RULEBOOK

WORK IN PROGRESS - 1.8

FOREWORD

WHAT IS THE WORLD OF DARKNESS?

The World of Darkness may look just like our world at first glance, but in its shadows dwell ancient and inscrutable creatures. Monsters from the dawn of time that would sacrifice everything they have to save a world that would see them destroyed. Unaware of their existence, humanity dredges ever forward, carving the world into its own image. While cabals of powerful individuals conspire to alter the course of history, its monsters like these that offers the last, and sometimes only, line of defence against those blinded by greed.

WHAT IS WEREWOLF : THE APOCALYPSE?

Werewolf: The Apocalypse is a storytelling game about radical solutions to an environmental apocalypse in which a range of injustices throughout the world provoke those who hear its cries to acts of violence and avagery. It's a game about tearing apart your enemies... and living with the repercussions. It also explores the differences between people and the mutual sacrifices made to affect — or endure — global consequences. Werewolves are the unsung protectors of Gaia, the spirit of the world. They are a near-extinct breed of warriors attempting to balance saving a dying world, and its children who are slowly killing it...

Werewolves are spiritual beings, being part spirit themselves. They see the world for what it really is, and feel the plight of the spirits — something humanity is blissfully unaware of. They know of the existence of the Wyrm, a spiritual representation of the unstoppable force of entropy which they oppose wherever they can. The Garou, as werewolves are known among themselves, all have the same goal, but interfactional differences often lead to bloody **Combat** between **Allies**. And while the Garou fight among themselves, corrupted spirits called Banes along with the worst of humanity work together to engineer Gaia's destruction, all in the name of increased hareholder profits.

WHAT IS WEREWOLF : THE APOCALYPSE – RETALIATION?

Werewolf: The Apocalypse — RETALIATION takes place in Yosemite Valley, following a deadly battle that left your sept, the community you are a part of, all but decimated. With only a full lunar cycle to recover, rebuild your **Caern** — the place of power your community was built around, and prepare for your final revenge against Wyrm entities, your choices will weigh heavily upon the fate of your characters. The game includes immersive branching scenarios, intense **Combat**, mesmerizing investigations, beautiful minis, and a profound roleplaying experience.

TABLE OF CONTENTS

WORK IN PROGRESS

WHAT'S IN THE BOX?

Important: We strongly recommend that you do not look through the cards, booklets, or the storybook beforehand, in order to avoid spoilers.

1 Rulebook   **1** Storybook   **1** Character Creation Guide   **4** Character boards   **33** Scenarios booklets

12 Miniatures

10 Black dice

5 Rage dice

20 Tracking clips

30 Tracker covers
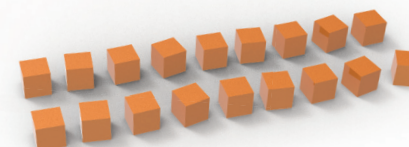
11 Double-sided tiles   **90+** NPCs and Allies tokens   **15+** Hex bases   **16** Cubes

12 Character Sheets
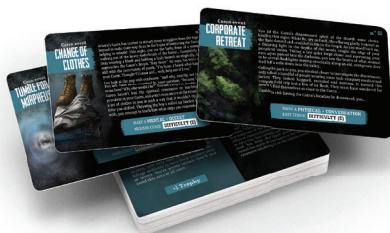
25+ Caern events

100+ State cards

30+ Journey cards

12 Character Form cards

120+ Player combat cards

~30 BOSS combat cards

12 NPC combat cards

140+ Effect and item cards

30 Trophies tokens

1 Round tracker

101 Terrain and effect tokens

70+ Character boards tokens

1 Initiative tracker

36 Initiative tokens

5 Secret envelopes

OVERVIEW

Werewolf: The Apocalypse — RETALIATION is a combat-heavy roleplaying cooperative game where you play as a member of a pack of werewolves. These are powerful and righteous warriors that fight to protect Gaïa from the corruption of the Wyrm.

Through **Dialogues**, **Investigations**, **Combats** and **Narrative** meaningful choices, you'll be able to influence and sometimes change the events of each scenario.

The game can either be played solo, or with friends as a pack. As you progresses through the campaign, you'll be able to guide the evolution of your character through the use of experience points acquired through the story. Will you focus on social acumen and a silver tongue to minimize Combat difficulty, or will you unleash the primal rage boiling inside you and rely the terrifying carnage your kind is capable of?

The game is played in two main phases: exploration and combat. Each mission unfolds as a standalone scenario, and together these scenarios weave into a larger story. In exploration, players move across terrain tiles and interact with specific areas to uncover events, clues, or opportunities. Combat then shifts the focus to strategic choices, where players adapt their forms and tactics to face enemies. While each scenario is unique and may vary, success always comes down to a mix of skill checks, the impact of past decisions, and how wisely players act in the moment.

THE STORY

The campaign of **RETALIATION** is divided into scenarios, each with its own objectives, challenges, and unique story elements. Your choices, successes and failures will influence the story, leading each scenario to resolve in vastly different ways.

At the end of certain scenarios, you may be offered a choice on which goals to focus on next, letting you choose between scenarios and leading you down your own, unique path through the story.

THE COMBAT

Combat is a core element of RETALIATION. While your choices, dialogues, and investigations may shape how conflicts unfold, they rarely prevent them altogether. Enemies are often determined to wipe you out and erase the Garou from existence. If words fail, then claw and fang will do the talking.

CAMPAIGN

The **RETALIATION** campaign is divided into scenarios during which you must fulfill various objectives. The scenarios must be played in order.

Introductions and the **Conclusions** of each scenario will be found in the **STORYBOOK**.

Each scenario **Introduction** will lead you to the scenario **BOOKLET** that includes all the **Dialogues**, **Investigations** and **Events** of the current scenario.

In some cases, the **Player** will have to choose between **2** scenarios to play as described in the scenario **Conclusion**.

In this section, you will find everything you need to know about the **STORYBOOK**, the **BOOKLETS** and **Caern Events**.

CAMPAIGN WALKTHROUGH

1. Create your **Character** with the **PLAYER GUIDE**.
2. Read the **Campaign Prologue** in the **STORYBOOK (p.XX)**.

- Play the **Caern Event**.
- Read the scenario **Introduction** in the **STORYBOOK**.
- Set up the **Tile**.
- Choose your **Items** for the Scenario.
- Execute the First **Action** in the scenario **Introduction**.
- Take the **BOOKLET** of the scenario.
- Play until you reach the end of the scenario.

  - **If victorious:**
    - Read the scenario **Conclusion**.
    - Collect Rewards.
    - Spend your **XP** (Optional).
    - Spend your **Trophies** to buy **Items** (Optional).
    - If any, read the **Campaign Interlude**.
    - Move on to the next scenario.

  - **In case of failure:**
    - Discard all cards, **XP**, and **Trophies** gained during the scenario.
    - Restart the scenario from the beginning.

3. Read the **Campaign Epilogue**.

STORYBOOK

The **STORYBOOK** contains the following:

- The **Campaign Prologue** and **Epilogue**.
- All **Introductions**, Setups, and **Conclusions** of different scenarios.
- **Interludes**.
- **Clings-to-Darkness**' Inventory.

CAMPAIGN PROLOGUE, INTERLUDES AND EPILOGUE

Those pages are narrative pages that give you the context you need to understand the stakes of the **Campaign**. They take place at the start of the **Campaign** for the **Prologue**, between some specific scenarios fo the interlude and at the end of the **Campaign** for the **Epilogue**.

The first thing you'll have to do when starting the **Campaign** is to read the **Campaign Prologue**.

SCENARIO'S INTRODUCTION PAGE

When starting a new scenario, open the **STORYBOOK** and find the introduction of the scenario you're about to play.

On that page, you will find:

- Which **Caern Event** to play.
- The narrative **Introduction** of the scenario.
- The scenario's **Objective**
- Setup of **Tile**, **Players**, **NPCs**, tokens, etc.
- First **Action** after your setup is complete.

CAERN EVENT TO PLAY

This is the number and the name of the **Caern Event** you have to play before reading the scenario **Introduction**.

NARRATIVE INTRODUCTION

This is the narrative **Introduction** of the scenario. It gives you the context of your next mission.

SCENARIO OBJECTIVE

This is the goal you need to reach to succeed the scenario. When this objective is completed, an instruction in the scenario **BOOKLET** will tell you that the scenario is completed.

FIRST ACTION

This is the first thing you have to do after reading the **Introduction** and setting up the scenario to start the game. The first action may ask you to read a specific page in the **BOOKLET** or to **RESUME** PLAYING. In this case you can start moving your character on the **Tile** and interact with the different tokens.

SCENARIO SETUP

This section details the initial setup for the scenario. Follow the instructions on the dedicated section to place the **Tile** and add all required assets (tokens, **NPCs**, etc.) as indicated.

SCENARIO'S CONCLUSION

When you successfully complete a scenario, read its **Conclusion** in the **STORYBOOK**, found on the back of the **Introduction** page.

That page presents the scenario's **Conclusion**, your **rewards**, and the next step in your journey. It includes:

• The **Conclusion**
• The discard section (all tokens and cards you have to discard)
• Achievements (if any)
• Your **rewards**
• The next scenario to play

NARRATIVE CONCLUSION

This is the narrative **Conclusion** of the scenario. It wraps up the events you just played and carries the campaign story forward, while hinting at what comes next.

REWARDS AND ACHIEVEMENTS

At the end of a scenario, you will unlock **rewards**. These may include:

• **Experience Points** (**XP**)
• **Trophies**
• New **Combat** Cards
• New **Gifts**
• New **Caern Allies**

NEXT SCENARIO

Sometimes, at the end of a scenario, you will have a choice between two different scenarios to play next. Whichever you choose becomes the only one you will experience.

We strongly recommend not reading the **Introductions** of both scenarios in advance to avoid spoilers. Instead, replaying the campaign is the best way to discover the scenarios you didn't choose.

Keep in mind that you won't always have a choice. In some cases, the instructions will simply tell you which scenario to play next.

CLINGS-TO-DARKNESS' INVENTORY

Between scenarios, **Players** can improve their equipment and supplement their arsenal with new **Item** cards. The **Caern** Quartermaster and the *Sept's* merchant trades **Trophies** with **Talismans**, **Weapons** and various objects. His inventory is located at the end of the **STORYBOOK** (P.XX).

The **Items** available in the **Clings-To-Darkness's Inventory** depend on your progress in the campaign. Additionally, some of your choices during scenarios may influence the prices of the available **Items**.

If all copies of an **Item** card are already in the **Pack**'s possession, the **Item** is considered sold out and cannot be purchased again until at least one copy is discarded by the **Pack**. Once discarded, the card returns to **Clings-to-Darkness**' Inventory.

The number of copies available for each **Item** is shown in **Clings-to-Darkness**' Inventory.

Note: *The Merchant doesn't do refunds. You cannot give him an **Item** in exchange for **Trophies**.*

TROPHIES

Trophies are the spiritual proof of a Garou's glory, wisdom, and honor. They are earned by defeating enemies in particularly spectacular ways or by advancing the goals of the **Caern**. **Trophies** act as a shared currency for all players. They can be traded with **Clings-to-Darkness** for useful **Items**, or spent in certain interactions to unlock new choices. Use them wisely.

- **Bronze** tokens are worth **1 Trophy**.
- **Gold** tokens are worth **5 Trophies**.
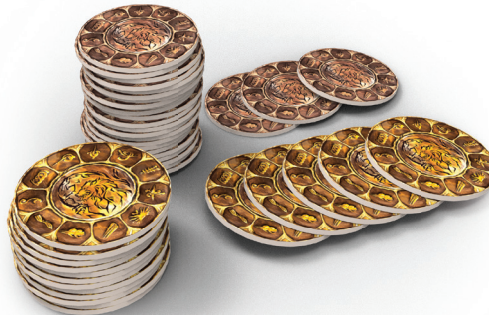
ITEM CARDS

Items are objects, tools, or **Weapons** a **Player** can carry with them. They are represented by **Item** cards, which can be used during a scenario for various **Effects**.

Items belong to the **Pack** and, at the start of each scenario, the players decide together how to assign them. Most **Items** are obtained through Clings-To-Darkness, though some may also be discovered during scenarios.

Items found during scenarios are unique and cannot be obtained from **Clings-to-Darkness**' Inventory.
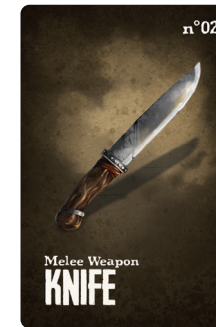
Items are divided in several categories:

- **CONSUMABLE**

Using these **Items** gives you temporary but useful **Effects** unique to each **Consumable**.

- **WEAPONS**

During **Combat** Phases, **Weapons** can be used in combination with the **Homid**'s "Use Tool" **Combat** card.

- **TALISMANS**

Powerful **Items** blessed or even inhabited by a **Spirit**. To get the benefit from a Talisman, a **Player** must pay their resource cost.

- **UTILITY**

These are **Items** you can retrieve during a scenario. You cannot use them yourself. They will be used to unlock certain branches in the scenario.

Some **Items** are single-use. These cards show the instruction 'Discard after use' at the bottom. If no such instruction is present, the **Item** may be used as often as the player wishes.

ITEM CARRYING

Each player may begin a scenario with up to **5 Item** cards. If an **Item** is gained during the scenario, it may be added to the player's inventory even if they already carry **5** cards. However, a player cannot give an **Item** to another player if that player's inventory is full. Only players can carry **Item** cards — **Allies** cannot carry or use them.

TRADING ITEMS BETWEEN PLAYERS

During the **Exploration** phase: Once per **Round**, a player may use a Minor **Action** to give an **Item** they carry to an adjacent player. The receiving player may also spend a Minor **Action** to give an **Item** back in exchange.

During the **Combat** phase: On their **turn**, a player may use a Minor **Action** to give an **Item** they carry to an adjacent player. In **Combat**, this exchange is one-way — the receiving player cannot immediately give one back. This difference exists because **Exploration** is played in **Rounds**, where players act freely and in any order, while **Combat** is played in **Turns**, with each player acting separately.

SCENARIO BOOKLETS

Every scenario has its own **BOOKLET**.

These contain:

- **Table of Contents**
- **Dialogues**
- **Events**
- **Investigations**
- **Setups**
- **Glorious Attacks**
- **Outcomes**

TABLE OF CONTENTS

The Table of Contents provides quick access to the correct page when interacting with a token, initiating a **Dialogue**, or checking a Setup. To prevent spoilers, it is strongly recommended to always use the Table of Contents when going to a specific location in the **BOOKLET**, rather than flipping through the pages.

DIALOGUES SECTION

Contains all conversations that can be held with Dialoguable **NPCs** during the scenario.

INVESTIGATIONS SECTION

Lists the different locations that can be investigated throughout the scenario.

EVENTS SECTION

Contains all **Events** triggered by tokens such as **Door**, **Instant**, or **Action** tokens. Certain **Dialogues** or **Investigations** may also direct players to read specific **Event** pages.

SETUPS SECTION

Scenarios may evolve depending on player choices. This section details the updated **Tile** setups. Only new elements that must be added to the **Tile** are shown.

GLORIOUS ATTACKS SECTION

Details the outcomes of successfully performed **Glorious Attacks**.

OUTCOMES SECTION

This section, always present on the last page of the **BOOKLETS**, allows you to easily find the outcomes of:

- A failed **Sneak** or **Sneak Attack** checks.

Example: If you are detected by an **Enemy**, refer to the **Outcomes** section.

- A **Round** tracker reaching **0**.

Example: Set the **Round** tracker to **10**. When it reaches **0**, refer to the **Outcomes** section.

- Other **Event** types depending on the scenario.

Example: When there are no more **Neutral NPCs** on the **Tile**, refer to the **Outcomes** section.

CAERN EVENTS

Caern Events are like cut scenes that take place in between scenarios. All **Caern Events** can be found in the **CAERN EVENTS BOOKLET**. Each **Caern Event** has an associated number and the scenarios **Introduction** pages in the **STORYBOOK** will tell you what **Caern Event** you must play before playing the scenario.

Each **Caern Event** will ask **Players** to make a **Pack** check which is a check involving all **Players**. **Players** will tally the successes of their dice roll to try to reach or exceed a the difficulty of the check.

The purpose of **Caern Events**, beyond adding narrative content, is to give the **Pack** a chance to start its next scenario with a **Moon** Die.

Visuals coming soon – Work in progress.

MOON DIE

When the **Pack** succeeds in a **Caern Event**, they receive a **Moon** Die. This die temporarily replaces one **Black** Die for all checks during the next scenario, and all players may benefit from its use. The **Moon** Die has more success faces than a **Black** Die, increasing the chances of success, but otherwise follows the same rules.

The **Moon** Die is automatically removed at the end of each scenario. To benefit from it again, it must be earned by succeeding in another **Caern Event** before the next scenario.

Visuals coming soon – Work in progress.

PLAYER GUIDE

The **PLAYER GUIDE** is a reference book used throughout the campaign. It includes:

- Step-by-step instructions for **Character** creation
- Detailed information on **Combat** Cards, Weapon Cards, and **Gifts**
- Descriptions of **Enemy Affixes**

CHARACTER CREATION

The **Character Creation** section walks you through the process of creating your character step by step.

CARDS AND GIFTS DETAILS

This section provides detailed information on **Combat** cards, Weapon cards, **Auspice Gifts**, and **Tribe Gifts**. It explains how each element works, and covers special cases that may arise during play.

Visuals coming soon – Work in progress.

PLAYER'S CHARACTER

In **RETALIATION**, each player creates a unique **Character**, deciding their origin, appearance, and playstyle.

If there are fewer than four players, **Caern Allies** must be recruited to support the **Pack** during the **Campaign**.

*Note: You may also create additional **Characters** to reach a total of four **Main Characters**. However, doing so can slow down the game and affect its overall flow.*

Throughout the rulebook, the term **Player**(s) refers to the **Character**(s) created by the players. The term **Main Character** includes both these created **Characters** and **Caern Allies**. The term "**Pack Members**" includes **Players**, **Scenario Allies**, **Caern Allies**, and **Spirits**.

The abbreviation "**P**" (for **Player**), "**MC**" (for **Main Character**) and "**PM**" (for **Pack Members**) will be used for certain setups or directives during Scenarios.

> **Example:** Set the **Round** Tracker according to the numbers of **Players** (**1P**: 15 / **2P** : **10** ...). In this case the **Round** tracker is set according to the number of **Players** only.
>
> **Example:** Set the **Round** Tracker according to the numbers of **Main Characters** (**1MC: 15 / 2MC** : **10** ...). In this case the **round** tracker is set according to the number of **Main Characters** (**Players** + **Caern Allies**).

PLAYER'S FORMS

MINIATURES

Players are represented by miniatures, with one for each **Form**.

Each **Player** is represented by three miniatures, one for each **Form**. When creating a **Character**, choose the miniatures you prefer — this choice has no effect on gameplay.

Each miniature is placed in a colored plastic base matching the color of the **Character Board**, making it easy to distinguish **Characters** on the **Tile**. The **Crinos Form** miniature is **2 hexes** wide instead of **1**

The miniature for **Crinos Form** is **2 hexes** wide instead of **1**.

FORMS

Werewolves are shape shifters, allowing you to choose the right **Form** depending on your situation. **Homid** is your human **Form**, **Lupus** is your wolf **Form** and **Crinos** is your war **Form**, combining the most terrifying qualities of both man and beast. Besides having a unique appearance, each **Form** has a different set of **Abilities** and limitations.

