



# RULEBOOK

# FOREWORD



## WHAT IS THE WORLD OF DARKNESS?

The **World of Darkness** looks just like our world, but in the shadows dwell ancient and monstrous conspiracies. Undying creatures from the dawn of time manipulate the world, and their influence is felt everywhere. Mortals are ignorant victims and pawns of vast secret organizations ruled by supernatural beings. Werewolves — among other creatures — struggle with internal factionalism. Unbeknownst to humans, these major feuds can sometimes last for centuries.

## WHAT IS WEREWOLF: THE APOCALYPSE?

**Werewolf: The Apocalypse** is a storytelling game about radical solutions, exploring an environmental apocalypse in which a range of injustices throughout the world provoke violence and savagery. It's a game about tearing apart your enemies... and living with the repercussions. It also is a game that explores the differences between people and the mutual sacrifices made to effect — or endure — global consequences. Werewolves are the tragic underdogs who often make things worse by trying to make them better.

If Vampire is the moody older sibling, Werewolf leans wholly into immediate, decisive action, with less brooding but with no less complex motivation. It is a game in which one might find an abundance of enemies just waiting to be slashed to flinders, but also a game in which diving headlong into the fables and myths of the American west ultimately reveals the path of your own violent journey. And that violence is (almost) always righteous, if only subjectively.

## WHAT IS WEREWOLF: THE APOCALYPSE — RETALIATION?

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

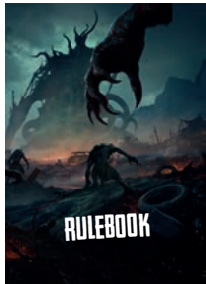


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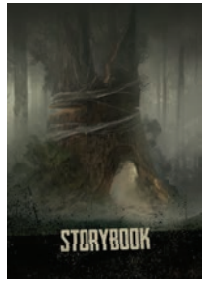


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# WHAT'S IN THE BOX?



