new Common Deck. Change the die to the appropriate round number

Step 2. Re-order Phase

Move master-level cards to the front of the Fray in the same relative order they were drawn.

Step 3. Action Phase

Players take actions on their cards in the Fray in the order the cards were dealt. Wound, Heal/Protect, and Exile cards.

Step 4. Honor Phase

Each player adds their Honor Factor Points and receives tokens.

Step 5. Pride Phase

Each player adds their Pride Factor Points and recruits from their hand, placing the recruited cards into the Discard Pile

Step 6. Improve Recruit Hand

All players may draw up to 3 cards from their Color Deck and add it to their Recruit Hand. Players select 8 cards to keep. The remainder are returned face down to the bottom of the Color Deck.

Notes

Card Description/Battlecat Clan Powers

Dragonstorm Clan



The Dragonstorm clan are the most fierce and respected warriors in the Battlecat Empire.

High Honor Points

Abilities:

- Warrior level cards can Exile (permanently remove) the weakest cards in the game. You must exile cards with 0 Pride Factor (PF) first (Magistrates and Guards). If there are no 0 PF Scouts, you may Exile other Scouts. If the only 0 PF Scouts are your own cards, you are not required to Exile your own cards. In such a case, you may Exile opponents' cards that are not 0 PF. Remove Exiled card from the Fray and place in the Exile pile.
- Master-level cards can Exile Scouts (0 Pride Factor Scouts must be exiled first) or Wound any Scout or Warrior card
- S = Scout S/W = Scout or Warrior**

Jade Fan Clan



The Jade Fan are an all female order. Members are recruited as children when the first show signs of psychic gifts. They use their visions to help guide others.

High Pride Points

Abilities:

- Exile (permanently remove) the weakest cards in the game. You must exile cards with 0 Pride Factor (PF) first (Magistrates and Guards). If there are no 0 PF Scouts, you may Exile other Scouts. If the only 0 PF Scouts are your own cards, you are not required to Exile your own cards. In such a case, you may Exile opponents' cards that are not 0 PF. Remove Exiled card from the Fray and place in the Exile pile.
- S = Scout**

Iron Claw Clan



The Iron Claw clan are the strongest and toughest warriors on the battlefield.

Wound for a low cost

Abilities:

- allows you to Wound your opponent's cards in the Fray.
- Scout-level Iron Claw cards can only Wound Scout-level cards
- Warrior-level Iron Claw cards can Wound Scout or Warrior Cards
- Master-level Iron Claw cards can Wound cards of any level
- Use a Wound Token to Wound
- S = Scout S/W = Scout or Warrior**
- any BCAT = any Battlecat (Scout, Warrior or Master)**

Eagle Eye Clan



The Eagle Eye clan are masters of the bow and arrow, allowing them to expertly attack or defend a target.

Versatility; Wound or Heal/Protect

Abilities

- Allows you to Heal/Protect your cards or Wound your opponent's cards in the Fray.
- Scout-level Eagle-Eye cards can only Heal/Protect/Wound Scout-level cards
- Warrior-level Eagle-Eye cards can Heal/Protect/Wound Scout or Warrior Cards
- Master-level Eagle-Eye cards can Heal/Protect/Wound cards of any level
- Use a Shield Token to Heal/Protect
- Use a Wound Token to Wound
- An Eagle Eye card can Protect itself

Nightshade Clan



The Nightshade Clan are experts in using poisons, allowing them to control the minds of others.

Draw extra cards; steal actions from other players

Abilities:

- Nightshade cards gives you a chance to steal an opponent's powerful actions but your opponent gains more Honor and/or Pride points
- Draw a number of cards, face up, from the Common Deck as indicated by the card. Choose one card. Place the rest, face down, on the bottom of the Common Deck
- If the chosen card is an opponent's card do ALL of the following:
 - Wound – Place card in the Dealer space and put a wound token on top (card is wounded)
 - Dishonor – The opponent must give up one Honor token - place with other tokens in the “bank” (not given to any player).
 - Betrayal – You may take the action on your opponent's card, regardless of level, as if it was your own card.
- If the chosen card is your own, place in Dealer space. You can immediately use its action regardless of level. Do not wound, dishonor, or betray
- The chosen card (yours or opponent's) counts toward Honor and Pride Point totals of the owning (color) player. In other words, a player can NOT claim an opponent's Honor or Pride points.