To help track the specifics of each **Form**, every **Player** has **Form** cards that summarize these details. These cards must be placed on the **Character Board** in the three designated slots.

If **Enemies Affixes** or **Abilities** that deal additional **Effects** against a specific **Form**, you'll be affected by those **Effects** if you are attacked by them while in this **Form**.

HOMID

Indistinguishable from any other human at a glance, this **Form** allows you to interact with anyone you meet without revealing your true nature. Your sharp senses and fine motor skills allow you to investigate and interact with your environment in ways other **Forms** may not be suited to. In **Combat**, the **Homid** primarily plays a support role while still remaining competitive offensively thanks to the various **Weapons** they can master.

While in this **Form**, you gain the following adjustments:

- **Movement: 3**
- Can initiate **Dialogues**, interact with **Action**, **Investigation**, **Door** tokens and trigger **Instant** tokens.
- Cannot enter **Frenzy**.

LUPUS

Agile and silent, the **Lupus** is a **Form** that allows you to move silently and with unparalleled speed. This **Form** shouldn't be underestimated in **Combat**. Turning you into a deadly hunter, the **Lupus** favors mobile tactics and misdirection to overwhelm and defeat their **Enemies**.

While in this **Form**, you gain the following adjustments:

- **Movement: 5**
- Gain **1** automatic **Success** to all of your **Sneak** checks.
- Can trigger **Instant** tokens.
- Cannot initiate **Dialogues** or interact with **Action**, **Investigation** or **Door** tokens.
- Cannot enter **Frenzy**.

CRINOS

The war **Form** of the Garou is a terrifying thing to behold, turning even the bravest human mad with deep, primal fear at the sight of them. The **Crinos** grants you unmatched strength and resilience, but overwhelms your mind with a single-minded urge to sink your fangs and claws into anything you consider an enemy. The longer you remain in your war **Form**, the more likely you may loose control and succumb to **Frenzy**, no longer able to distinguish friends from foes...

While in this **Form**, you gain the following adjustments:

- **Movement: 3**
- You must add your **Rage dice** pool to all of your checks.
- Gain **Crinos Armor**(Absorb **1 Damage**).
- Can enter **Frenzy** during **Combat** Phase.
- Can trigger **Instant** tokens.
- Cannot initiate **Dialogues** or interact with **Action**, **Investigation** and **Door** tokens.

SHAPESHIFTING

During **Exploration** and **Combat** Phases, you will have the option to change your **Form** by using one of these **2 Actions**:

- **Shapeshift** as a **Major action**.
- **Quickshift** as a **Minor action** and **1 Rage**.

After paying the cost of the chosen action, replace your miniature on the **Tile** with the one for your new **Form**. From that moment, the **Character** is bound by the abilities and limitations of that **Form**.

During Narrative sequences, you cannot change **Forms** unless the **BOOKLET** explicitly instructs you to do so. The instruction 'SHIFT INTO HOMID / LUPUS / CRINOS' will be clearly indicated. Unless otherwise specified, the change is free (does not require any additional action). If the action requires **Rage**, the instruction will explicitly state it.

When Shifting to your **Crinos Form**, place your miniature with one of its **HEX** on the one you occupied in your previous **Form**.

When Shifting from your **Crinos Form**, place your miniature on **1** of the **2 hexes** previously occupied by the **Crinos** miniature.

Shifting into **Crinos** requires **2** adjacent free **Hexes**. If none are available, the shift cannot be made.

CHARACTER SHEET

The **Character Sheet** tracks the evolution of your **Character**, specifically in terms of their raw talent and proficiency. These are measured by their **Attribute** and **Skill** levels.

ATTRIBUTES

Your **Character**'s general ease with a type of task is defined by an **Attribute**. Your **Attribute** level determines the number of **Black** dice you roll when making relevant checks. The more dice you roll, the higher the chances of **Success**. An **Attribute** may also improve the power of certain cards and actions in **Combat**.

- **PHYSICAL**
  A **Character**'s general **Physical** ability (strength, dexterity, or stamina). **Physical** also determines your **Character**'s maximum **Health** and your **Initiative** (the order in which they will act during **Combat**).

- **MENTAL**
  A **Character**'s general **Mental** ability (intelligence, wits, and resolve). **Mental** also determines your **Character**'s maximum **Willpower**.

SKILLS

Skills represents a **Character**'s aptitude, knowledge or talent when it comes to specific situations. Each level in a **Skill** gives you **1** automatic **Success** in the corresponding checks. The level of **Skills** may never be higher than your highest **Attribute**.

> **Example:** In the **Attribute** section of your **Character Sheet**, you have a **Physical Attribute** of **2** and a **Mental Attribute** of **3**. Since your highest **Attribute** is **3**, the highest level of **Skill** you can have is **3**.

Here are the **5 Skills** available in **RETALIATION**:

- **AWARENESS**
  The ability to sense your surroundings and notice details.

- **DIALOGUE**
  The ability to influence others.

- **INVESTIGATION**
  The ability to look for clues and piece them together efficiently.

- **OCCULT**
  The ability to understand the supernatural world.

- **STEALTH**
  The ability to hide and move around undetected.

Character name

NAME:

ATTRIBUTES
◆ Give dice to checks

Physical   Mental

Attribute levels

SKILLS
✓ Give successes to checks

Awareness   Dialogue

Investigation   Occult

Stealth

Skill levels

CORRUPTION

Corruption

XP

XP earned

XP COST PER ATTRIBUTE LEVEL					
Level	1	2	3	4	5
XP Cost	4	8	12	16	20

XP COST PER SKILL LEVEL					
Level	1	2	3	4	5
XP Cost	2	4	6	8	10

XP cost

Note: *The examples used in this section of the* **Rulebook** *will be based on this* **Character Sheet** *illustration.*

EXPERIENCE

Attribute and **Skill** levels can be increased during the campaign by spending **Experience Points** (referred to as **XP**). **XP** is earned equally and by all **Players**, typically by completing a scenario or by completing difficult goals.

Tally the **XP** you gain at the bottom of your **Character Sheet**. You may spend your **XP** to improve your **Character** between scenarios (between the conclusion of one scenario and the introduction of the next).

The table below presents the **XP** cost for each level of **Attribute** or **Skill**.

ATTRIBUTE LEVEL	1	2	3	4	5
XP COST	4	8	12	16	20

SKILL LEVEL	1	2	3	4	5
XP COST	2	4	6	8	10

To improve a **Skill** or **Attribute**, you must spend the **XP** listed on the very next level it would reach.

> **Example:** If you have **0** in **Stealth** and want to advance to level **2**, you will need to spend a total of **6 XP** (**2 XP** for level **1** and **4 XP** for level **2**.

CORRUPTION

The **Corruption** level keeps track of how close a Garou is to succumbing to the Wyrm's influence.

You start the campaign with a **Corruption** level of **0**.

The **Corruption** level can only increase.

Corruption has no immediate **Effect**. Each level will have consequences that you will discover throughout the campaign. This may take several forms, such as:

- Certain choices in the scenarios may no longer be available to you.
- Conversely, certain choices in the scenarios may become available to you.
- Certain **Items** cannot be used depending on your **Corruption** level.
- Conversely, certain **Items** can only be used if you have reached a specific **Corruption** level.
- Certain Checks may become easier or harder depending on your **Corruption** level.
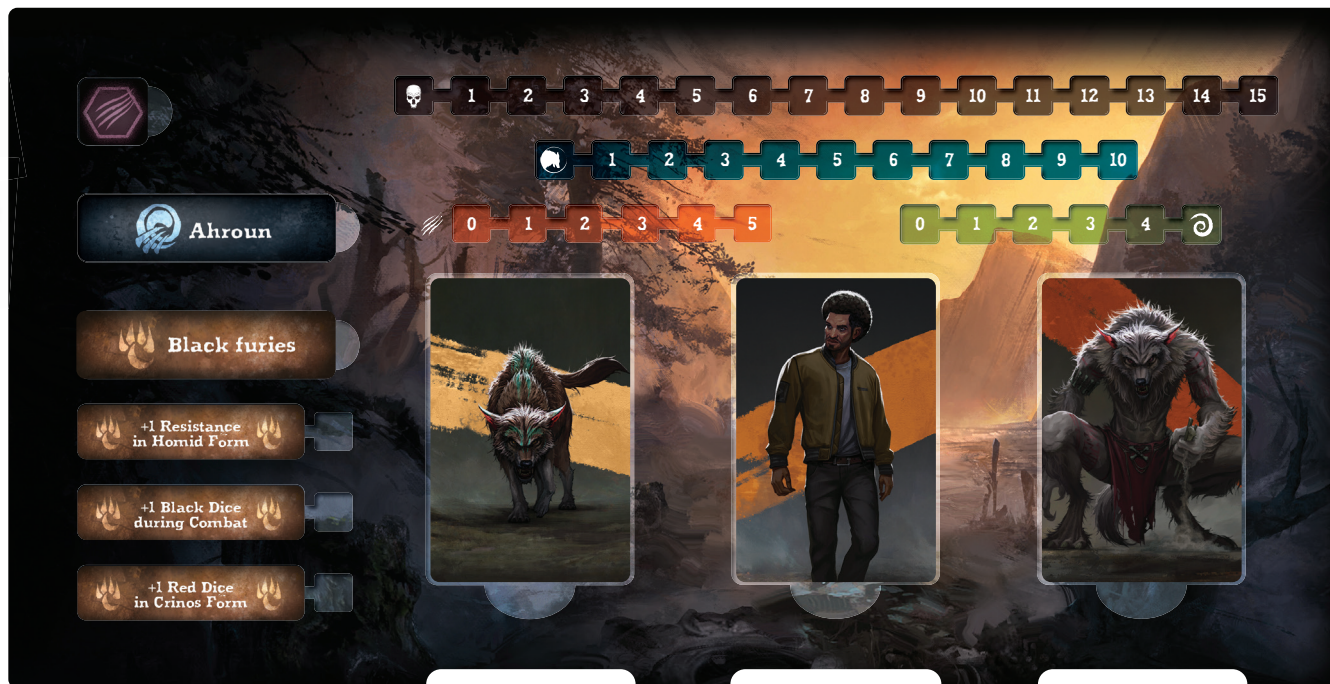
CHARACTER BOARD

The **Character Board** is a central component of the game and will help you track several important elements during play.

It consists of three main parts: the **Background**, the **Forms** and the Trackers.

- The **Background** displays the **Player**'s, **Auspice**, **Tribe**, and **Tribe Gifts**.
- The Trackers part is composed of **4** trackers (**Health**, **Willpower**, **Rage** and **Spiral**).
- The **Forms** part, is represented by **3** slots, where the **Form** cards can be inserted, and **3** stops at the bottom, where the **Combat** decks are placed.

Each **Character** has a color slot. Place the matching colored base on your miniatures to identify your **Character** on the **Tile** during play.

Cubes are used to track the evolution of the different trackers as well as the usage of **Tribe Gifts**.

Tracker Covers are used to lock unused slots.

> **Example:** If your character has a maximum of **6 Health** points, you can place Tracker Covers on the slots from **7** to **15** to easily identify your maximum **Health**.

HEALTH

A **Character**'s **Health** represents the amount of **Damage** a **Character** can endure before being **Defeated**. Your **Character** always begins a scenario with their **Health** tracker full.

Your maximum **Health** is determined by your **Physical Attribute** level (**Physical** x **3**). Use the following table to determine your maximum **Health** level and insert Tracker Covers to mask values above your maximum **Health** level.

PHYSICAL LEVEL	1	2	3	4	5
HEALTH TRACKER MAXIMUM	3	6	9	12	15

When you improve your **Physical Attribute**, your **Health** also increases based on the new value on the table above.

When you take **Damage**, move the Cube on the **Health** tracker by **1** slot to the left for each **Damage** taken.

DEFEATED

When the Cube reaches the skull symbol, your character is **Defeated**.

When this happens, remove your Miniature from the **Tile**. You may no longer interact with the scenario until it ends. If all **Players** are **Defeated**, the scenario ends and has been failed — Start the scenario again from its introduction.

If a scenario is successfully completed, all **Players** — including those who were **Defeated** during the scenario — receive the Rewards and **XP** from the **Conclusion**. At the start of the next scenario, no **Player** is considered **Defeated**; everyone begins fresh.

RECOVER HEALTH

During your **turn**, you can recover **Health** by:

- Playing certain **Combat** cards.
- Spending **1 Rage** as a Minor **Action** to regain **2 Health** points.
- Using **Consumable Items** cards or **Tribe Gifts** as a Minor **Action**.

Outside your **turn**, during **Combat** Phase, you can regain health if another **Player** or **Ally** uses an **Ability** to heal you.

When you recover **Health**, move the Cube on the **Health** tracker by **1** slot to the right for each point of **Health** recovered.

When recovering **Health**, you cannot exceed your current maximum **Health**.

WILLPOWER

Willpower represents a **Character**'s resolve, tenacity and the strength of their convictions. Your **Character** always begins a scenario with their **Willpower** tracker full.

Your maximum **Willpower** is determined by your **Mental Attribute** level (**Mental** x **2**). Use the following table to determine your maximum **Willpower** level and insert Tracker Covers to mask values above your maximum **Willpower** level.

MENTAL LEVEL	1	2	3	4	5
WILLPOWER TRACKER MAXIMUM	2	4	6	8	10

When you improve your **Mental Attribute**, your **Willpower** also increases based on the new value on the table above.

Only during your **turn**, you can spend one of your **Willpower** points to:

- Pay the cost of certain **Items** or **Combat** cards that require **Willpower** to be used.
- Reroll up to **3 Black** dice during a check (this ability is used when failing a check, after seeing the result of your roll. You may use this ability multiple times per check, spending **Willpower** every time.)
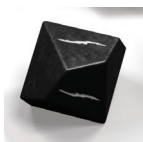
When you spend **Willpower**, move the Cube on the **Willpower** tracker by **1** slot to the left for each **Willpower** spent.

EXHAUSTION

When the Cube reaches the symbol, you become **Exhausted**. You remain **Exhausted** as long as your **Willpower** remains on the symbol.

While **Exhausted**, you roll a maximum of **1 Black** die during checks, regardless of your **Attribute** level. **Rage** Dice and **Effects** that give Automatic **Successes** or Bonus Dice to a check are unaffected.

Note: *If you spend your last point of* **Willpower** *to reroll Dice during a check, Exhaustion will only take effect on your next roll. You may therefore reroll up to* **3** *of your* **Black** *Dice for the current roll.*

RECOVER WILLPOWER

During your **turn**, you can recover your **Willpower** by:

- Playing certain **Combat** cards.
- Using **Consumable Items** cards or **Tribe Gifts** as a Minor **Action**.

Outside your **turn**, during **Combat** Phase, you can regain **Willpower** if another **Player** or **Ally** uses an **Ability** to make you regain **Willpower**.

When you recover **Willpower**, move the Cube on the **Willpower** tracker by **1** slot to the right for each point of **Willpower** recovered.

When recovering **Willpower**, you cannot exceed your current maximum **Willpower**.

RAGE

Rage is the primal anger granted to the Garou by Gaïa. It allows them to perform great deeds, at the risk of losing control. Your **Character** always begins a scenario with their **Rage** tracker at **3**.

During your **turn**, you can:

- Spend **1 Rage** point to recover up to **2 Health** points as a Minor **Action**.
- Spend **1 Rage** point to **Quickshift** as a **Minor action**.
- Spend **1** or more **Rage** points on certain **Combat** cards which require **Rage** to be played.
- Spend **1** or more **Rage** points to use some **Items** which require **Rage** to be used.

When you spend **Rage**, move the Cube on the **Rage** tracker by **1** slot to the left for each **Rage** spent.

RECOVER RAGE

During your **turn**, you can recover **Rage** by:

- Playing certain **Combat** cards.
- Using **Consumable Items** cards or **Tribe Gifts** as a Minor **Action**.

Outside your **turn**, during **Combat** Phase, you can regain **Rage** if another **Player** or **Ally** uses an ability to make you regain **Rage**.

When you recover **Rage**, move the Cube on the **Rage** tracker by **1** slot to the right for each point of **Rage** recovered.

RAGE DICE

When rolling any check while in **Crinos Form**, you must add your **Rage dice** to your dice pool (**1 Rage die** for each point of **Rage** you currently have).

0	1	2	3
Success	Success	Successes	Successes +1 Spiral

FRENZY

During **Combat**, if your **Rage dice** yield **6+ Successes**, you succumb to **Frenzy**. Outside of **Combat**, you just fail your check, but do not go into **Frenzy**.

Frenzy is a state in which you lose control of your character. They will automatically **Attack** anything within their reach, whether it is an **Enemy**, another **Player**, or an **Ally**.

When **Frenzy** occurs:

1. Resolve your current **Attack** (The one which made you succumb into **Frenzy**)
2. Set your **Rage** tracker at **3**.
3. Increase your **Spiral** tracker by **1**.

On your next **turn**:

1. Move your **Character** adjacent to the closest **Character** on the **Tile** (**Player**, **Ally** or **Enemy**).
2. Deal **Unpreventable Damage** to all **Characters** adjacent to you, equal to your **Physical Attribute** level.
3. End your **turn** by moving the Cube by **1** slot to the left on the **Rage** tracker.

Next **turns**, repeat those **3** steps until the Cube reaches **0** on the **Rage** tracker. When it occurs you leave the **Frenzy State** and retake control of your **Character**.

If you fail to reach a **Target** during your **Movement**, add **2** to your **Movement** and skip step **2**.

Other **Players** or **Allies** can use the "Appease" **Ability** during their **turn** to reduce your **Rage** tracker, thereby shortening the duration of **Frenzy**. On other hand, if a **Character** uses an ability that make you gain **Rage**, the duration of **Frenzy** increases.

Note that during **Frenzy**, your character will always take the shortest path to reach their **Target**, even if it means crossing **Difficult Terrain** tokens, **Traps**, or even a **Fire** tokens.

SPIRAL

The **Spiral** shows how close a Garou is to succumbing to **Corruption**. Your **Character** always begins a scenario with their **Spiral** tracker empty.

If, during any check, regardless of your **Form**, at least **1 Rage** Die shows a **Spiral** symbol, move the Cube on the **Spiral** tracker by **1** slot to the right for each Die showing a **Spiral** symbol.

> **Example:** You are in **Crinos Form** and your current **Rage** level is **3**. You obtain **1 Spiral** and **2 Successes** on your **Rage** Dice during your check. You will increase your **Spiral** tracker by **1**.

Each time the **Spiral** tracker reaches or exceed its maximum (**5**), permanently increase your **Corruption** level by **1** on your **Character Sheet**. Whenever this happens, reset your **Spiral** Tracker to **0**.

DECREASE SPIRAL

Some **Items** or instructions in the **BOOKLETS** could allow you to decrease your **Spiral** tracker.

When it happens, move the Cube on the **Spiral** tracker by **1** slot to the left for each point of **Spiral** decreased.

CHARACTER BACKGROUND

The **Background** represents the story of your **Character** and who they are.

The **Background** consists of two categories: **Tribe**, and **Auspice**. Each one will provide you with bonuses to distinguish you from other **Players**, as well as unique choices during scenarios.