1 Rulebook



1 Storybook



30 Scenario Booklets



1 Aid cards



1 sand timer



12 Miniatures & form cards



+90 NPC state cards



X NPC combat cards



120+ Player combat cards



180+ Auspice & Tribe Gift cards



X Boss state cards



X Boss combat cards



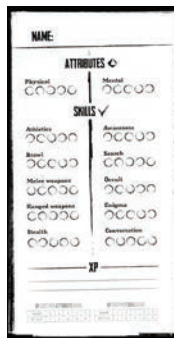
X Ally state cards



X Ally combat cards



4 Character Boards



16 Character Sheets



200+ Item + Effect cards



30 Pack Strategy cards



11 Tribe cards



5 Auspice cards



10 Backstory cards



X State card trackers



100+ NPC and ally tokens



15 color-coded bases



20 Tracker covers



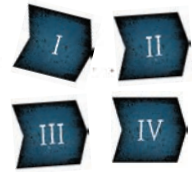
X Trophies



X Effect tokens



4 Player Initiative tokens



16 NPC Initiative tokens



8 Patron Spirit tokens



X Investigation area tokens



5 Clue tokens



10 Investigation success tokens



X Action tokens



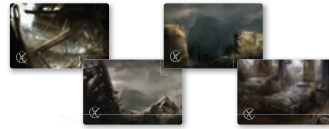
20 Tracker cubes



1 Caern board



2 Moon tracker



4 caern building cards



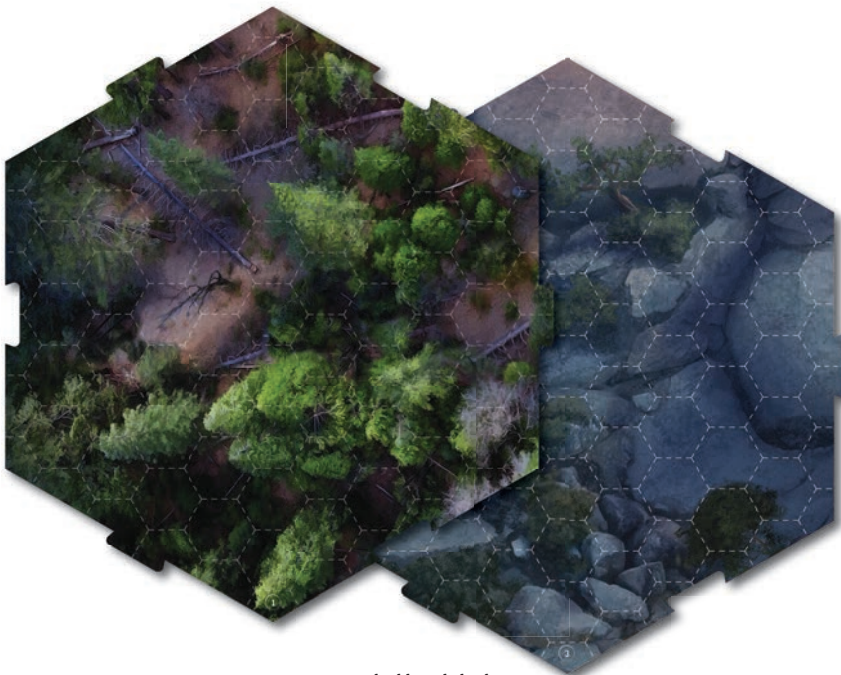
1 Initiative tracker



60+ Caern + Random event cards



15 dice



8 double-sided Tiles



5 secret envelopes



X Terrain tokens

# OVERVIEW



*Werewolf: the Apocalypse - RETALIATION* is a co-op game where you play as a member of a pack of werewolves, powerful and righteous warriors that fight to protect Gaia from the corruption of the Wyrm.

## NOTE

As this is a cooperative board game, players are always encouraged to discuss and make decisions as a group.

The game can either be played solo, or with friends as a pack. If you are playing with less than 4 players, you may add allies (See allies, page 24) to help you during the scenario. While you do not have to be accompanied by allies, the game will always refer to you as a pack.



## THE STORY

The campaign of **RETALIATION** is divided into scenarios. Each scenario has its own objectives, challenges, and unique story elements.

The pack will navigate through the campaign by playing a series of scenarios, and completing their objectives. Your progression throughout each scenario won't be linear. Based on your choices, success and failures, the scenario may resolve in vastly different ways. Similarly, the campaign itself will also offer you choices, sometimes allowing you to choose which scenario out of 2 or more to play next.

Failing a scenario is always a possibility. When this happens, you lose everything you have gained while playing the scenario (items, effect cards, tokens, etc.) and must start over. In some instances, the game may tell you to proceed to another scenario despite having failed the previous one. When this happens, instructions in the scenario booklet will tell you what to do with cards you've acquired during the scenario you just failed.

The choices you made during a scenario will have consequences in the future and impact the overarching plot. The choices you made when creating your character, and the way they evolve during the campaign will impact the story. This makes each play-through look and feel different, creating a unique adventure arc for each pack.

You will encounter many **NPCs** (Non-Playable Characters) during the campaign. They each have their own background and motivations, which will influence how they respond to your actions. Some will be hostile, while others might help or even join the pack as **allies**.

## THE STORYBOOK

The campaign begins and ends in the Storybook. It contains the introduction and conclusion of the story, as well as those of every scenario in the game. Whenever you start a new scenario, read its introduction in the storybook. It will not only give you your objectives, but also what you need to setup and what the first action of the scenario is. This action often refers to a page in the scenario booklet to read, which bridges the storybook and gameplay together.

The **Storybook** contains the following:

- The introduction and conclusion of the campaign,
- X introductions, setups, and conclusions of scenarios,
- X interludes,
- **Clings-to-Darkness' Inventory.**



## GAMEPLAY OVERVIEW

While each scenario may be different, they all (mostly) respect the same rules. First, read the scenario's introduction in the Storybook, and follow the setup indicated there. Then, attempt to complete the scenario's objectives (also indicated in the Storybook) during play. When the main objective is achieved, read the scenario conclusion in the Storybook, which will also give instructions such as which scenario can be played next, how much experience points you gain, etc.

While playing a scenario, you will navigate through a series of gameplay sequences: main sequence, combat sequence, and investigation sequence. These sequences have their own set of rules, which will be explained in detail later in this book. Here's a quick overview of each sequence:

### MAIN SEQUENCE

During this sequence, the players will take turns to move their character around the tile (sometimes in **STEALTH** mode, see page 38), and initiate other sequences through various interactions.

### COMBAT SEQUENCE

Combat can be triggered in various ways. When it happens, hostile NPCs will take turns, in order of Initiative, to move, attack others or defend themselves using combat cards. When

a pack member or an NPC withstand an attack that is sufficiently damaging to overwhelm their defences, they increase their Damage tracker. When it is full, the character is defeated and must be removed from the tile. A combat sequence typically ends when either all hostile NPCs are defeated, or when all pack members are defeated.