Sacred Fury Clan



The Sacred Fury clan are masters of the Guardian Kiai – a battlecry that calls allies to aid in the fight while terrorizing enemies to retreat

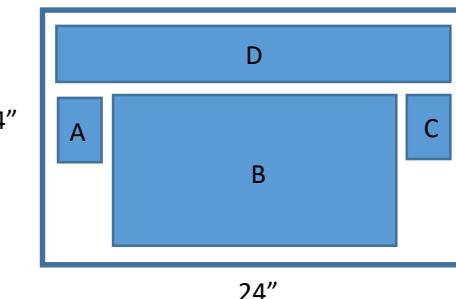
Wound Multiple Cards

Abilities:

- A Scout-level card can wound another Scout-level card
- A Warrior-level card can wound another Warrior-level card or any two Scout-level cards
- A Master-level card can wound another Master-level card or any two Warrior-level cards or any two Scout-level cards or one Warrior-level and one Scout-level card.
- Use a Wound Token to Wound
- **S = Scout S/W = Scout or Warrior M = Master**

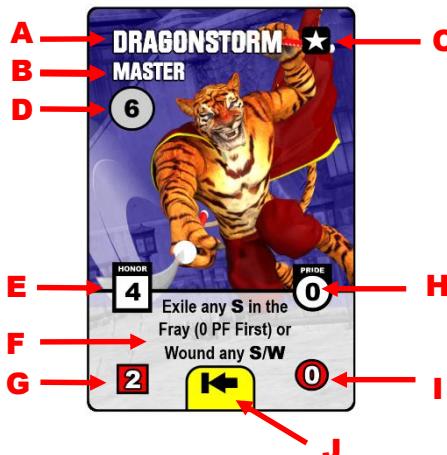
Quick Reference

Central Playmat



- **Common Deck** – The Common Deck is placed here
- **The Fray** – At the beginning of each round, Cards from the Common Deck are dealt into this space. This is the main play space
- **Discard Pile** – At the end of the round, the cards in the Fray are placed here in one pile. Players' recruited cards are also place in this pile.
- **Dealer Space** – This area is mainly used by the dealer when additional cards need to be drawn or cards need to be taken out of the Fray or any other task required for the dealer.

Quick Reference



- A. Clan Name
- B. Level (Scout, Warrior, or Master)
- C. Player Icon
- D. Pride Factor (PF) – cost to Recruit
- E. Honor Points (HP) – Victory Point value
- F. Action Text – What card can do in the Action Phase
- G. Wounded Honor Points – Victory point value when card is wounded
- H. Pride Points (PP) – Recruit credit value
- I. Wounded Pride Points – Recruit Credit value when card is wounded
- J. Move Icon (Master's only) – Indicates card should be moved during the Re-order phase

Phase	Actions
Deal Phase	<ul style="list-style-type: none"> Turn die to indicate round If needed, shuffle cards in Discard Pile (becomes new Common Deck) Deal cards from Common Deck into Fray
Re-Order Phase	<ul style="list-style-type: none"> Move Master-level cards (if any) to the beginning of Fray
Action Phase	<ul style="list-style-type: none"> In the order of the cards in the Fray, players take the actions on their cards Exile cards – put cards in Exile Pile Place wound and/or shield tokens Use the Turn Pawn Indicator to track current turn
Honor Phase (Victory Point Phase)	<ul style="list-style-type: none"> Each Player counts the Honor Points on their cards in the Fray Wounded cards give wounded Honor Point values Collect Honor Tokens (Grey = 1, Black = 5)
Pride Phase (Recruit Phase)	<ul style="list-style-type: none"> Each Player counts the Pride Points on their cards in the Fray Wounded cards give wounded Pride Point values Recruit cards from Recruit Hand with a total Pride Factor less than or equal to counted Pride Points Replace cards (draw from Color Deck) as they are recruited Place recruited cards into Discard Pile
Improve Recruit Hand	<ul style="list-style-type: none"> Draw up to three cards from Color Deck Select 8 cards to keep in Recruit Hand Place remaining cards, face down, on the bottom of the Color Deck