Two **Players** cannot have the same **Background**, and you must choose yours during **Character** creation. **Backgrounds** will remain the same for the entire game. You will not be able to change it while playing.

Details of everything each **Background** provides are available in the **PLAYER GUIDE**, which you will use to create your **Character** step by step. The **RULEBOOK** will only cover the mechanics in general terms.

AUSPICE

Auspice symbolizes the moon under which your Garou was born.

Auspice is represented by a token you insert in the **Auspice** slot on your **Character Board**.
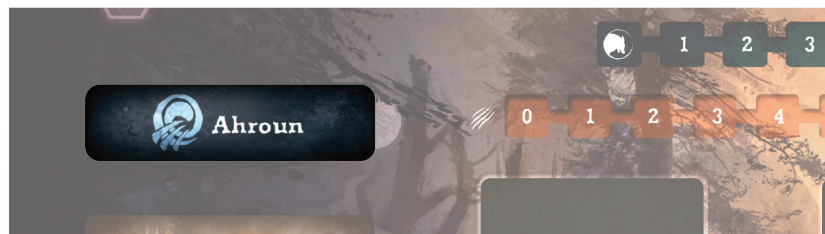
Here are the **5** available **Auspices**:

The **Auspice** you have chosen will grant you access to exclusive **Combat** cards called **Auspice Gifts**.

These cards are enhancements of the **Combat** cards in your Base deck, and each **Player** will have their own enhancements, making the Base deck different for each **Player** as the **Campaign** progresses.

Auspice Gift cards always feature the same name as the card from the base deck that they replace. To distinguish them from the **Combat** cards they replace, the **Auspice Gifts** cards have a foiled effect.

Visuals are a work in progress.

These **Gifts** will be unlocked throughout the **Campaign**, starting from the end of Scenario **1**. This means you will begin the **Campaign** without any. Information on when to gain these **Gifts** will always be provided to the **Players** at specific points in the **Campaign**.

When this happens, you will always have a choice between two **Gifts**. Choose one and discard the other, along with its equivalent from the Base **Deck**.

TRIBE

Tribes are associated with a cause the Garou joins, or what they think Gaia has planned for them.

Tribes are represented by a token that you set into the **Tribe** slot on your **Character Board**.
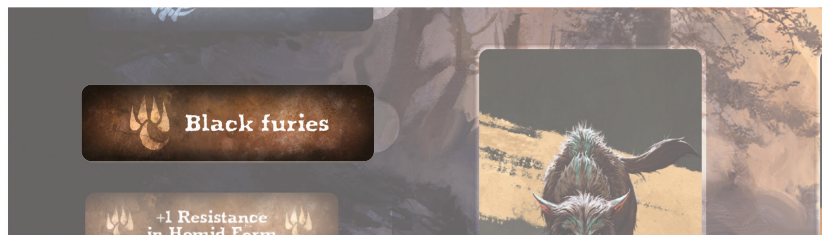
Here are the **12** available **Tribes**:

Black furies	Hart Wardens	Red talons
Shadow lords	Ghost council	Silent strident
Silver fangs	Galestalkers	Children of Gaïa
Bone gnawers	Glass walkers	Outcast

TRIBE GIFT

Each **Tribe** has an associated Patron **Spirit**, which grants them special powers, known as **Tribe Gifts**.

Each **Tribe** provides the **Player** with **3 Tribe Gifts**, identifiable by their **Tribe** symbol. These **Gifts** must be placed in the designated slots on the **Character Board**.
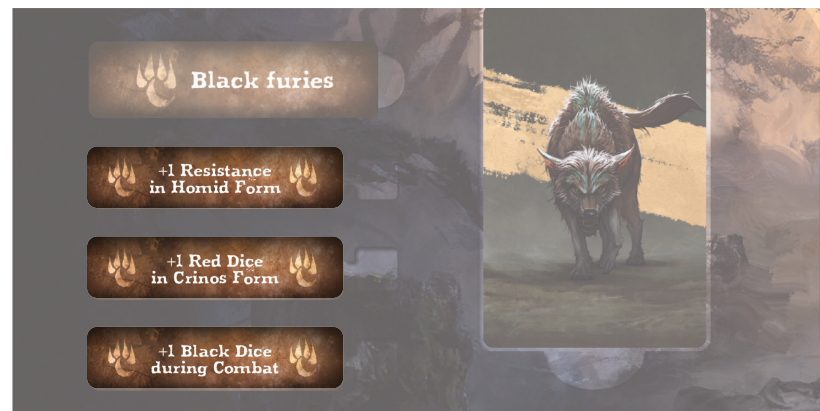
Each **Gift** slot on the **Character Board** has a space to the right for placing a Cube, used to track its activation during a scenario. A **Gift** can only be used once per scenario. At the start of the campaign, no Cubes are available, so **Tribe Gifts** cannot be used. As the campaign progresses, you will unlock **1**, then **2**, then **3** Cubes, allowing you to activate **1 Gift** per scenario, then **2**, and eventually all **3**.

> **Example:** You want to activate a **Tribe Gift** that grants +**1 Rage die** while in **Crinos Form**. Place a Cube next to that **Gift**. It cannot be used again during this scenario.

CHARACTER CREATION

You now have the main information about your future **Character**.

We suggest you to explore the rest of the **RULEBOOK** before creating your **Character**.

However, when you are ready to start your campaign, open the **PLAYER GUIDE** and follow the step-by-step "**Character** Creation" Section.

Beyond the creation of your **Character**, you will discover each **Background** in detail to help you make your choices during creation and the information concerning the evolution of your character throughout the **Campaign**.

NON-PLAYER CHARACTERS (NPCS)

During your campaign, you will encounter various types of **Non-Player Characters** (**NPCs**). These include **Allies**, **Enemies** and **Neutral NPCs**.

NPCs may sometimes have a **State** card associates with them. These represent their strengths and weaknesses, by showing their statistics, **Abilities**, etc. Only **NPCs** that have **State** cards could participate in **Combat**.

NPCS OVERVIEW

ENEMIES

You will encounter numerous **Enemies** of the **Caern** on your journey. In the majority of these cases, a bloody battle will be the only option, although in some cases, you may be able to avoid confrontation if you wish.

There are four types of **Enemies** that will be presented to you in the following pages:

- **Minions** are fragile encounters that often come in numbers to overwhelm and hinder the **Players**.
- **Commons** are your low-level foot soldiers, grunts and fodder sent against the Garou.
- **Leaders** are more powerful, and the strategy of a battle will often revolve around them.
- **Bosses** are the best the Wyrm can throw at you, and will often require coordinated efforts from the **Pack** to survive these encounters.

ALLIES

Allies can be chosen, obtained or even called during a **Combat** to assist you during the **Campaign**.

There are three types of **Allies**:

- **Caern Allies** are **Characters** who have been permanently recruited to your cause, and can always be chosen to supplement your **Pack** at the start of a scenario.
- **Scenario Allies** are fortunate encounters that you may meet during a scenario, or a **Character** that may accompany your pack on your mission.
- **Spirits** are temporary creatures that may be called upon in **Combat** for additional support.

NEUTRALS

When an **NPC** is placed on the **Tile** without a **State** card, it is considered neutral. Its reactions to surrounding events are defined by the scenario. Depending on the course of play, it may become an **Ally** or an **Enemy**. Some of these **NPCs** are dialogue characters you can interact with, triggering a **Dialogue** sequence.

STANDEES AND TOKENS

NPCs are represented on **Tile** with standees or tokens.

A standee is formed by a plastic hexagonal base, on which you insert a cardboard cutout of the **NPC**. Each **NPC** has its own numbered cutout, which will be indicated when you are instructed to set them on the **Tile**.

Minions and **Spirits** are the exceptions to this rule; they are represented by hexagonal tokens numbered from **1** to **10** for the **Minions** and from **1** to **2** for the **Spirits**.

There are two sets of tokens for **Minions** (A and B), each numbered **1** to **10**. This allows two types of **Minions** to be represented on the **Tile** when needed.
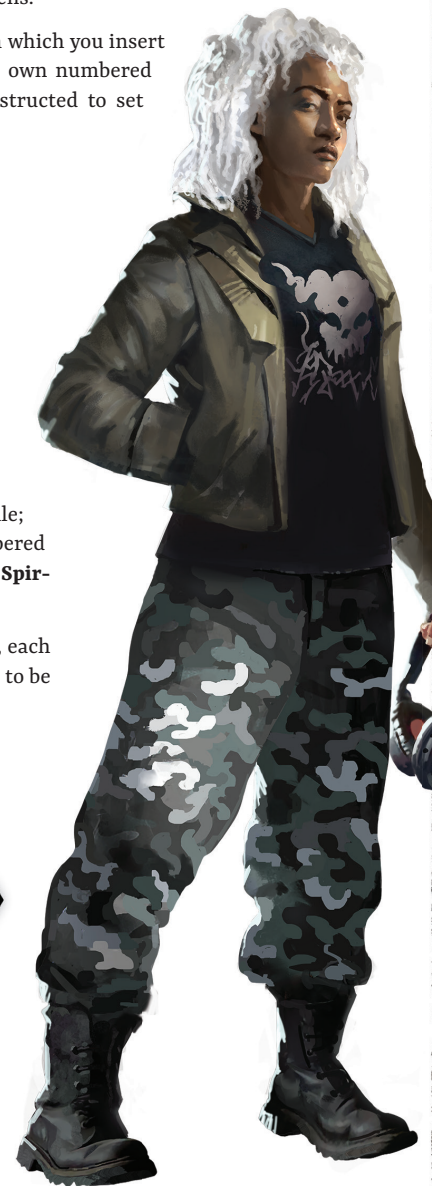
ENEMIES

Enemies represent the main threat to your survival and the success of your adventure.

Each **Enemy** has its own statistics, strengths and weaknesses, and you will need to adopt different strategies if you want to defeat each of them cleanly and efficiently.

Each **Enemy** type has its own color code for easy identification:

- **Yellow** for **Minions**
- **Grey** for **Commons**
- **Purple** for **Leaders**
- **Red** for **Bosses**

When the game uses the term **Enemy**, it includes all **Enemy** types: **Commons**, **Minions**, **Leaders** and **Bosses**.

MINIONS

Minions are weak **Enemies** that pose little threat alone... But they are rarely found alone. If not taken care of quickly, they may end up overwhelming a careless Garou.

- They share the same **State** card with each member of the **Minions**.
- They have only **1** Abbility, indicated on their **State** card.
- They have no **Health** points: a single **Damage** defeats them.
- They are immune to **Effect** tokens.
- They use **Minion** tokens instead of standees.

COMMONS

Commons are predictable and aggressive **Enemies**.

- They usally have **2** Abbilities, indicated on their **State** cards.
- They use the **NPC Combat** deck to determine which **Ability** they perform each **turn**.

LEADERS

Leaders set the pace of combat, serving as mini-bosses that define the feel of the encounter.

- They each have a distinct **State** card.
- They can have up to **3** Abbilities indicated on their **State** card.
- They use the **NPC Combat** deck to determine which **Ability** they perform each **turn**.

BOSSES

Bosses are the most terrifying servants of the Wyrm.

- They each have a distinct **State** card.
- They may have multiple **State** cards representing their different phases in **Combat**.
- They use their own **Boss Combat** deck.

ALLIES

CAERN ALLIES

Some of the **NPCS** you will encounter during the campaign will be able to be permanently recruited and brought back to your **Caern**. These **NPCs** are **Caern Allies** and can accompany you during your scenarios.

Some of them are available from the start of the campaign:

- Maeve Silver-Voice
- Talon-of-Iron
- Walks-with-Ashes

Caern Allies cannot carry or use **Items** nor participate in **Dialogue** sequences, **Investigations**, or **Events**. They count as **Main Characters**. However, when referring to the number of **Players**, **Caern Allies** are not included.

> **Example:** "Increase the difficulty of the check by **1** for each **Player** on the **Tile**." In this case, **Caern Allies** are not included.

Thus, they count toward the maximum number of **Main Characters**. If you're playing with **4 Players**, you can not take any **Caern Allies** with you. If you're playing alone, you must take **3 Caern Allies**. If you are **2 Players**, you must take **2 Caern Allies**. If you are **3 Players**, you must take **1 Caern Ally**.

They have their own **State** card. They are never set on the **Tile** outside of **Combat** phases. When a **Combat** begins, set your **Ally** or **Allies** adjacent to any **Player**.

Caern Allies provide passive bonuses to all **Players** and these bonuses are cumulative.

> **Example:** One **Caern Ally** provides a **+1** success bonus on **Dialogue Skill** checks, while another **Caern Ally** provides a **+1** success bonus on **Occult Skill** checks. All **Players** automatically gain these bonuses during the current scenario, as long as the corresponding **Caern Allies** have not been defeated.

*Note: The game always refers to them as "**Caern Allies**". However, they are included in the terms "**Allies**", "**Main Characters**", and "**Pack Members**".*

CAERN ALLIES SCALING

Caern Allies may have up to **3 State** cards. Just like **Players**, they will improve throughout the **Campaign**.

The number of **State** cards an **Ally** has depends on when they are recruited during the **Campaign**. Some may start with **3**, while others recruited later may have only **1**. Whenever a **State** card must be replaced with an upgraded version, this will be specified in the **Conclusion** of the scenario where the improvement is unlocked. When that happens, take the new **State** card and discard the previous one.

SCENARIO ALLIES

Scenario Allies work much like **Caern Allies**, but they are temporary companions you may encounter during specific parts of the **Campaign**. Whether they join you or not depends on narrative choices made by the **Players**, and once recruited they remain with the **Pack** until the end of that scenario's storyline.

Unlike **Caern Allies**, who are only set during **Combat** phases, **Scenario Allies** could be set during the **Exploration** sequence if prompted to in the **BOOKLET**.

Scenario Allies do not count as **Main Characters** and, as such, allow you to exceed the normal maximum of **4 Players** and **Caern Allies**. However, they are included in the term "**Pack Members**."

SPIRITS

Spirits are a particular type of **Ally** that the **Player** can recruit throughout the campaign and call on during **Combat** phase using the "Invoke" **Combat** card. **Spirits** stay on the **Tile** for a limited number of **turns**.

Spirits do not count as **Main Characters**. However, they are included in the term "**Pack Members**."

When using the "Invoke" **Combat** card, you may choose which **Spirit** to call upon, setting up their token and associated **Spirit** card.

They have no **Health** points: a single **Damage** defeats them.

Two of them are available from the start of the **Campaign**:

- Rabbit
- Frog

Only **2 Spirits** can be active at a time, but you may invoke any number during **Combat**. If **2** are already active, you must either wait for one's tracker to reach **0**, for it to be defeated, or, with the **Pack**'s agreement, dismiss one before invoking another.

Since there is only one version of each **Spirit**, you cannot have the same **Spirit** twice on the **Tile** at the same time. However, the same **Spirit** can be invoked multiple times in a single **Combat**. You may wait for it to be defeated, or re-invoke it even while it is still on the **Tile**. In that case, place it adjacent to you and reset its tracker, no matter whào originally summoned it.

> **Example:** A **Spirit** with a maximum of **4 turns** have been summoned by **Player 1** and has **2 turns** remaining. **Player 2** wants to re-invoke Frog. Set Frog adjacent to **Player 2** and reset its tracker to **4**. **Player 2** now control Frog.

SPIRIT TRACKER

The **Spirit** tracker is used to track the number of **turns** a **Spirit** remains on the **Tile**. It has two slots for **Spirit** cards and two trackers. When a **Player** invoke a **Spirit**, set its **Spirit** card in **1** of the slots and set a cube on the tracker depending on the time displayed on the **Spirit** card.

At the end of each **Spirit turn**, the Cube by **1** slot to the left on the **Spirit** tracker. When it reaches **0**, remove the **Spirit** from the **Tile**.

On the left of the **Spirit** trackers, you will also find numbers **1** and **2**, which make it easy to identify which **Spirit** is which.

NPC STATE CARDS

ENEMIES STATE CARDS

Enemies State cards serve as identification for the **Enemies** and allow you to know at a glance the various important statistics of your foe, such as their **Health**.

Outside of **Combat**, the **State** cards must always be placed face down on the table to keep the statistics secret until **Combat** begins.

When a **Combat** phase begins, all **Enemies State** cards must be flipped to reveal their **Combat** information, regardless of where the **NPC** is located on the **Tile**.

Reminder: Minion State cards never show a **Health** *bar. A single* **Damage** *defeats them, and all* **Minions** *of the same type share one* **State** *card.*

- Category
- Card number
- Type
- NPC name
- Discretion check difficulty

LEADER – Spirit
SPIDER

n° 08

- Initiative
- Movement
- Abilities
- Affixes
- Hit Value
- Critical Hit Value
- Critical Effect
- Glorious Hit Value & Requirement
- Health tracker

n° 08
LEADER – Spirit
SPIDER
- Unmovable
- Unstoppable
- Guardian I

INITIATIVE: 4

SILK PRISON
1-2 1 in FoV
(Self) Enemies don't block Vision
(Target) +1 IMM

MATRIARCH
3-6 Self
(Target) +2 RES, set 2 new Spider Swarm adjacent to the Target

JUMP
7-10 All in Circle of 2
(Self) Set itself on the next Utility token before applying Damage

+1 PSN   Attack from Blind Spot

ALLIES STATE CARDS

Caern Allies' and **Scenario Allies' State** cards serve as identification during **Combat**.

Set the **Caern Allies' State** card faced up during all the scenario since they can provide passive bonuses displayed on the front of their **State** card.

- Card number
- Type
- NPC name
- Category

n° 02
ALLY – Human
KATIE

- Initiative
- Movement
- Abilities
- Passive Bonus
- Health tracker

n° 02
ALLY – Human
KATIE

INITIATIVE: 2   3

SHOT
1 in FoV of 3

HEAL
1 PM in Front of Self
(Target) +3 Health

PASSIVE BONUS
success for **Dialogue Skill Checks** to all Players during this scenario

SPIRIT CARDS

Spirits use special **State** cards called **Spirit** cards. They serve as identification during **Combat**.

- Movement
- Maximum number of rounds on the tile
- Ability

FROG
5 / 2

Frog can move through enemies. Each enemy Frog passes through is immediately pushed back 1 hex in any direction.

CATEGORY

NPCs belongs to certain Categories (Human, Fomor, Bane, **Spirit**, **Crinos**, etc)

Some **Abilities** or **Weapons** could have additional **Effects** against specific categories.

HEALTH

NPCs have a number of **Health** points which is always displayed on their **State** card (except for **Minions** or **Spirits**).

To track their health during **Combat**, place a **Tracking clip** provided for this purpose on the rightmost point of the **Health** tracker. For each **Damage** the **NPC** takes, move the **tracking clip** by **1** slot to the left.

DEFEATED

If the **Tracking clip** reaches or exceeds the Skull symbol, the **NPC** is **Defeated**.

Defeated Caern Allies, **Scenario Allies**, **Commons**, **Leaders** and **Bosses** are removed form the **Tile** and their **State** card and **Initiative** tokens are discarded.

Defeated Minions are removed from the **Tile** but their **State** card remains on the table until other **Minions** of the same type are still involved in the **Combat**. When all **Minions** of the same type are defeated, discard their **State** card and their **Initiative** tokens.

Defeated Spirits are removed from the **Tile**, their **Spirit** card is removed from the **Spirit** tracker and their **Initiative** tokens are discarded.

Defeated Caern Allies can no longer join any **Combat** during the scenario, and their Passive bonus no longer applies. They become available again at the start of the next scenario.