### INVESTIGATION SEQUENCE

An investigation sequence is triggered when a character stands on a **HEX** adjacent to an **investigation area token**. You must then read the scenario's booklet page corresponding to the investigation, and follow the instructions from there. You might need to solve puzzles, make guesses, deductions, or even communicate with spirits, a challenging thing as they speak in riddles. Investigation sequences end when the scenario's booklet says so.

### DIALOGUE SEQUENCE

A **dialogue** sequence is triggered when a character stands adjacent to a **dialogue NPC** on the tile. **Dialogues**, like **investigations**, are found in the scenario's booklet. The pack will read the conversation between their characters and the **NPC**, and also make choices, sometimes on how to respond to them, and sometimes what to ask them about, for example. There are some exceptions to this, pertaining to the various Garou forms, see page 10.

# CREATE YOUR CHARACTER

In **RETALIATION**, you create your own unique player character. You decide where they come from, what they look like, and how you want to play them.

Character creation is done in 6 steps: First, choose your character's appearance, then their auspice, their tribe, their Background, skills, and, finally, their combat and Gift cards.

## CHARACTER BOARDS

A character board holds vital component for a pack member, as well as their current state.

Pick a character board and place it in front of you. During character creation, you will gradually add components to it.

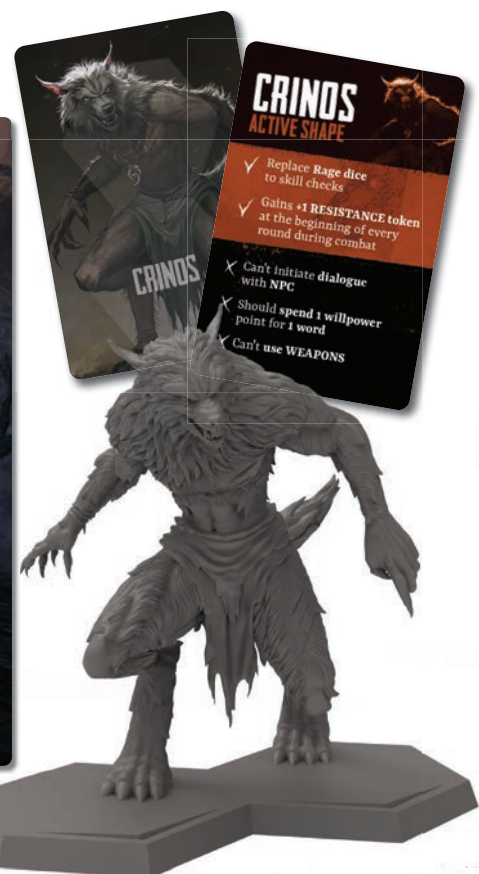
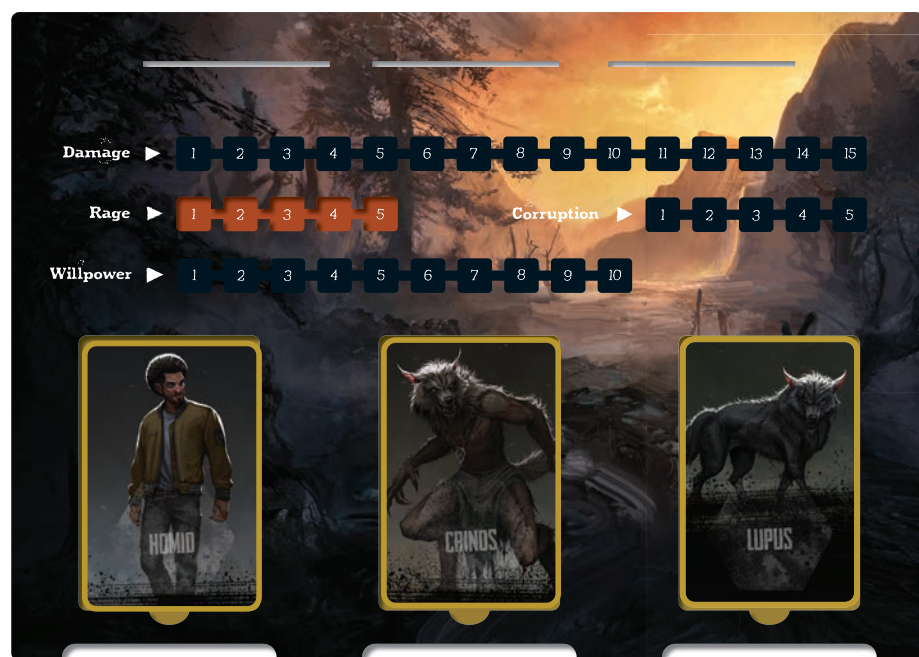


## GAROU FORMS

Werewolves are shapeshifters. They can assume the appearance of a human, a wolf, or something in between resembling and anthropomorphized wolf. These are called **Homid**, **Lupus**, and **Crinos** respectively. During the game, you will be able to shape-shift into the form that best suits your needs.