RECOVER HEALTH

For each **Health** points the **NPC** recovers, move the **tracking clip** by **1** slot to the right.

Some **NPCs** have healing **Abilities**. **Enemies** use this **Ability** when they draw the corresponding **Combat** card. For **Allies**, **Players** decide when to use the **Ability**, and they may also apply their own healing **Abilities** to restore an **Ally**'s **Health**. **Spirits** and **Minions** cannot be healed, as they have no **Health** tracker.

INITIATIVE

Initiative determines the order in which both **Allies** and **Enemies** take their **turn** during **Combat** phases. The **Initiative** value is always indicated on the **State** card.

Caern and **Scenario Allies** use **Initiative** tokens with their unique portraits. **Enemies** use numbered tokens from **1** to **10**. **Spirits** share the **Initiative** of the **Player** who invoked them and use tokens numbered **1** or **2**.

ABILITIES

For **Allies**, **Players** choose which **Ability** they use during their **Combat turn**, as well as the **Target** of that **Ability**.

Enemies of type **Minion**, **Common**, or **Leader** determine their **Actions** through the **Enemy Combat** deck, which specifies which **Ability** they perform each **turn**.

Bosses use their own **Combat** deck.

Each **Ability** can display:

Name

Combat deck range

Damage

Effects

Unpreventable Damage

Target type

INITIATIVE: 2   3

PUTRID BOMB   2
1-5   1 in FoV of 2
(All adjacents to Target) **1UDmg**

VICIOUS SHOT   1
6-10   1 in Front
(Target) **+1 BLD**

Hit Value

Critical Hit Value

Critical Effect

Glorious Hit Value & Requirement
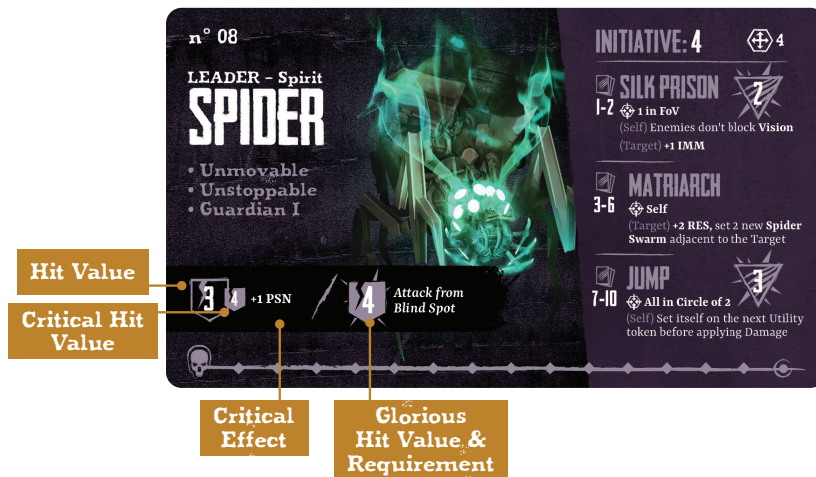
HIT VALUE (ENEMIES ONLY)

The **Hit Value** corresponds to the value that the **Player** must reach or exceed during a **Combat** check to be able to hit an **NPC**.

Allies automatically succeed on their **Attacks**. They do not make a **Combat** check, and both their **Damage** and **Effects** are applied directly to the targeted **Enemy**.

> **Example:** A **Player** uses the "Punch" **Combat** card on an **Enemy** with a **Hit Value** of **3**. The **Player** rolls a **Combat** check and adds any automatic successes from their **Combat** card or other sources. If the total number of successes reaches **3** or more, they hit the **Enemy** and apply the **2 Damage** from their card. Otherwise, the attack misses.

CRITICAL HIT VALUE (ENEMIES ONLY)

Enemies, except for **Minions**, have a second **Hit Value**, higher than the first one, called the **Critical Hit Value**. If this value is reached or exceeded by the **Player**'s **Combat** check, the **Player** performs a **Critical Hit** and refers to the **Critical Effect**.

CRITICAL EFFECT (ENEMIES ONLY)

The **Critical Effect** adds additional **Damage** and/or **Effects** to those of the **Player**'s **Combat** card. These may be additional **Damage** or **Effects** such as **Poisoned**, **Immobilized**, or **Bleed**.

Consider **Critical Effects** as an extension of the **Combat** Card. Additional **Damage** are applied at the same time than the base **Damage**. Additional **Effects** are applied after the base **Effects** of the **Player**'s **Combat** card.

Critical Effects do not create a new source of **Damage**. Their additional **Damage** is counted as part of the **Player**'s **Combat** card, so it cannot trigger **Bleed** tokens twice in a single attack.

> **Example:** A **Player** uses the "Shred" **Combat** card on an **Enemy** with a **Critical Hit Value** of **5**. The **Player** make a **Combat** check. If they get **5** or more **Successes** on their Dice roll, they hit the **Enemy** and apply the **Damage** and **Effects** of their card as well as the **Critical Effects** indicated on the **Enemy State** card.

GLORIOUS ATTACK (ENEMIES ONLY)

Glorious Attacks are vicious blows you deal to your **Enemies** with debilitating results, displaying the might and the glory the Garou are capable of. Galliards of the Sept will want to hear all about your prowess, and the **Trophies** you bring back. To trigger a **Glorious Attack**, **Players** must meet two conditions:

- Reach or exceed the **Glorious Hit Value**.
- Fulfill the **Glorious Attack** Requirement.

> **Example:** Reach or exceed **6** successes with your **Combat** check while in **Lupus Form**.

When you succeed in making a **Glorious Attack**, refer to the **Glorious Attack** section in the scenario **BOOKLET**.

Allies cannot trigger **Glorious Attacks**.

A **Glorious Attack** can only be performed once per **Enemy**.

When a **Boss** moves to a new phase, it uses a new **State** card and is considered a new **Enemy**. This allows you to trigger a **Glorious Attack** in each of its phases, even if it is technically the same **Enemy**.

During a **Glorious Attack**, **Critical Effects** are ignored, as the **Glorious Attack** takes precedence. The **Damage** and **Effects** of the **Player**'s **Combat** card still apply, followed by the additional **Damage** and **Effects** of the **Glorious Attack**.

Important: **Glorious Attack** additional **Damage** does not trigger **Bleed** tokens twice.

Finally, you are free to choose not to trigger a **Glorious Attack** even if you reach the **Glorious Hit Value** and meet its requirement.

SNEAK DIFFICULTY (ENEMIES ONLY)

During **Exploration** phase, the **Sneak** difficulty represents the difficulty of the **Sneak** check that the **Player** must succeed in order to remain unnoticed within an **Enemy**'s **Field of View**. This value is specific to each **NPC**.

> **Example:** With a **Sneak** difficulty of **3**, **Players** must reach **3** successes in the **Field of View** during their **Sneak** checks to remain undetected.

AFFIX (ENEMIES ONLY)

Affixes are passive **Abilities** that certain **Enemies** possess. The names of these **Affixes** can be found on the **NPC State** cards.

Affixes bring a strategic dimension to **Combat** as they largely dictate the way **Enemies** will act during a confrontation.

The list of **Affixes** and their **Effects** can be found on the back of the **AID SHEET** as well as in the **PLAYER GUIDE**.

> **Example:**
> - **Guardian I:** All other **Enemies** have **+1** to **Hit Value**, **Critical Hit Value** and **Glorious Hit Value**.
> - **Guardian II:** All other **Enemies** have **+2** to **Hit Value**, **Critical Hit Value** and **Glorious Hit Value**.
> - **Lupus Hunter:** **+2 Damage** to its **Attack** when attacking a **Lupus**.

PASSIVE BONUS (CAERN ALLIES ONLY)

Caern Allies you choose to adventure with will provide Passive Bonuses to the **Players**.

These **Passive Bonuses** often come in the form of additional dice or automatic successes on certain types of **Skill** checks, and all **Players** benefit from them.

If the **Caern Ally** is defeated during **Combat**, the Passive Bonus no longer applies for the rest of the scenario.

MINION TOKEN TYPE (MINIONS ONLY)

This information indicates which token set (A or B) is used for the **Minion**.

ENVIRONNEMENT

TILE

Scenarios take place on **Tiles** where **Players** can wonder, interact with tokens, and fight **Enemies**. Each **Tile** is numbered, and the scenario will indicate which one to use. **Tiles** are made of **Hexes** on which tokens must be placed. Dashed strokes on a **Hex** mean **Characters** can cross them to move, while solid strokes represent **Walls**, which block both **Movement** and **Vision**.

SETUP

The purpose of a Setup is to place different tokens or **Characters** on the **Tile**.

Each scenario has an initial Setup found in the scenario's **Introduction** page in the **STORYBOOK**.

During a Scenario, the **Tile** Setup may change depending on the **Players**' choices and actions. The different Setups are listed in the Setup section of the Scenario **BOOKLET**. In these cases, only the new elements to be placed on the **Tile** are shown.

It may arrive that a **Player** occupies a **Hex** where a new token or **NPC** must be set. In this case the **Player** must move their miniature on the Closest free **Hex** of their choice.

TERRAIN TOKENS

Terrain tokens may be placed on tiles, on specific **hexes** indicated in a scenario's setup or **BOOKLET** setup.

OBSTACLE TOKEN

Obstacle tokens represent literally obstacles. **Characters** can not move through them and they block **Vision**.

DIFFICULT TERRAIN TOKEN

These tokens represent various environmental elements that slow down **Characters**' **Movement**. It costs no additional **Movement** to move onto, but moving off of a **Difficult Terrain** token does cost **1** additional **Movement**. Difficult terrain does not block **Vision**.

FIRE TOKEN

If a **Character** moves onto (or is pushed onto) a **Fire** Area, or starts their **turn** there, they take **2 Unpreventable Damage**. A **Fire** Area can be a single **Fire** token or a group of adjacent **Fire** tokens, treated as one single source of **Effect**. **Damage** is applied only once, whether crossing one token or several connected tokens. **Fire** tokens may be placed on a **Hex** already occupied by a **Character**; in that case, place the token beneath the standee, token, or miniature. The **Character** will then take the damage at the beginning of their next **turn**. **Fire** tokens do not block **Movement** or **Vision**.

UTILITY TOKENS

Utility tokens are numbered tokens that can be used for many things depending on the situation. It could be used to make a path for a **NPC** who is paroling. It could be used as spawners for **Enemies** during some **Combats**. **Characters** can move through **Utility** tokens and they do not block **Vision**.

ROUND TRACKERS

The **Round** tracker is used to represent the passage of time during a Scenario. You will only use it when prompted by the Scenario **BOOKLET**. When this happens, the **BOOKLET** will indicate where to set the tracker and what events occur as it decreases, creating tension as the game progresses.

Some Scenarios may require the use of up to two **Round** trackers. Each time the **BOOKLET** prompts you to set one, it will specify which tracker (A or B) to use. To help keep track, place the special cube marked with A and B to indicate which tracker is currently active.

The duration of a **Round** tracker may vary depending on the number of **Players**.

> **Example:** Set the **Round** tracker B according to the number of **Players**:
> **1P**: 15 | **2P**: 12 | **3P**: 9 | **4P**: 6

At the end of each **Round**, move the cube by **1** slot to the left. When it reaches **0**, refer to the **Outcomes** section of the scenario **BOOKLET** to determine what to do next.

Some events in the **BOOKLETS** may instruct you to decrease the **Round** tracker during a **Dialogue**, **Investigation**, or **Event** sequence, even if the current **Round** is not finished. In that case, decrease the tracker immediately as instructed, and then decrease it again at the end of the **Round** as usual. During Narrative sequences, the **Round** tracker is only decreased if the **BOOKLET** specifically prompts you to do so.

SYSTEMS

MOVEMENT

Movement allows **Players** and **NPCs** to move on the **Tile** during the **Exploration** and **Combat** phases.

For every **Character**, it is impossible to move through **Walls** on the **Tile**, as well as **Action**, **Instant**, **Obstacle**, **Door**, or **Investigation** tokens.

A **Movement** must always end on a Free **Hex**.

A **Hex** is considered Free if it is occupied by:

- Nothing
- a **Fire** token,
- a **Trap** token,
- a **Difficult Terrain** token,
- or a **Utility** token.

A **Hex** is not considered Free if it is occupied by:

- a **Character**,
- an **Action**, **Instant**, **Obstacle**, **Door**, or **Investigation** token.

Rotation is always free: it never requires **Action** Cost or **Movement** points. A **Character** may rotate as many times as desired during their **turn**.

PLAYERS

During your **turn**, you can move your **Character** according to the **Movement** granted by your **Form**.

- **Homid**: **3 Hexes**
- **Lupus**: **5 Hexes**
- **Crinos**: **3 Hexes**

You can move through **Allies** and other **Players**, but not through **Enemies**.

Movement can be paused to perform an **Action**, then resumed, as long as the total distance does not exceed your **Movement** allowance.

> **Example:** In **Homid Form** with **3 Movement**, you could move **1 Hex**, **Attack** a target, move **1** more **Hex**, give an **Item** to an adjacent **Player**, and finally move **1** last **Hex**.

CRINOS FORM

In **Crinos Form**, your miniature occupies **2 Hexes**. Before starting your **Movement**, choose one of these **Hexes** as the reference point. All Rotation and **Movement** are calculated from this **Hex**, while the other **Hex** is considered intangible.

During **Movement** or Rotation, this **Hex** can pass through **Enemies**, **Walls**, or **Action**, **Instant**, **Obstacle**, **Door**, or **Investigation** tokens. However, when ending your **Movement** or Rotation, this **Hex** must be placed on a free **Hex**.

If the intangible **Hex** of your base ends on a **Trap**, the **Trap** is triggered. If it ends on **Difficult Terrain**, that **Hex** must be chosen as your reference point on your next **turn**. If it ends on a **Fire** Area, you immediately take the **Damage** when it stops there, and again at the start of your next **turn**.

FORM SHIFTING

When you change **Form** through **Shapeshifting** or **Quickshifting**, you have two options:

- If you change **Form** before moving, you can move up to as many **Hexes** as your new **Form** allows.

> **Example:** You are in **Homid Form** and you didn't move this **turn**. You decide to Shift into **Lupus Form** you'll be able to move **5 Hexes**.

- If you change **Form** after initiating your **Movement**, your **Movement** is reduced to **0** for the **turn**, regardless of your new **Form**'s speed.

> **Example:** You are in **Homid Form** and have already moved **1 Hex** this **turn**. If you Shift into **Lupus Form**, you cannot move again this **turn**, even if you still had **Movement** left in **Homid** or your new **Form** would normally grant you more.

EXAMPLES OF PLAYER MOVEMENTS

Movement can be interrupted to do an action. Here, the **Player** in **Lupus Form** moves toward an **Enemy**, attacks it, then uses their remaining **Movement** to move away.

Crinos can move **3 hexes** per **turn**. Rotation can be made before, during or at the end of the **Movement** using the reference point as a rotation axe. Here the **Player** moved then rotated.
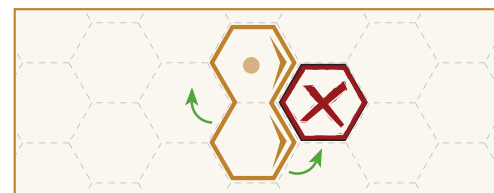
Despite the presence of an obstacle, rotation can be performed in both directions, but both **hexes** of the miniature must be on free **hexes** when ending the rotation.

Players can move through **Hexes** occupied by other **Players** or **Allies**. In this case, **Player 1** moves through **Player 2**.

NPCS

The **Movement** determines the number of **Hexes** an **NPC** can move during its **turn**. **NPCs** have this value indicated on the front side of their **State** card.
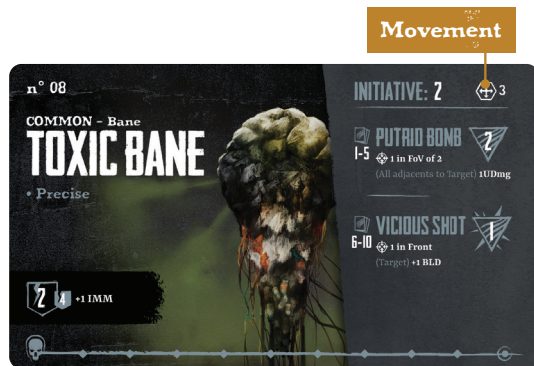
Allies Movement follows the same rules as **Player Movement**. It can be interrupted to do an **Action** and resumed after, as long as it does not exceed its total **Movement**.

Enemies only use the **Movement** needed to reach their target, then stop unless an **Affix** states otherwise. An **Enemy** performing a **ranged Attack** will stop as soon as it is in range of its target and will always avoid entering close combat.

An **Ally NPC** can move through **Players** and other **Allies** but not through **Enemies**.

An **Enemy** cannot move through **Players** or **Allies**, but it can move through a **Hex** occupied by another **Enemy**.

EXAMPLES OF NPC MOVEMENTS

Enemies can move through **Hexes** occupied by other **Enemies**. In this case, **Enemy 1** moves through **Enemy 2**
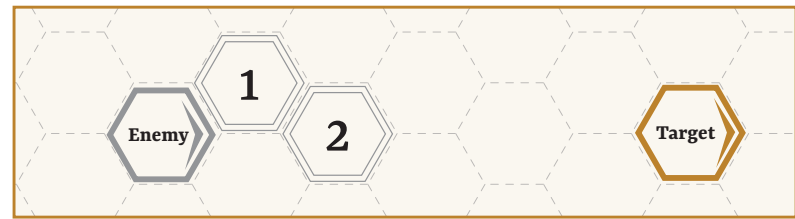
Enemy 1 have a **Movement** of **3** and can **Attack** in a Range of **4**. They will only use **2 Movements** to be in Range of **Player 1** but will not come closer than needed.

SPRINT

Only during **Combat** phase, **Characters** can Sprint, adding +**2** to their **Movement**.

Players can decide to use their **Major action** to Sprint.

Players can choose to skip an **Ally**'s **Ability** to make them Sprint.

If no valid **Target** (**Player** or **Ally**) is within range, **Enemies** will automatically Sprint toward the closest **Player** during their **turn**. This Sprint ends their **turn**.

Spirits can not Sprint.

DISTANCES

When determining distances such as Closest or Farthest, always calculate them in terms of **Hexes** that must be moved through.

Example: In this case, **Player 1** is closer to **Enemy** than **Player 2**, because **Enemy** and **Player 2** are separated by a **Wall**, and **Enemy** would need to move **4 Hexes** to reach it, compared to **3 Hexes** to reach **Player 1**.

VISION

FACING

Standees or tokens always have an arrow on them indicating the direction they are facing. This indicates the orientation of an **NPC**'s **Field of View**.

FIELD OF VIEW (FOV)

The **FoV** corresponds to the area where characters (**Players** or **NPCs**) could see a **Target**. It takes the form of a cone starting from the center of the **Character**'s **Hex** and extending in front of the **Character** (toward the arrow engraved on the base of the miniature, the base of the standee or the token). The **FoV** extends to the edges of the **Tile**, as far as no obstacle blocks **Line of Sight**. In **Crinos Form**, the vision cone is wider because the miniature covers **2 Hexes**.

1 Hex Character FoV
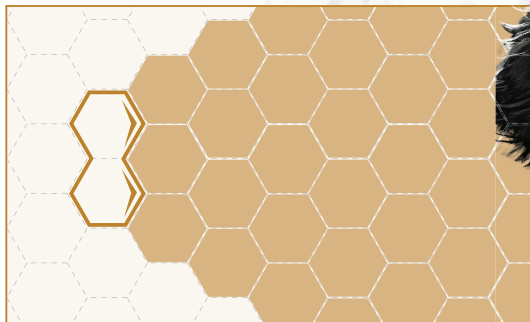
2 Hexes Character FoV

LINE OF SIGHT

To determine if a **Target** is seen or not, draw an imaginary line within the **FoV** bounds from the center of the **Character**'s **Hex** to the center of the **Target**'s **Hex**. If the line crosses an obstacle, the **Target** is not visible.

Vision is blocked by:

- **Characters**
- **Obstacle**, **Instant**, **Action**, **Investigation** and **Door** tokens
- **Walls**

Vision is not blocked by:

- **Fire** tokens
- **Traps** tokens
- **Difficult Terrain** and **Utility** tokens.
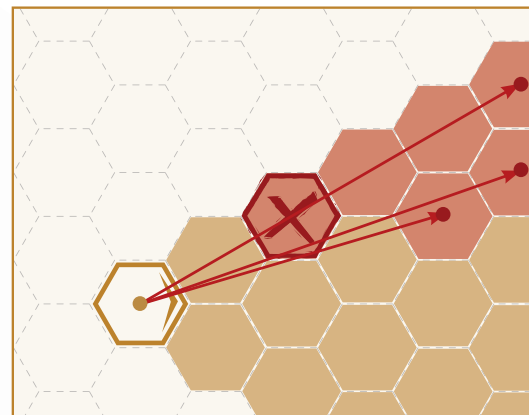
1 Hex Character LoS
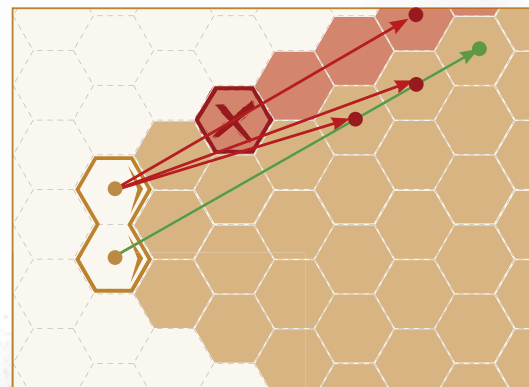
2 Hexes Character LoS

BLIND SPOT

The **Hexes** in the back and sides of **Characters** miniatures, standees or tokens represent the **Blind Spot**. The **Blind Spot** is used for certain **Abilities** and for **Sneak** checks and **Sneak Attack** checks.

The size of the **Blind Spot** depends on the size of the **NPCs**.
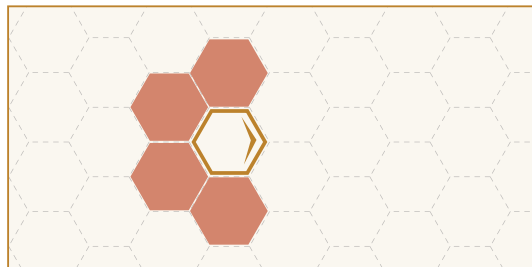
1 Hex Character FoV
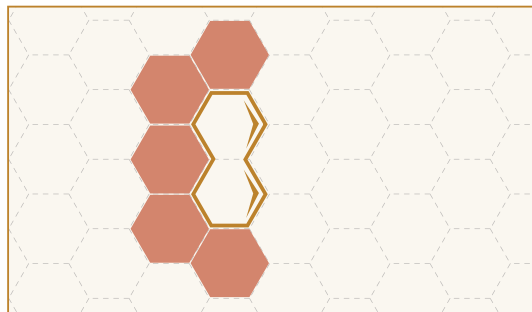
2 Hexes Character FoV
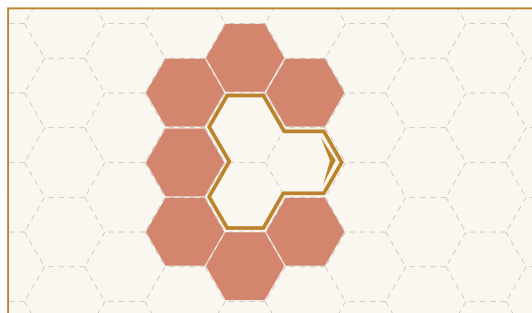
3 Hexes Character FoV

CHECKS

Throughout the game, you will encounter situations where you'll need to roll Dice to determine the degree of your success or failure.

Here are the main types of checks you will encounter in the game:

- **Skill** checks
- **Attribute** checks
- **Pack** checks
- **Rage** checks
- **Combat** checks
- **Sneak** checks
- **Sneak Attack** checks

There are two main types of Dice in **RETALIATION**: **Black** Dice and **Rage** Dice.

A **Black** Die has **3** outcomes: No **Successes**, **1 Success**, or **2 Successes**. Checks that use **Black** Dice are always linked to one of your **Attributes** (**Physical** or **Mental**) and you roll an amount of Dice equal to that **Attribute**.

A **Rage** Die, on the other hand, has **4** outcomes: No **Successes**, **1 Success**, **2 Successes**, or a **Spiral**, which counts as **3 Successes** but increases your **Spiral** tracker each time you roll it. **Rage** Dice must always be rolled in addition to your **Black** Dice when making a check in **Crinos Form**.

A third type of Die exists: the **Moon** Die. It is a unique Die that **Players** can obtain during every **Caern Event** before starting a Scenario. While **Players** have it, the **Moon** Die replaces one of their **Black** Dice in all checks. The **Moon** Die follows the same rules as a **Black** Die.
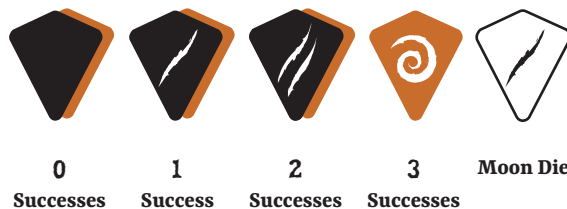
| 0 Successes | 1 Success | 2 Successes | 3 Successes | Moon Die |

You may spend **Willpower** to re-roll up to **3 Black** Dice during your checks. The number of dice re-rolled is your choice, allowing you to keep any **Successes** already rolled. You can repeat this as many times as you have **Willpower** available. **Rage** Dice cannot be re-rolled with **Willpower**. The **Moon** Die, however, can be re-rolled.

When a check involves one of the **5 Skills**, each level of that **Skill** counts as an Automatic **Success**. Your maximum **Skill** level is **5**. However, if you receive a bonus for Automatic **Successes** on a specific **Skill**, this bonus is added to your **Skill**'s Automatic **Successes** regardless of its level.

**Example:** Your **Stealth Skill** is level **5**. You receive the **Effect** card "Concealment" which give all **Players** +1 Automatic **Success** for all **Stealth** checks. If you have to make a check involving **Stealth**, you will have **6** Automatic **Successes** for this check.

If a bonus allows players to roll **1** or more extra Dice, they will always be **Black** Dice.

You can never roll more than **10 Black** Dice (including the **Moon** Die) or **5 Rage** Dice in a single check. This means that **Gifts**, **Item** cards, or **Effect** cards granting bonus Dice cannot be applied once you have already reached the maximum Dice limit.

Example: You currently have **5** rage, and you attack an enemy in **Crinos** form. You cannot use a consumable to add **1** additional **Rage die** to your attack. You could have if you had **4 Rage**, however.

SKILL CHECKS

The most common checks you will encounter are **Skill** checks. A **Skill** check always involves an **Attribute** and a **Skill**.

To make a **Skill** check:

- Roll a number of **Black** Dice equal to the required **Attribute** level and tally up your **Successes**.
- In addition to these **Successes**, add any Automatic **Successes** you have (**1** for each level of the required **Skill**, as well as any bonuses from your **Tribe Gifts**, accompanying **Allies**, **Effect** cards in your possession, **Item** cards you wish to use, etc.).
- Depending on the total number of **Successes** obtained, follow the instruction in the **BOOKLET** to determine which page to read or which action to execute.

The larger the success range, the more positive the outcome.

When in **Homid** or **Lupus Form**, if your **Skill** level plus all your other Automatic **Successes** are equal or greater than the required difficulty of the check, you do not need to roll any Dice. Instead, immediately refer to the associated Outcome.

In **Crinos Form**, add as many **Rage** Dice as your current **Rage** level to your **Black** Dice. Since rolling **Rage** Dice in **Crinos Form** can increase your **Spiral** tracker, you must roll even if you have enough Automatic **Successes** to pass the higher difficulty of the check.

Example:

> MAKE A **MENTAL + OCCULT** CHECK
> **0 TO 4 SUCCESSES: READ IN.1**
> **5+ SUCCESSES: READ IN.2**

For this example, assume a **Player** has a **Mental** level of **3** and an **Occult** level of **2**.

The **Player** rolls **3** black dice (one for each point of **Mental**) and gets **1** success. They then add the **2** automatic successes granted by their **Occult** level, bringing the total to **3**. They would then proceed to read page IN.**1**.

The **Player** may choose to spend **1 Willpower** to reroll up to **3** dice in an attempt to achieve a better result.

They follow the same rules than Skill checks but they only involve an Attribute. You therefore cannot add Automatic Successes from your Skills during these checks.

PACK CHECKS

Pack checks are checks that must be made by all **Players** and that only involve an **Attribute**.

The difficulty of these checks varies depending on the number of **Players**. After rolling, all **Players' Successes** are added together to meet or exceed that difficulty.

Example:

MAKE A **MENTAL PACK** CHECK			
PLAYERS :	1 | 2	3 | 4	
DIFF:	2 | 4	5 | 7	

For this example, assume the game table consists of **2 Players**.

They would refer to the second column of the table and must reach or exceed a Difficulty of **4** to succeed on the check. Each **Player** rolls a number of dice equal to their respective **Mental** level and then adds together their total number of successes.

Since no **Skills** are involved in those checks, you can not add any Automatic **Success** to your roll.

Players may spend **Willpower** to re-roll their Dice during **Caern Events** if they wish. However, any **Willpower** used in a **Caern Event** is deducted and cannot be recovered when starting the next Scenario.

RAGE CHECKS

Rage checks are special checks that always use a single **Rage** Die, regardless of your **Form**. Specific instructions will tell you when to perform one.

To resolve a **Rage** check, roll **1 Rage** Die:

- **0–2 Successes**: nothing happens.
- **Spiral**: increase your **Spiral** tracker by **1**.

COMBAT CHECKS

Combat checks are made whenever a **Player** plays an offensive **Combat** card. These checks determine whether the **Attack** hits the **Enemy** or not. The difficulty is set by the **Hit Value** of the targeted **NPC**. **Players** roll a number of **Black** Dice equal to their **Physical Attribute** (**1** die per level of **Physical**).

In **Crinos Form**, add **Rage** Dice equal to your current **Rage** level. If the total **Successes** from the **Rage** Dice alone reach or exceed **6**, the **Character** enters **Frenzy**.

SNEAK CHECKS

At times, remaining unnoticed will help you complete your objectives more smoothly. During the **Exploration** Phase, if you want to avoid detection when you enter or start your **turn** within the **Field of View** or **Blind Spot** of an **Enemy**, you must make a **Sneak** check (**Physical** + **Stealth**) with a difficulty indicated on the **Enemy**'s **State** card. The difficulty of a **Sneak** check is reduced by **1** in the **Blind Spot** of the **Enemy**

> **Example:** An **NPC** have a **Sneak** check Difficulty of **3**. To remain undetected, you'll have to get **3** successes in the **Field of View** and **2** successes in the **Blind Spot**.
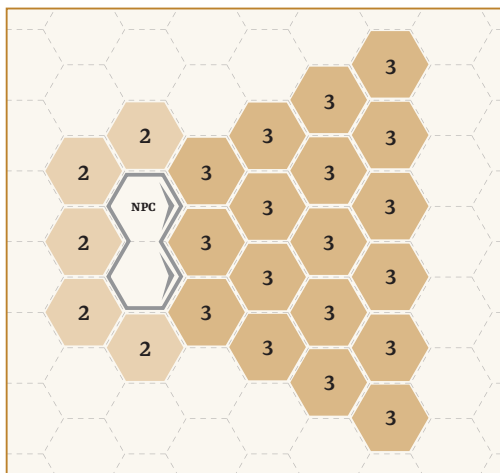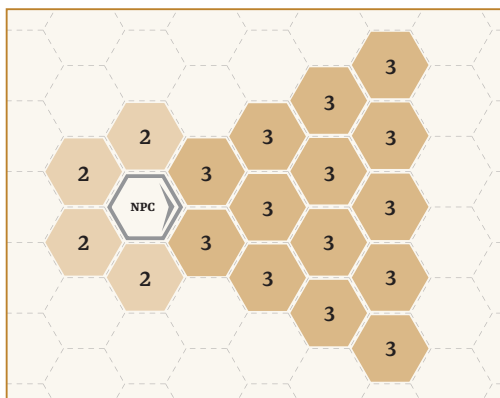
If you succeed on the check when first entering an **Enemy**'s **FoV**, you can move freely within that **Enemy**'s **Field of View** and **Blind Spot** until the end of your **turn**.

> **Example:** During your **Turn**, you enter an **Enemy**'s **FoV** and succeed on the **Sneak** check. From that moment, you are considered undetected by this **Enemy**. You may then leave its **Field of View**, interact with an **Investigation** token, and return without making another **Sneak** check. Once you have succeeded against an **Enemy**, you remain undetected by it for the rest of the **Turn**.

When you first enter an **Enemy**'s **Blind Spot**, make a **Sneak** check with the difficulty reduced by **1**. If your result meets or exceeds the full **Field of View** difficulty, you may then move freely within both the **Blind Spot** and the **Field of View** for the rest of your **Turn**. If your result only meets the reduced **Blind Spot** difficulty, you remain undetected in the **Blind Spot**, but you must roll again if you later enter the **Field of View**.

> **Example:** During your **Turn**, you enter the **Blind Spot** of an **Enemy**. The **Sneak** check difficulty is **3** (**2** in the **Blind Spot**). After rolling your Dice and adding your Automatic **Successes**, you only reach **2**. You remain undetected in its **Blind Spot** and can freely move within it. However, if you want to enter the **Field of View** of the **Enemy**, you will have to make another **Sneak** check and reach **3** to remain undetected.

If you move into a **Hex** that is within the **Field of View** or the **Blind Spot** of two different **Enemies**, you must make a separate **Sneak** check for each.

You cannot make **Sneak** checks while in **Crinos Form**. In this **Form**, you are always detected as soon as you enter or remain in an **Enemy**'s **Field of View** or **Blind Spot**.

While in **Lupus Form** you gain **1** Automatic **Success** for all your **Sneak** checks.

The result of a failed **Sneak** check varies depending on the **Enemies** involved. These outcomes will be referenced in the **Outcomes** section of the scenario **BOOKLET**.

You may choose not to make a **Sneak** check when entering or starting your **Turn** within an **Enemy**'s **Field of View** or **Blind Spot**. In this case, you are immediately detected. Always refer to the **Outcomes** section when this situation occurs.

SNEAK ATTACK CHECKS

While you remain undetected, you can attempt to neutralize an **Enemy**. Only **Enemies** whose **State** card is already on the table can be targeted by **Sneak Attacks**.

To attempt a **Sneak Attack**, you must meet two conditions:

- Not be detected.
- Stand in the **Enemy**'s **Blind Spot**.

Then, make a **Sneak Attack** check (Roll **1 Black** Die for each level of your **Physical Attribute** level). Every **Success** on that check inflicts **1 Unpreventable Damage** to the **Enemy**.

Since **Sneak Attacks** can only be made during the **Exploration** phase, and during this phase **Enemy State** cards are placed face down on the table, you cannot see how many **Health** points an **Enemy** has before making your **Sneak Attack**. You may only flip their **State** card after making your **Sneak Attack** roll.

If your **Sneak Attack** isn't powerful enough to defeat the targeted **Enemy**, the **Damage** is still applied. You are then immediately detected, and must refer to the **Outcomes** section of the Scenario **BOOKLET**.

You may perform a **Sneak Attack** on an **Enemy** even if it is within another **Enemy**'s **Field of View**. In this case, resolve the **Sneak Attack** and apply its **Damage**, then you are automatically detected. Afterward, refer to the **Outcomes** section of the Scenario **BOOKLET**.

If your **Sneak Attack** reduces the **Enemy**'s **Health** tracker to **0**, remove the **NPC** from the **Tile**. The **Enemy** has been silently neutralized, and you remain undetected.

EXPLORATION PHASE

OVERVIEW

The **Exploration** phase is the phase during which **Players** can freely move on the **Tile** within the limit of their **Movement** and interact with the various tokens and **NPCs** to start Narrative Sequences. Those sequences begins whenever a **Player** interacts with an **Investigation**, **Action** or **Door** token, a **Dialogue NPC** or triggers an **Instant** token.

This phase is played in **Rounds**. During a **Round**, each **Player** can in any order:

- **MOVE AND ROTATE** ACCORDING TO YOUR **CURRENT FORM**

- PERFORM **1 MAJOR ACTION:**
  - **Shapeshift**
  - Start an **Investigation** sequence if your are adjacent to an **Investigation** token
  - Start a **Dialogue** sequence if you are adjacent to a **Dialoguable NPC**
  - Start an **Event** if you are adjacent to a **Door** or an **Action** token

- PERFORM **EACH MINOR ACTION ONCE:**
  - Give an **Item** to another **Player**
  - Use **1 Rage** to **Quickshift**.
  - Use **1 Rage** to gain **2 Health**.
  - **Sneak Attack** an **Enemy**.
  - Use an Talisman **Item**.
  - Use a **Consumable Item**.
  - Use **Tribe Gifts**.

- **OR DO NOTHING**

Their **Actions** may be staggered.

> **Example: Player 1** moves **2 Hexes**, **Player 2** Interacts with a **NPC** and resolves the **Dialogue** sequence, **Player 1** interacts with an **Investigation** token and resolves the **Investigation** sequence, **Player 2** moves **3 Hexes**, **Player 1** uses a **Consumable Item**, **Player 2** uses **1 Rage** to **Quickshift**, etc.

Players' **Actions** cannot be performed simultaneously. The only exception is when **2** or more **Players** are adjacent to the same token or dialoguable **NPC** and wish to take part together in the same Narrative Sequence.

> **Example: Player 1** moves adjacent to **NPC 1**, **Player 2** moves adjacent to **NPC1**, **Player 1** and **2** use their Major **Action** to Interact with **NPC 1** and resolve the **Dialogue** sequence together.

No matter how a Narrative Sequence is triggered during the **Exploration** Phase, a new one cannot begin until the current Sequence is completed and a "**RESUME** PLAYING" instruction is given.

A **Round** can ends in to ways:

- All **Players** used all the **Actions** they have for that **Round**.
- **Players** decide together to end the current **Round**, even if some **Actions** remain unused. In this case, the **Round** immediately ends and the next one begins.

Making a **Sneak** check to remain undetected does not cost any **Action**.

Instant tokens are special tokens that trigger automatically when a **Player** enters an adjacent **Hex**. This does not require an **Action**.

EXPLORATION PHASE ROUND WALKTHROUGH

The **Round** begins. **Player 1** and **Player 2** are already adjacent to an **Investigation** token and decide to start the **Round** by using their Major **Action** to start an **Investigation** sequence. By doing so, they both are involved in the sequence and can make decisions together, decide who make the **Skill** checks they encounters, etc. While the sequence is in progress, no one else may act. Once it ends, **Player 1** and **Player 2** choose not to do anything else for the moment (Even if they didn't use their **Movement** or any Minor **Actions** this **Round**).

Player 3 and **Player 4** want to talk together to an **NPC** located **3 hexes** away from them. In **Homid** form, they both use all their movement one after the other to reach a free **Hex** adjacent to that **NPC**. Then, both spend their Major **Action** to start a **Dialogue** with the **NPC**. During the **Dialogue**, **Player 3** and **4** are injured and lose **2 Health** points each.

When the sequence ends, **Player 3** and **4** would like to heal but have neither an **Item** nor enough **Rage** to do so. Fortunately, **Player 1** and **2** have a healing potion each.

Player 1 and **2** decide to use their **Movement** to join **Player 3** and **4** in order to give them a Healing potion. Problem, **Player 3** and **4** are **5 Hexes** away and their is an **Enemy** on the path so they will have to sneak if they don't want to be detected.

Player 1 has a better level in **Stealth Skill** so they decide to act first. **Player 1** use a Minor **Action** to **Quickshift** in **Lupus Form** (They can't **Shapeshift** with a Major **Action** since they already used it to interact with the **Investigation** token). When entering in the **Field of View** of the **Enemy**, **Player 1** makes a **Sneak** check and succeeds it. Then **Player 1** move on a **Hex** in the **Blind Spot** of the **Enemy** and makes a **Sneak Attack** check and rolls **4** successes. **Player 1** Flip the **State** card of the **Enemy**, this one have **4 Health** points. The **Enemy** is defeated and removed from the **Tile**.

Player 1 uses their remaining **Movement** to move adjacent to **Player 3** and use an other Minor **Action** to give them a Healing Potion. **Player 3** uses this **Item** to heal with a Minor **Action**.

Now that the path is free from the **Enemy**, **Player 2 Quickshifts** into **Lupus** and moves adjacent to **Player 4** to give them an Healing potion too. **Player 4** uses this **Item** to heal.

No other **Players** wish to take **Actions** this **round**. The **round** ends, and the next one begins. All **Players** regain all their **Movement**, Minor, and Major **Actions**.

NARRATIVE SEQUENCE

The Narrative sequence includes **Dialogue**, **Investigation**, and **Event** sequences.

These sequences take place entirely within the Scenario **BOOKLETS** and can begin in several ways:

- The **Introduction** of a scenario instructs you to read a **Dialogue** or an **Event**.
- A **Player** interacts with an **Investigation**, **Action**, **Door** token or a Dialoguable **NPC**.
- A **Player** triggers an **Instant** token by passing through a **Hex** adjacent to it.
- Various other situations, such as the end of a **Combat**, the result of an event resolved in the OUTCOME section, etc.

You can only interact with **Investigation**, **Action**, **Door** tokens and Dialoguable **NPCs** while in **Homid Form** and during **Exploration** Phase.

Instant tokens, on the other hand, activate regardless of your **Form** and can also occur during the **Combat** Phase. Activating an **Instant** token does not cost an **Action**.

Only **Players** adjacent to an **Investigation**, **Action**, **Door** token or a Dialoguable **NPC** and who decide to use their Major **Action** to participate in the sequence may be involved. **Players** who are not involved in the sequence cannot interact with this sequence.

Note: *Having more than* 1 **Player** *involved in a Narrative sequence can be very useful, as* **Players** *can lend their unique skills and insight to the possible* **Skill** *checks.*

When a **Player** starts a Narrative sequence by interacting with a token or a **NPC**, other adjacent **Players** are not automatically included in the sequence. They have to accept to participate and spend their Major **Action** to do so.

Whenever a Narrative Sequence is triggered, use the Table of Contents in the Scenario **BOOKLET** to quickly find the corresponding page.

Only **4 Actions** from the **Exploration** Phase can be performed during a Narrative Sequence:

- Use a Talisman **Item**.
- Use a **Consumable Item**.
- Use a **Tribe Gift**.
- Use **1 Rage** to gain **2 Health**.

Note: *Those* **Actions** *can be performed anytime during the sequence (Before making a choice, after making a choice, when reading the Narrative flavor, etc.)*

These **Actions** can still be performed once per **Player** during a **Round**. If you already used one before starting the Narrative Sequence, you cannot use it again during that Sequence. Conversely, if you use one during the Sequence (for example, a Minor **Action** to use an **Item**), you will not be able to use it again until the next **Round**.

A Narrative Sequence can end in several ways:

- When you reach the instruction **RESUME** PLAYING. At that moment, close the Scenario **BOOKLET**. **Players** immediately resume their **Actions** and the **Round** continues as normal.
- You reach the instruction **COMBAT BEGINS**. In this case you enter a **Combat** Phase.
- You reach the end of the scenario.
- Or, reach the instruction SCENARIO FAILED.

Regardless of the type of token you interact with (including **NPCs**), you may continue interacting with it until it is removed from the **Tile** or until an explicit instruction tells **Players** otherwise.

> **Example:** "REMOVE INVESTIGATION TOKEN **#1** FROM THE TILE" or "Hassan **#02CAN** NO LONGER BE INTERACTED WITH"

It means that, in specific cases, you could engage a **Dialogue** several times with the same **NPC** or start an **Event** or an **Investigation** more than one time per token.

INVESTIGATION SEQUENCE

When you interact with an **Investigation** token on the **Tile**, you begin an **Investigation** sequence.

These tokens represent places of interest the **Pack** can investigate.

Investigations often provide you with valuable information about the current scenario. They may contain clues to help you better understand your environment, your foes, and your mission.

Reminder: You can not interact with **Investigation** tokens while in **Lupus** or **Crinos Form** or during a **Combat** Phase.

DIALOGUE SEQUENCE

A **Dialogue** sequence can be initiated when you stand on any **Hex** adjacent to a dialoguable **NPC** or when an **Event** in the **BOOKLET** instructs you to read a specific **NPC**'s **Dialogue** page.

A Dialoguable **NPC** you can interact with will always be represented in the **STORYBOOK** or in the **BOOKLET** setups with a speech bubble on their portrait.

When you initiate a **Dialogue** by interacting with a dialoguable **NPC**, refer to page D.**1** of that **NPC** in the Scenario **BOOKLET**. However, some **Events** or **Investigations** may also lead you into a **Dialogue**, in which case the specific **Dialogue** page will be indicated and may differ from D.**1**.

Sometimes **Events** or **Investigations** may lead you into a **Dialogue** with an **NPC**. Whenever that's the case, the **Dialogue** page to go to will be indicated, and may not be D.**1**.

> **Example:** Read the "Hassan" **Dialogue** page D.**4**

Reminder: You can not initiate **Dialogue** while in **Lupus** or **Crinos Form** or during a **Combat** Phase.

Sometimes the **NPC** will be removed from the **Tile** at the end of a **Dialogue**. If the **NPC** remains on the **Tile**, you may be able to speak with them again. In that case, return to page D.**1** of their **Dialogue** when you start a **Dialogue** sequence again with that **NPC**.

If the instruction "**NPC** CAN NO LONGER BE INTERACTED WITH" is provided, you can no longer initiate **Dialogue** with them despite the fact that they remain on the **Tile**.

EVENTS SEQUENCES

An **Event** is a versatile situation that represents everything that doesn't fall into **Investigation** or **Dialogue**.

You will find them in the **Events** section of the scenario **BOOKLETS**.

Passing by an **Instant** token or interacting with **Action** or **Door** tokens will always lead to **Events**, but some **Dialogues**, **Investigations** or even **Combats** can lead to certain **Event** pages depending on the situation.

Here are the **3** types of tokens that can lead you to **Event** pages:

ACTION TOKENS

You may interact with **Action** tokens by spending a **Major action** when adjacent to the token. Then, read the dedicated page indicated in the scenario Table of Content.

Reminder: You can not interact with **Action** tokens while in **Lupus** or **Crinos Form** or during a **Combat** Phase.

DOOR TOKENS

These tokens always represent an obstacle like doors or windows. **Door** tokens are double-sided. The first can be interacted with using a **Major action**, while the other side represents a **Sealed Door** that acts as an impassable obstacle. Depending on what happens during a scenario, a **Door** may transform into a **Sealed Door** and vice versa.

Reminder: You can not interact with **Door** tokens while in **Lupus** or **Crinos Form** or during a **Combat** Phase.

INSTANT TOKENS

Instant tokens activate automatically as soon as a **Player** enters a **Hex** adjacent to them, regardless of the **Player**'s **Form** (**Homid**, **Lupus** or **Crinos**) or the current phase (**Exploration** or **Combat**).

This means that only one **Player** will ever be involved in the **Events** triggered by a token.

When the adjacent **Player** finishes the sequence and resumes playing, if the **Instant** token is still on the **Tile**, it does not automatically get triggered again. The **Player** will need to move away from it and then come back to an adjacent **Hex** to trigger the sequence again.

Reminder: Triggering an **Instant** token does not cost any action.

> **Example:** A player can move, trigger the **Instant** token by passing by, resolve the entire sequence related to that **Event**, move again once the **Event** is completed, and then initiate a **Dialogue** with an **NPC**.

In rare cases **2** or more **Players** could both be adjacent to an **Instant** token. Even in this case only **1 Player** can interact with the token.

You may find yourself in this situation mainly in two cases:

An **Instant** token is set on the **Tile** during the scenario and several **Players** are already adjacent to the **Hex** on which it is set on. In this case choose which **Player** will trigger it.

Player 1 triggers the **Instant** token, resolve the **Event** sequence and decide to stay here and not move. **Player 2** move on an adjacent **Hex** to the token. **Player 1** is still adjacent too, but only **Player 2** will be involved in the sequence.
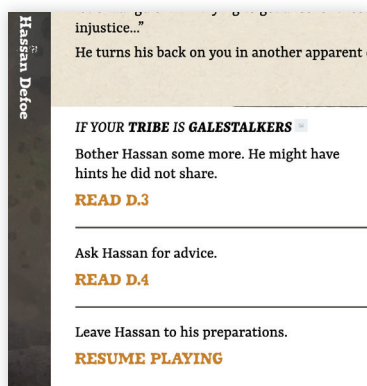
CHOICES

When diving into the Narrative sequences, you will have choices to make. These choices are divided into **2** categories: free choices and forced choices.

Free choices are always displayed at the bottom of Narrative pages. They let you decide which path to follow and are always marked by the instructions "READ" or "REFER." Some choices may require specific conditions, such as belonging to a particular **Auspice** or **Tribe**. Even if you meet these conditions, you are not forced to take that option and may choose another path instead.
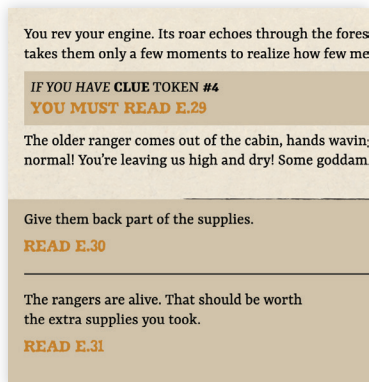
Forced choices are always displayed in the top of the page and are indicated by the instructions "MUST READ" or "MUST REFER" These choices always have conditions. If you meet them, you must stop reading the page and immediately go to the page indicated by the instruction.

Example:

> Hassan Defoe
>
> injustice..."
> He turns his back on you in another apparent ⟨
>
> *IF YOUR **TRIBE** IS **GALESTALKERS***
> Bother Hassan some more. He might have hints he did not share.
> **READ D.3**
>
> Ask Hassan for advice.
> **READ D.4**
>
> Leave Hassan to his preparations.
> **RESUME PLAYING**

In this case, if you **Tribe** is Galestalkers, you can choose between the **3** choices and read the coresponding page. You have access to **1** choice specific to your **Tribe**.

If you're not a Galestalker, you only have access to the last **2** choices.

> You rev your engine. Its roar echoes through the fores takes them only a few moments to realize how few me
>
> *IF YOU HAVE **CLUE** TOKEN #4*
> **YOU MUST READ E.29**
>
> The older ranger comes out of the cabin, hands wavin; normal! You're leaving us high and dry! Some goddam
>
> Give them back part of the supplies.
> **READ E.30**
>
> The rangers are alive. That should be worth the extra supplies you took.
> **READ E.31**

If you have the **Clue** token **4**, you must read page E.**29**.

Otherwise, you'll be able to choose between the **2** choices in the bottom of the page.

CONSEQUENCES

Most of time, when making choices, **Players** will face consequences (**Effect** Cards, Bonus, etc.)

When more than **1 Player** is involved in a sequence, consequences could apply only to one **Player** or to everyone.

When the choice you make is linked to an **Auspice**, **Tribe**, to an **Item** you carry, etc, the consequences on the next page will apply to the **Player** linked to the choice.

When a choice requires a **Skill** check, the **Player** who makes the check faces the consequences on the next page.

If the choice is not tied to a **Skill** check or any specific condition, the group must decide beforehand which **Player** will face the potential consequences.

> **Example: 2 Players** are involved in a **Dialogue** sequence. A **Skill** check is required to persuade the **NPC**. Since **Player 1** has a higher level in **Dialogue**, they take the responsibility of rolling the Dice. The **rewards** or penalties listed on the following page will be granted to **Player 1**.

> **Example: 2 Players** are involved in a **Dialogue** Sequence. None of the choices require a **Skill** check or are tied to a condition. **Player 1** chooses to take responsibility for the decision. The **rewards** or penalties on the following page apply to them.

However, in any case and regardless of the type of choice you made, some consequences apply to all **Players** involved in the sequence, or even to all **Players** on the **Tile**, including those not involved in the sequence.

In these cases, the consequence will always be accompanied by the instruction ALL PLAYERS INVOLVED IN THE SEQUENCE... or ALL PLAYERS...

> **Example: ALL PLAYERS INVOLVED IN THE SEQUENCE TAKE 1 DAMAGE**
>
> In this case, even if this consequence is the result of a failed **Skill** check made by **1 Player** on the previous page, all **Players** involved in the sequence will suffer the consequence.
>
> **ALL PLAYERS TAKE 1 DAMAGE**
>
> In this case, all **Players** take **1 Damage**, even those who are not involved in the sequence.

TOKENS AND CARDS

During a scenario, you may be prompted to collect certain tokens or cards that track the paths and decisions you have made. Several types are presented here:

CLUE TOKENS

The **Clue** tokens allow tracking **Events** within the same scenario. They can be acquired after making some choices. **Clue** tokens are discarded at the end of each scenario. A reminder will always be given in the **Conclusions** of the scenarios.

Clue tokens are common to the **Pack**.

> **Example: Player 1** collects the **Clue** Token **#1**. Later, **Player 2** is asked if they have **Clue** Token **#1** while reading an **Event** page. Even if **Player 1** is nowhere near **Player 2**, the whole **Pack** is considered to have **Clue** Token **#1** and so **Player 2** may follow the instruction related to that **Clue** token on the **Event** page they are reading.

PROGRESS TOKENS

In most cases, **Progress** tokens are used to track your different choices and actions.

Their most common use is during **Investigations**, to determine how many elements you have uncovered in the course of your search and will give or deny you access to some branches later in the scenario depending on how many of them you have.

Sometimes they are used to track other metrics.

> **Example:** You may be asked to take **6 Progress** tokens and discard **1** each time you kill an **Enemy**. Later in the scenario, you will be asked how many you have left , leading you to a specific outcome.

Progress tokens are discarded at the end of each scenario. A reminder will always be given in the **Conclusions** of the scenarios.

**Progress** tokens are common to the **Pack**.

JOURNEY CARDS

Journey cards are used to track scenario-specific **Events** and choices across the whole **Campaign**.

> **Example:** You may be asked to take a **Journey** card in Scenario **1** and only reference that card in Scenario **20**.

Journey cards are kept until the game instructs you to discard them. Sometimes you may hold a **Journey** card that is never used again in the **Campaign**. This can happen for many reasons: perhaps your choices allowed you to avoid certain consequences, or a later decision prevented you from using a potential advantage. **Journey** cards are not inherently good or bad, they are simply Karma waiting to unfold.

Journey cards are common to the **Pack**.
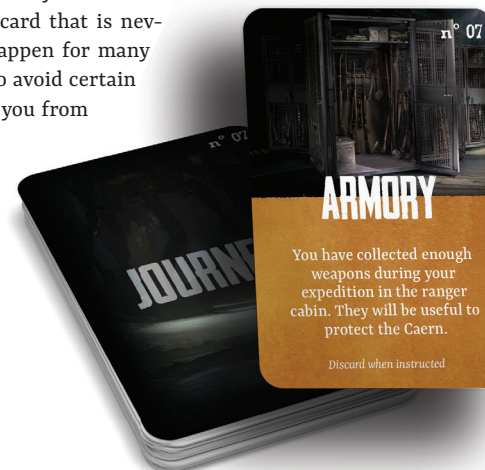
EFFECT CARDS

Effect cards are cards that **Players** can acquire during scenarios based on the choices they make or situations they find themselves in. Some provide bonuses, while others impose penalties.

Effect cards can target either the **Pack** or a single **Players** but never an **Ally**.

When an instruction tells you to draw an **Effect** card that can only be held by a single **Player**, it is given to the **Player** who made the last choice before obtaining it. If the card must be discarded at a specific moment, this instruction will always be indicated at the bottom of the card.

Effect cards are discarded at the end of each scenario. A reminder will always be given in the **Conclusions** of the scenarios.

COMBAT PHASE

OVERVIEW

Combat can be triggered in various ways. When it begins, **Initiative** is determined for all participants. Then, in **Initiative** order, **Players**, **Allies**, and **Enemies** take **turns** to move, attack, or defend.

A **Combat** is divided into **2** parts:

- **Rounds**, in which **Players** and **NPCs** take **Turn**. A **Round** ends when all **Characters** have taken their **Turn**.
- **Turns**, in which **Players** decide on which **Action** to take, and **NPCs** move and attack. A **Turn** is over when the **Character** has exhausted their **Actions**.

Key concepts to remember:

DAMAGE (DMG)

The harm inflicted on a **Target**. These **Damage** can be reduced or absorbed if the **Target** has one or more **Resistance** tokens.

UNPREVENTABLE DAMAGE (UDMG)

Damage inflicted on the **Target** that bypasses both the **Hit Value**, the **Resistance** tokens and the **Crinos Armor**. If a **Player** fails their roll to surpass the **Target**'s **Hit Value** but their attack also inflicts **Unpreventable Damage**, the latter are applied regardless.

ADDITIONAL DAMAGE OR UNPREVENTABLE DAMAGE (+X DMG OR +X UDMG)

Additional **Damage** or **Unpreventable Damage** are added to the base **Damage** of an **Ability**. They are not considered as a separate source of **Damage**. It is simply added and cannot trigger a **Bleed** token a second time.

HIT VALUE

The value that the **Player** must reach in order to apply the **Damage** and **Effects** of their **Combat** card to the **Target** (Except for **Unpreventable Damage** which ignores **Hit** value). Only **Enemies** have a **Hit Value**.

CRITICAL HIT VALUE

The value that the **Player** must reach to apply the **Critical Effects** displayed on the **Target**'s **State** card. Only **Enemies** have a **Critical Hit Value**.

COMBAT BEGINS!

A **Combat** phase begins when an instruction in the scenario **BOOKLET** triggers it.

When **Combat** begins:

- If prompted, set the **Players** on the **Tile** following the setup instructions. If not, let the **Players** at the place they already are.
- If you are playing with **Caern Allies**, set them adjacent to any **Player** and place their **State** card on the left of the **Tile**.
- If prompted, set **Scenario Allies** on the **Tile** following the instructions in the setup and place their **State** cards face up on the left of the **Tile**.
- If they were not on the **Tile** before the **Combat**, set all **Enemies** on the **Tile** following the instructions in the setup and place their **State** cards face up on the left of the **Tile**.
- If they were already on the **Tile**, flip **Enemies State** cards face up.
- Set a **tracking clip** on the maximum value of each **NPC**'s **Health** tracker.
- Set the **Initiative** tracker on the right of the **Tile**.
- Place all participants' **Initiative** tokens on the left side of the **Initiative** tracker at their corresponding **Initiative** level. For **Enemies**, also place a duplicate **Initiative** token on the right side of their **State** card.
- Shuffle the **Enemy Combat** deck and place it next to their **State** cards.
- If a **Boss** is involved in the **Combat**, place the **Boss** deck next to their **State** card without shuffling.

When a **Combat** phase begins, all **NPCs** on the **Tile** with a **State** card become involved in **Combat**.

All **Main Characters** are involved as well.

Players can choose their **Form** at the start of a combat only if an instruction in the **BOOKLET** say so. Otherwise they must stay in the **Form** they were before the **Combat** begin.

Reminder: During **Combat**, **Instant** tokens can be triggered by **Players**, but not **Investigation**, **Dialogue**, **Door**, or **Action** tokens.

Important: **Combat** only begins when the instruction **COMBAT BEGINS** is given. **Players** cannot choose to initiate **Combat** on their own..

COMBAT ENDS!

Combat ends when:

- An instruction calls for the end of **Combat**.
- All **Enemies** have been **Defeated**.
- The **Players** are **Defeated** (Even if an **Ally NPC** is still alive). In this case, the scenario ends in failure.

However, as soon as the **Combat** ends, **Players** immediately remove all **Bleed**, **Poisoned**, **Immobilized**, or **Resistance** tokens they have on them and will not suffer from their **Effects** anymore. You must also remove all **Traps** and **Spirit** tokens from the **Tile**.

If the last **Enemy** on the **Tile** has an **Affix** and it triggers an **Effect** upon the **NPC**'s death, then the **Combat** ends once the **Affix Effect** is resolved.

> **Example:** **NPC 1** has the "explosive" **Affix**, which deals **Unpreventable Damage** to all adjacent **Characters** upon the **NPC**'s death. If it is defeated and was the last **Enemy** on the **Tile**, it explodes, dealing **Unpreventable Damage** to any adjacent **Characters** if applicable, and then the **Combat** immediately ends.

INITIATIVE

Initiative determines the order in which **Players** and **NPCs** take their **turn** during **Combat Rounds**. The **Character** with the highest **Initiative** take its **turn** first.

- **Players'** **Initiative** is equal to their **Physical Attribute** level.
- The **NPCs'** **Initiative** (**Allies** or **Enemies**) is directly written on their **State** card.
- **Spirits** have the same **Initiative** than the **Players** who invoked them.

The **Initiative** tracker helps quickly identify the order in which participants act and which ones have already acted during a **Round**. Around this tracker, the **Initiative** tokens of both players and **NPCs** are placed.

- **Players** use **Initiative** tokens of a color corresponding to their **Character Board**.
- **Allies** use **Initiative** tokens on which their portrait is printed.
- **Spirits** use **Initiative** tokens numbered from **1** to **2**.
- **Enemies** use numbered **Initiative** tokens from **1** to **10**, always in pairs. One of them is placed along the **Initiative** tracker, and the other is placed on the right of the **Enemy**'s **State** card.

Enemies are always assigned their **Initiative** token number when they are placed on the **Tile**.

INITIATIVE STEP BY STEP

At the beginning of the **Combat**, place all the **Initiative** tokens to the left of the **Initiative** tracker, aligned with the numbers corresponding to the participants' **Initiative** level.

When a participant finishes their **Turn**, move their **Initiative** token to the right of the tracker. Once all the **Initiative** tokens are to the right, the **Round** is over. Begin the next **Round** during which the **Initiative** tokens will move to the left at the end of each **Turn** and repeat this until the end of the **Combat**.

INITIATIVE TIES

If multiple **Players**, **Allies** or **Spirits** have the same **Initiative**, you choose who goes first.

If **Players**, **Allies**, **Spirits** and **Enemies** have the same **Initiative**, **Players**, **Allies** or **Spirits** go first.

If **Enemies** share the same **Initiative**, resolve their **turns** in the following order: **Bosses** first, then **Leaders**, then **Commons**, and finally **Minions**.

If **Commons** have the same **Initiative**, they act in ascending order of their **Initiative** token (from the lowest number to the highest). The same rule applies to **Leaders** and **Bosses**.

Minions act in the ascending order of their token number.

RETAIN INITIATIVE

Players may retain their **Initiative**. When their **Turn** comes, instead of acting immediately, they may choose to wait and let other **Characters** play first. In that case, their **Initiative** token remains on the same side of the tracker as at the start of the **Round**. The **Player** may then decide to take their **Turn** later, at any point after a **Character**'s **Turn** with the same or lower **Initiative**.

> **Example:** **Player 1** and **NPC 1** both have **Initiative 4**. **NPC 2** has **Initiative 3**, and **NPCs 3** and **4** both have **Initiative 2**. Normally, **Player 1** would act first, but they may choose to delay their **Turn** and instead play between **NPC 3** and **NPC 4**.

Retain **Initiative** only lasts for the current **Turn**. When a **Player** who retained their **Initiative** finish their **Turn**, set their **Initiative** token on the other side of the **Initiative** tracker as usual. The **Initiative** is not decreased.

The same rule applies to the **Allies** and the **Spirits** since they are controlled by **Players**.

You can only retain your **Initiative** before you make any **Action** or **Movement**.

EFFECT TOKENS

Effect tokens are bonuses and penalties that can be applied to a **Target** during **Combat**. They always function the same way, regardless of whether they are applied to a **Player** or an **NPC**.

Those tokens are automatically discarded when a **Combat** ends.

Reminder: Minions are immune to **Effect** tokens.

RESISTANCE (RES)

Each **Resistance** token absorbs **1 Damage**. For each **Damage** absorbed, **1 Resistance** token is discarded. In any case they are all discarded at the end of the **Target**'s next **Turn**. They do not absorb **Unpreventable Damage**. You may have more than one **RES** token at the same time.

POISONED (PSN)

Inflicts **1 Unpreventable Damage** per **Poisoned** token at the end of each target's **Turn**. It can be removed by certain **Combat** cards, **Allies Abilities**, or **Consumables**. **NPCs**, unless otherwise indicated in a scenario, cannot get rid of **Poisoned** tokens. You may have more than one **PSN** token at the same time.

BLEED (BLD) – CUMULATIVE

Each time the target suffers at least **1 Damage** or **Unpreventable Damage** from an **Attack**, it takes **1** additional **Unpreventable Damage** per **Bleed** token. It can be removed by certain **Combat** cards, **Allies Abilities**, or **Consumables**. **NPCs**, unless otherwise indicated in a scenario, cannot get rid of **Bleed** tokens. You may have more than one **BLD** token at the same time.

Important: **Bleed** tokens are not triggered by additional **Damage** or additional **Unpreventable Damage**.

IMMOBILIZED (IMM) – NOT CUMULATIVE

Prevents the target from moving from the **Hex** it occupies. Rotation is still allowed. An **Immobilized Character** can still be Pushed or set on a different **Hex** by an other **Character** or effect. It is discarded at the end of the **Character**'s next **Turn**.

An exception is made when a **Character** get a **Immobilized** token after moving on a **Trap** during its active **Turn**. The **Immobilized** token will be discarded at the end of its current **Turn**. You may **not** have more than one **IMM** token at the same time.

FRIENDLY FIRE

During **Combat**, friendly fire is enabled, which means that if a **Player** deals **Damage** in an Area and another **Player** or **Ally** is within this Area, they will suffer the **Damage** and **Effects** of the **Attack**. This also applies to **Enemies** who may end up hitting each other if you manage to position them in a way that causes it to happen.

USING ABILITIES

This section explains how **Abilities** work in terms of **Targets** and Shapes. All these concepts apply to both **Players** and **NPCs**. Specific rules that apply only to **Players** or **NPCs** will be covered in their dedicated sections.

TYPE OF TARGETS

There are different types of **Targets**, and they will always be clearly indicated in the instructions. A **Target** may be a specific number of **Characters** (**1**, **2**, **3**, etc.), a maximum number (up to **2**, up to **3**, etc.), all **Characters**, all **Enemies**, all **Allies**, all **Pack Members**, or simply yourself.

There are different types of **Targets**, and they will always be clearly indicated in the instructions.

This information lets you know which **Character** is affected by or benefits from an **Ability**'s **Effects**. It is important to distinguish the terms **NPCS**, **Enemies**, **Allies**, **Caern Allies**, **Players**, **Pack Members**, **Main Characters**, **Minions**, **Commons**, **Leaders** and **Bosses** to interpret the **Target** properly.

"All" means that you can not select specific **Targets** among the **Characters**. Be careful of Friendly **Fire** in these cases. If a **Player** uses an **Ability** which have **Effects** on "All **Players**", **Effects** apply to them too. The same rule applies for **Enemies** with **Effects** on "All **Enemies**".

> **Example: (Self) +1 Mov.** In this case the **Character** who made the **Ability** can move by **1** more **Hex** this **turn**.
>
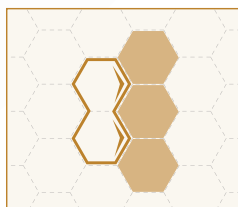> (All **Players**) +1 BLD token. In this case all **Players** will take **1 Bleed** token.

ABILITIES SHAPE AND RANGE

IN FRONT

In front represents the **Hexes** adjacent in front of a **Character** (the direction of they're facing).

1 Hex Character   **2 Hexes Character**

> **Example: (1** in **front)** means that the **Ability** will affect precisely **1** chosen **Character** in **front**.
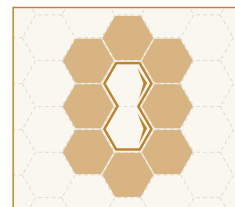>
> (**All** in **front**) means that the **Ability** will affect all **Characters** standing in front.

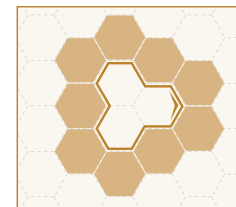### ADJACENT

Adjacent represents the all the **Hexes** adjacent to a **Character**.

1 Hex Character   **2 Hexes Character**   **3 Hexes Character**

> **Example: (2** adjacent) means that the **Ability** will affect precisely **2** chosen adjacent **Characters**.
>
> (All adjacent **Allies**) means that the **Ability** will affect all adjacent **Allies**.

ON TILE

On **Tile** means anywhere on the **Tile**.

> **Example: (1 Player** on **Tile)** means that the **Ability** will affect precisely **1** chosen **Player** on the **Tile**.

IN FOV

In **FoV** is used for **ranged Abilities**. It is always accompanied by a range, which determines how many **Hexes** away the **Ability** can take effect. The **Character** who use an **Ability** in **FoV** must have **Vision** on the **Target**, meaning that if an obstacle block the **Vision**, the **Character** can't use the **Ability**.
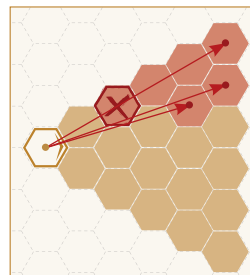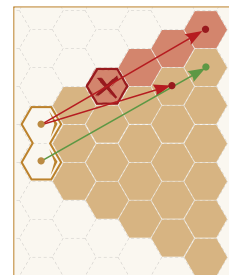
1 Hex Character   **2 Hexes Character**
(Fov of **5**)   (Fov of **5**)

> **Example: (1** in a **FoV** of **5)** means that the **Ability** will affect precisely **1** chosen **Character** that the **Character** making the **Ability** can see in a range of **3 Hexes**.
>
> (All in a **FoV** of **2)** means that the **Ability** will affect all **Characters** that the **Characters** can see in a range of **2 Hexes**.
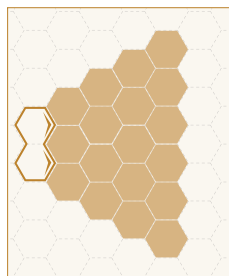
IN CONE

In **Cone** is used for Area abilities which take the form of a **Cone**. It is always accompanied by a range, which determines how many **Hexes** away the ability can take **Ability**. In cone responds to the same rules than **FoV** except that **Characters** do not block the **Vision**.
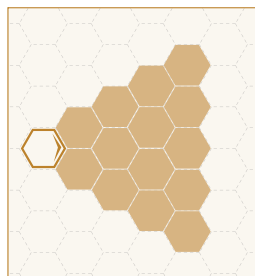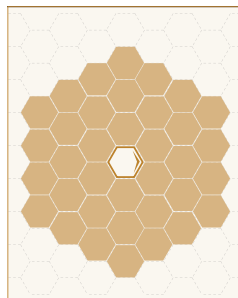
1 Hex Character
(**Cone** of **4**)

2 Hexes Character
(**Cone** of **4**)

Example: (**2** in a **Cone** of **3**) means that the **Ability** will affect precisely **2** chosen **Characters** in a range of **3 Hexes** even those behind other **Characters**.
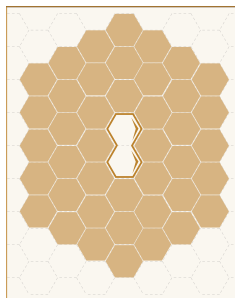
(All in a **Cone** of **2**) means that the **Ability** will affect all **Characters** in a range of **2 Hexes** even those behind other **Characters**.
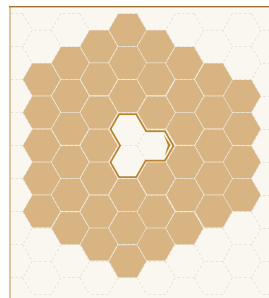
IN CIRCLE

In **Circle** is used for Area **Abilities** which take the form of a **Circle** at least **2 Hexes** wide. It is always accompanied by a range, which determines how many **Hexes** away the **Ability** can take effect. In **Circle** responds to the same rules than In **Cone**.

1 Hex Character
(**Circle** of **3**)

2 Hexes Character
(**Circle** of **3**)

3 Hexes Character
(**Circle** of **3**)

Example: (All **Players** in a **Circle** of **2**) means that the **Ability** will affect all **Players** in a range of **2 Hexes** around the **Character** even those behind other **Characters**.

(**1** in a **Circle** of **5**) means that the **Ability** will affect precisely **1** chosen **Character** in a range of **5 Hexes** even if this **Target** is behind other **Characters**.

SPECIAL ABILITIES

Some **Abilities** could not have any specific **Target** or Shape.

Example 1: The "Use Tool" **Combat** card.

> Visuals coming soon.
> Work in progress.

This card does not display any information regarding a **Target** or an **Ability** Shape. The Weapon **Item** card you'll associate for your **Attack** will display all those information.

Example 2: The "Invoke" **Combat** card.

> Visuals coming soon.
> Work in progress.

This **Ability** is neither an **Attack** nor a Defense and does not target anyone in particular. It allows you to invoke a **Spirit** and set it adjacent to you if a **Hex** is free.

In any case the information about the **Effects** of these **Abilities** will always be clearly indicated on the cards.

ORDER OF EXECUTION

The **Effects** of an **Ability** are always shown in the sequence in which they must be executed.

When an **Ability** has multiple **Effects** happening to different **Targets**, execute these **Effects** in the order they are written.

The same rule applies for any modifiers or additional **Effects**.

Example 1: You decide to use the "Punch" **Combat** card.

Modifier: +**1 Success**

(**1** in Front) **2 Dmg**

(Self) +**1 Rage**

In this case, you start by adding **1 Success** to your **Combat** check, then, If the roll is a success, your **Target** (**1** in Front) takes **2 Dmg**, then you (Self) increase your **Rage** tracker by **1**.

APPLYING DAMAGE AND EFFECTS

When a **Player** rolls a successful **Combat** check to **Attack** a **Target**, all **Effects** are applied even if the **Target** managed to handle the **Damage** with **Resistance** tokens.

The same rule applies when an **NPC Attacks**. The difference is that **NPCs** automatically succeed in their **Abilities**.

For both **Players** and **NPCs**, when an **Ability** has an **Effect** on "Self", all the **Effects** applies automatically if the **Attack** is a success even if **Damage** have been handled with **Resistance** tokens.

If an **Ability**, a **Critical Effect** or a **Glorious Attack** deals additional **Damage** or additional **Unpreventable Damage** on top of the base **Damage**, these additional **Damage** are not considered a separate source of **Damage**. It is added and cannot trigger a **Bleed** token a second time.

If an **Ability**, a **Critical Effect** or a **Glorious Attack** deals additional **Effects** on top of the base **Effects**, these additional **Effects** are applied on the **Target** after all the base **Effects**.

PUSHED BACK / SET

Some **Abilities** may Push Back or Set the **Target** toward or on a specific **Hex**.

SET:

When an **Ability** instructs you to "Set the **Target** a certain number of **Hexes** away," choose a free **Hex** exactly at that distance and place the **Target** on it. If the instruction says "up to," then you may choose any free **Hex** within that range.

In either case, the **Target** does not trigger **Traps** or **Fire** tokens along the way, and its movement is not blocked by **Characters**. Consider the **Target** as if it were lifted over the **Tile**. However, **Walls**, **Action**, **Door**, **Instant**, **Investigation**, and **Obstacle** tokens still block movement.

A **Target** may be placed on a **Hex** that already contains a **Trap**, **Fire**, or **Difficult Terrain** token.

PUSH BACK:

When an **Ability** instructs you to "Push Back the **Target** a certain number of **Hexes**," move the **Target** across each **Hex** between its current position and the destination. If the path crosses **Fire** tokens or **Traps**, the **Target** triggers them. If it crosses a **Difficult Terrain** token, the **Target** suffers its **Effects**. **Walls**, **Action**, **Door**, **Instant**, **Investigation**, and **Obstacle** tokens still block movement.

Allies and **Players** may be pushed through other **Allies** or **Players**, and **Enemies** may be pushed through other **Enemies**. If multiple **Characters** are pushed back at the same time, move them starting with the farthest one. The **Target** must always be pushed along the shortest path to the destination **Hex**. If the **Ability** specifies "up to," you may choose any free **Hex** within the given range. Otherwise, the **Target** must be pushed exactly the indicated number of **Hexes**, provided nothing blocks the movement.

In either case, the Push immediately ends when movement is blocked.

PLAYER IN COMBAT

On your **Turn** during the **Combat** Phase, you may perform the following **Actions**, and you can do them in any order:

• **MOVE AND ROTATE** ACCORDING TO YOUR **CURRENT FORM**

• PERFORM **1 MAJOR ACTION:**
  – Play a **Combat** card
  – **Shapeshift**
  – **Sprint** (Add **2** to your movement)

• PERFORM **EACH MINOR ACTION ONCE:**
  – Use **1 Rage** to **Quickshift**
  – Use **1 Rage** to gain **2 Health**
  – Give an **Item** to another **Player**
  – Use a Talisman **Item**
  – Use a **Consumable Item**
  – Use a **Tribe Gifts**

• **OR DO NOTHING**

Reminder: **Movement** can be split.

> **Example:** You can use **1** rage to **Quickshift**, move **2 hexes**, use a consumable, play a **Combat** card, move **1 hex**, give an **Item** to an other player.

COMBAT DECKS

During a **Combat** phase, **Players** use cards from their **Combat** decks on their **turn** to either **Attack**, Defend or generate other **Effects** that will influence **Combat**.

Each **Form** has its own associated **Combat** cards. When you Shift into a **Form**, you can only use the **Combat** cards tied to that **Form**.

All **Players** start the **Campaign** with a **Combat** deck consisting of **6 Homid** cards, **6 Lupus** cards, and **6 Crinos** cards. This deck is called Base deck.

Other cards will be unlocked throughout the **Campaign**. These cards are part of the **Advanced** deck, and all **Players** will acquire them at various milestones.

We recommend separating your deck into three smaller decks according to the **Forms** associated with each card, and placing them under your **Character Board**, beneath the stops provided for this purpose.

On each card, you may find some or all of the following information depending on the card:

- Name
- Type of **Deck**
- **Form**
- Die icon
- **Effects**
- **Damage**
- Cost
- Modifier
- Requirements
- Any special instruction

Visuals are work in progress.

Combat cards can only be used during the **Combat** Phase.

If a **Combat** card has a Cost, it must be paid after all **Damage** and **Effects** are resolved. If the **Combat** check fails, the Cost must still be paid. Before playing a **Combat** card, the **Player** must ensure they have the resources required to use it.

> **Example:** If a card indicates a cost of **1 Rage**, they must have at least **1 Rage** to use it.

Combat cards are never discarded after use and the same card can be played multiple times during the **Combat** as long as the **Player** has the necessary resources or meet the requirements to use it.

Information and **Effects** on the **Combat** cards are displayed in the order they have to be executed.

> **Example:** The "Ground Smash" **Combat** card
>
>
>
> Visuals coming soon. Work in progress.
>
> • Remove **1** success to your **Combat** check
> • Deal **2 Damage** to All character in a **Cone** of **3**
> • Decrease your **Rage** tracker by **1**

USING COMBAT CARDS

Some **Combat** cards have offensive **Effects**, while others are more supportive.

If the **Target** displayed on a **Combat** card is not specifically a **Player**, an **Ally** or an **Enemy**, you can use it on either **Players**, **Allies** or **Enemies** (meaning you could choose to use an offensive **Combat** card against an other **Player** or an **Ally**).

Reminder: You can only use **Combat** cards suiting your current **Form**.

TARGET WITH A HIT VALUE

If the **Target** have a **Hit Value**, you will have to make a **Combat** check to determine if you hit it.

Roll a number of **Black** Dice equal to your **Physical Attribute** level, plus any bonus Dice granted by the **Combat** card, **Tribe Gifts**, or **Effect** cards you choose to use. Then, adjust the result by adding or subtracting any Automatic **Successes**.

If the result of the **Combat** check meets or exceeds the **Target**'s **Hit Value**, you can apply the **Damage** or **Effects** of the **Combat** card.

Example: You decide to use the "Bite" **Combat** card against an **Enemy** with a **Hit Value** of **3**. Your **Physical Attribute** is **2**, so you roll **2 Black** Dice and get **1 Success**. Normally, this wouldn't be enough, but the "Bite" card grants **1** Automatic **Success**. You then spend **1 Willpower** to re-roll the die that showed **0 Successes**, and this time it gives you **1 Success**. With a total of **3 Successes**, you meet the **Enemy**'s **Hit Value** and can apply the **Damage** and **Effects** listed on the **Combat** card.

Reminder: In **Crinos Form**, add a number of **Rage** Dice equal to your current **Rage** level to your dice pool.

Example: You are attacking in **Crinos Form** with a **Physical Attribute** of **3** and your current **Rage** is **4**, you must roll **3 Black** Dice and **4 Rage** Dice. If this value is equal to or greater than the **Hit** value of the **Target**, the **Attack** is successful. Apply any **Damage** and **Effects** listed on the **Combat** card.

Reminder: In any case you can't roll more than **10 Black** dice and **5 Rage dice**.

TARGET WITH A CRITICAL HIT VALUE

If an **Enemy** has a **Critical Hit Value** and the number of **Successes** rolled is equal to or greater than it, the **Critical Effect** listed on the target's **State** card is added to the **Damage** and **Effects** of the **Combat** card played.

First you Apply the **Damage** and Additional **Damage** of the **Combat** card and **Critical Effects** then you apply the **Effects** of the **Combat** card, then the Additional **Effects** of the **Critical Effects**.

Example: You use the "Deep Fangs" **Combat** card against an **Enemy** with a **Hit Value** of **3** and a **Critical Hit Value** of **5**. The **Enemy**'s **State** card shows a **Critical Effect** of **+2 Damage**. You roll **2 Black** Dice from your **Physical Attribute** (**2**) and add the **+1** Automatic **Success** from your **Combat** card. Your dice roll gives **4 Successes**, plus the **1** Automatic **Success**, for a total of **5**. This meets the **Critical Hit Value**. You inflict **3 Damage** (**1** from the **Combat** card and **2** from the **Critical Effect**), then apply **1 BLD** token.

TARGET WITH A GLORIOUS HIT VALUE

If the number of **Successes** is equal to or greater than the **Glorious Hit** value and additionally, the **Player** fulfills the conditions required for the **Glorious Attack** as displayed on the **Enemy**'s **State** card, they refer to the page in the **BOOKLET** designated for **Glorious Attacks** to discover the **Effect** they will add to the **Damage** and the **Effects** of the **Combat** cards. The **Critical Effects** are ignored, and only the **Effects** of the **Glorious Attack** are applied.

First you Apply the **Damage** and Additional **Damage** of the **Combat** card and **Glorious Attack** then you apply the **Effects** of the **Combat** card, then the Additional **Effects** of the **Glorious Attack**.

Reminder: A **Glorious Attack** can only be triggered once per **Enemy**. You may also choose not to trigger a **Glorious Attack**, even if you meet its conditions.

UNPREVENTABLE DAMAGE (UDMG)

If a **Combat** card deals **Unpreventable Damage** (UDMG), that **Damage** is always applied, even if the **Combat** check fails. You must still roll the check to determine whether other **Effects** apply, and to see if you reach the **Critical Hit Value** or trigger a **Glorious Attack**.

> **Example:** A **Player** uses the "Takedown" **Combat** card on an **Enemy**.
>
> If the **Combat** check is a success, the **Player** deals **3 Damage** and **1 Unpreventable Damage**.
>
> If the **Combat** check is a failure, the **Player** deals **1 Unpreventable Damage**.

MULTI TARGETS ATTACK

If a **Player** uses a **Combat** card that deals **Damage** or **Effects** to multiple **Targets**, they roll only once. After the **Combat** check, the **Player** determines which **Targets** were hit. Any **Target** without a **Hit Value** automatically suffers the **Damage** and **Effects** of the **Attack**.

> **Example:** A **Player** uses the "Ground Smash" **Combat** card
>
> Visuals coming soon. Work in progress.
>
> This **Attack** targets all **Characters** in a **Cone** of **3**. The **Player** makes a **Combat** check to determine if **Enemies** are hit. If there is also an **Ally** or another **Player** within the **Cone**, they are automatically hit by the **Attack**, even if the attacker fails the **Combat** check.

TARGET WITH NO HIT VALUE

If your **Target** is a **Character** without a **Hit Value**, such as another **Player**, an **Ally**, or certain **Enemies**, the **Damage** and **Effects** apply automatically.

> **Example:** You play the "First Aid" **Combat** card on an **Ally** to restore **Health** and remove an **Effect** token. The card requires you to be adjacent to the **Target** and to spend **1 Willpower**. You move adjacent, restore **3 Health** points to the **Ally**, and remove their **Poison** token. Finally, you decrease your **Willpower** by **1**. No dice roll was required.

Note: *Offensive* **Combat** *cards can sometimes be used in a supportive way. For example, a* **Player** *may use the "Throw"* **Combat** *card on another* **Player** *to propel them into the* **melee** *without the* **Target** *spending any* **Movement***.*

In both cases, regardless if you are using an offensive or defensive **Combat** card, you will never have to make a **Combat** check if the target have no **Hit Value**.

In **Crinos Form** if your target is a **Character** who does not have **Hit Value** such as an other **Player** or an **Ally**, you still have to roll your **Rage** Dice to check if you don't enter **Frenzy** or gain **Spiral**. Regardless the result of your Dice roll, the **Attack** will still be automatically a success.

CRINOS ARMOR

In **Crinos Form** you automatically absorb **1 Damage** per **Attack** against you. **Crinos Armor** can't absorb **Unpreventable Damage**.

If you have **Resistance** tokens, the **Crinos Armor** applies first, then **Resistance** tokens applies in a second time.

> **Example:** You are in **Crinos Form** and you have **3 Resistance** tokens. An **Enemy** attacks you with an **Ability** which deals **3 Damage**. First your **Crinos Form** applies and reduce the incoming **Damage** by **1**. Then the **2** remaining **Damage** are managed by **2** of your **Resistance** tokens. You took **0 Damage** and still have **1 Resistance** token left.

TRAPS

In **Homid Form**, the **Player** may set **Traps** directly on a **Hex** adjacent to them, including one already occupied by a **Character**. A **Trap** is automatically triggered when a **Character** (**Enemy**, **Ally**, or **Player**):

- moves onto,
- is set on,
- or is pushed back onto that same **Hex**.

To set a **Trap**, a **Player** must have a **Trap** Weapon card and use it with their "Use Tool" **Combat** card. When setting the **Trap**, place the corresponding **Trap** card on the table as a reminder of its **Effects**. **Traps** placed on the **Tile** are represented by tokens.

Once a **Trap** is triggered, remove its token from the **Tile** and discard the **Trap** card. If the **Trap** was not triggered during **Combat**, it is still discarded and removed at the end of the **Combat**. At character creation, each **Player** receives one **Trap** token matching the color of their miniature base. A **Player** may only have one **Trap** set at a time — if they place another, the previous **Trap** is removed and its card is discarded.

Reminder: Traps cannot be set during the **Exploration** phase since they need to be associated with the "Use Tool" **Combat** card to be used.

Trap Effects apply immediately when a **Character** is placed or pushed onto a **Hex** occupied by a **Trap**. If this happens as the result of an **Ability**, the resolution of that **Ability** may need to be paused to first apply the **Trap**'s **Effects**, then continue with the remaining **Effects** of the **Ability**.

> **Example:** You are in **Crinos Form** and decide to use the "Throw" **Combat** card to place an adjacent **Enemy** onto a "Mortal **Trap**" (**3** Udmg to the **Target**). First, you place the **Enemy** on the **Trap Hex**. Then, you apply the **3** Udmg from the **Trap**. Finally, you apply the **Damage** from your **Combat** card.

Important: **Damage** dealt by **Traps** is not considered Additional **Damage**. Both **Trap Damage** and **Combat Damage** can trigger **BLD** tokens, and they may be applied within the same **turn**.

> **Example:** You are in **Lupus Form** and use the "Lunge" **Combat** card to deal **3 Damage**, Push the **Target** back **2 Hexes**, and gain **1 Rage**. The **Target** already has a **BLD** token, and there are two "Mortal **Trap**" tokens (each dealing **3** Udmg) on the path.
>
> First, apply the **3 Damage** from the **Combat** card. Then, apply the +**1UDMG** due to its **BLD** token. Secondly, push the **Target** back. Upon reaching the first **Trap**, its **Damage** is applied immediately: the **Target** takes **3** Udmg plus **1** Udmg from the **BLD** token. The Push continues until the second **Trap**, which again applies **3** Udmg plus **1** Udmg from the **BLD** token. Finally, you gain **1 Rage**. In total, the **Target** suffers **12 Damage** (**3** normal **Damage** + **9 Unpreventable Damage**).

NPCS IN COMBAT

CAERN AND SCENARIO ALLIES TURN

Allies are controlled by the **Players**. Like **Players**, **Allies** can split their **Movement** to move, then use an **Ability**, then move again. All the information regarding **Movement** and possible **Abilities** is displayed on the **Ally**'s **State** card.

They can use only **1 Ability** per **Turn**.

The **Player** chooses one of their **Abilities** and their **Target** and resolves its outcome. **Allies** do not need to roll the Dice.

When targeting an **Enemy** they ignore the **Hit** value and resolve their **Attack** according to the same rules as **Players** or **NPCs**. Since they ignore the **Hit** value they can not trigger the **Critical Effects** or **Glorious Attack**.

Players can decide to skip the **Ability** of an **Ally** to make them Sprint, adding **+2** to their **Movement** for that **Turn**.

SPIRIT TURN

Spirits are controlled by **Players** and have the same **Initiative** than the **Player** who invoked them.

They can be targeted by **Enemies** just like a **Players** or **Allies** and suffer **Friendly Fire** too.

They have only **1 Health** point and are thus **Defeated** as soon as they take **Damage**. They can be affected by **Effect** tokens.

The **Effects** provided by a **Spirit** or its **Abilities** are written directly on its card. If an **Ability** is passive, its **Effect** applies at all times while the **Spirit** remains on the **Tile**.

Both in terms of **Abilities** and **Movement**, they adhere exactly to the same rules as **Allies** except they can not Sprint.

ENEMIES TURN

MINIONS, COMMONS AND LEADERS

ENEMY COMBAT DECK

Minions, **Commons**, and **Leaders** use the **Enemy Combat Deck** to determine which **Ability** they perform on their **Turn**. The **Enemy Combat Deck** consists of **10** cards numbered **1** to **10**. Shuffle the deck before each **Combat** Phase and keep it face down on the table for the entire **Combat**.

At the beginning of each **Round**, draw the first card from the **Enemy Combat** deck. The number displayed determines which **Ability** all **Enemies** will perform during that **Round**. Refer to the various **State** cards to determine which **Ability** corresponds to the number.

Example: The card drawn from the **Enemy Combat Deck** is number **5**. All **NPC** will use their **Ability** corresponding to number **5** this **Round**.

BOSSES

Bosses act like any other **Enemies**, except they each have their own unique **Combat** deck and do not use the **Enemy Combat Deck** like other **Enemies**. The **Combat** deck of **Bosses** is not to be shuffled. It is numbered according to its **Abilities**, and must always be played in order.

Boss fights are played with the **Boss**'s **Combat** cards kept face down. Reveal a card only when the **Boss** attacks, then reset it face down afterward. This creates more surprise and may require several attempts to learn the **Boss**'s patterns.

Note: *If you wish to lower the difficulty, you may instead keep the **Boss**'s **Combat** cards visible throughout the fight, allowing **Players** to better anticipate and manage its most powerful attacks.*

In either case, the cards must always be played in the same order, and the pattern resets once all the cards have been played.

If a **Boss** transitions to a new Phase, consider this as the start to a new **Combat**. All **Initiative** tokens must be placed back to the left of the **Initiative** tracker. The **Round** begins with the **Character** with the highest **Initiative**.

In some cases, the **Boss**'s **Health** bar includes thresholds. These thresholds block any excess **Damage**: if **Damage** would go beyond a threshold, the **Health** tracker stops at that point. When this happens, you must read the associated event indicated above the relevant **Health** point. **Critical Effects** and Additional **Damage** or **Effects** from **Glorious Attacks** are also blocked by these thresholds.
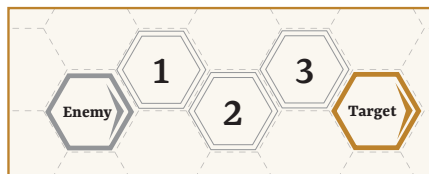
TARGETING

DEFAULT TARGET

By default **Enemies** always **Target** the Closest **Player** or **Ally**.

If the **Enemy** can reach its **Target** using its **Movement**, move it toward the targeted **Player** or **Ally** and resolve the **Attack**, applying the **Damage** and any **Effects** (**Poison**, **Bleed**, **Immobilized**, etc.).

> **Example:**
>
> An **Enemy** have a **Movement** of **3**. In this case they can reach the **Target** and **Attack** it.

If the **Enemy** can not reach their **Target**, they will Sprint toward them, adding +**2** to their **Movement** for this **Turn**. In this case, the **Enemy** does not perform its **Ability**.

> **Example:**
>
> If an **Enemy** has a **Movement** of **3** but cannot reach its **Target** to **Attack**, it Sprints instead, moving +**2 Hexes** beyond its normal **Movement**

SPECIFIC TARGET

Some **Enemies** have a specific **Target** included in their **Abilities**, in which case this new target takes precedence over the Closest.

(Target) +1 BLD

MATRIARCH
6-10
RETARGET: MC OF YOUR CHOICE

If the **Enemy** can reach its specific **Target**, move it toward that **Player** or **Ally** and resolve the **Attack**, applying **Damage** and any **Effects** (**Poison**, **Bleed**, **Immobilized**, etc.). If the **Enemy** cannot reach its Specific **Target**, it will retarget the Closest **Player** or **Ally** instead. Whether or not this new **Target** is reachable, the standard **Targeting** rules still apply.

Note: *An **Affix** such as "Monomaniac" prevents retargeting: in this case, the **Enemy** will Sprint toward its original **Target**, even if unreachable.*

SPECIAL CASES

Sometimes no path is available to reach any **Targets**. Refer to the example below to see how to react in these cases.

Enemy 1 can not reach any **Player** cause their is no path available.

Enemy 1 will skip their **turn**.

Enemy 1 targets the Closest **Character**.

Theoretically, it would be **Player 1** or **Player 2**. However, no path is available to reach them. Since "Closest" means the fewest **Hexes** traversed, **Player 3** becomes the Closest.

Even is **Player 3** is too far to be reached by **Enemy 1**, they remain the Closest **Character**.

ENEMY TACTICS

SHORTEST PATH

Enemies will always take the Shortest path to reach a **Target**.

TRAPS AND DIFFICULT TERRAINS TOKENS

Enemies are not aware of **Traps** or **Difficult Terrain** tokens and as such, will move on them if they are along the shortest path to their target.

FIRE TOKENS

Enemies will always avoid **Fire** tokens if another path is available. If no fire-free path exists, they will cross through fire while minimizing their exposure. If an **Enemy** starts its **Turn** on a **Fire** token, it will always move off it before attacking. **Enemies** will not Sprint solely to avoid **Fire**; if they can reach their **Target**, they will go through the **Fire** instead.

RANGED ATTACKS

NPCs that attack from a distance will always use their **Movement** to position themselves at the maximum distance that still allows them to reach their target.

MULTI TARGET

If an **Enemy**'s **Ability** can target multiple characters, they will always try to maximize their damage. This means they will move as much as necessary to reach as many players or allies as possible, even if their attack also hits other enemies.

AFFIXES

Remember to check the **Affixes** of the **NPC** to adapt its behaviour and attacks.

> **Example:** If an **Enemy** has the "Silver Blade" **Affix** and attacks a player in **Crinos Form**, you must apply **2** additional **Unpreventable Damage** to the player on top of the normal **Effects** of its attack.