Besides having a unique appearance, each form has a different set of abilities and restrictions. A shorthand version of them are written on the back of the form cards, but you can find the longer rules about form abilities below.

When beginning character creation, choose your Homid, Crinos and Lupus miniatures, and take the form cards whose illustrations match your chosen miniature. These will define your character's appearance while in these forms and will be yours for the entire campaign. Then, place each card on your character board, as shown, and place the associated miniatures on the cards.





## GAROU FORMS: ABILITIES AND RESTRICTIONS

Each form the Garous can assume helps them in some way. From the tool-using Homid form, to the speed and stealth of the Lupus, all the way to the rampaging violence of the Crinos. However, each form also comes with drawbacks, furthering the need to assume different forms depending on the situation.

### HOMID

The human form of a Garou. While in this form, you can initiate dialogues with any type of NPCs, including humans, other Garous and even wolves. The homid form is also the only form that can manipulate technology and use complex weapons like firearms.

### LUPUS

The wolf form of a Garou, the fastest and stealthiest of the forms. When in this form, your Movement per turn increases by 3, and you gain +1 automatic success on all of your STEALTH checks. You can also initiate dialogues, but only with wolves (animals), and Garou NPCs. You cannot, however, use weapons in this form.

### CRINOS

Resembling most modern depictions of werewolves, the Crinos takes the best of human and wolf and combines them into a terrifying warrior aspect. While in this form, your model occupies 2 Hex and you must add your Rage dice pool to all of your skill checks. Additionally, at the start of each of your turns, you gain a Resistance token (see Page 28). You cannot initiate any dialogue or investigations in this form, cannot use weapons and items.



## GAROU FORMS: COORDINATING WITH THE PACK

Each Garou's shape have advantages and disadvantages. Your form will affect if and how certain NPCs will react to you, and may dramatically alter how an event or investigation play out. Mastering your shapeshifting abilities and knowing which form will be most useful to you in a situation is an invaluable skill for any werewolf.

In Homid and Lupus form, you have no restrictions. You can speak freely to other players at the table. In Crinos form, you cannot speak to your fellow players except in grunts and growls. Gestures are fine, and if you must absolutely say something, you can spend a point of Willpower to utter a single word.

This rule is meant to represent the fog of war that overtakes the Garous in Crinos form, and turns them into unpredictable killing machines. That said, if you need to tell your fellow players that you need to take a break, go to the washroom, or even in the case of a non game-related situation - medical or otherwise - please ignore this rule. The last thing we want is for our players to take it too far and cause undue stress. This is, after all, a game.



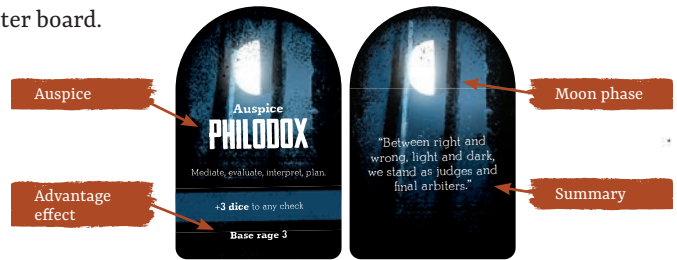
# AUSPICES

An **auspice** is the phase of the moon under which a Garou was born. If your tribe represents your goal, then your auspice represents how a Garou reaches their goals as well as their overall role in Garou society.

Auspices are represented by a card you insert in your character board. Each card details what your auspice is, your special ability and its effects, and the phase the moon must be in for you to be able to use this special ability. All of the auspice abilities are usable only once per scenario, unless stated otherwise, and they do not require you to use your action to activate them.

Your chosen Auspice will also determine the amount of Rage you begin each scenario with. It does not affect your maximum Rage, which caps out at 5.

Pick 1 of the 5 auspice cards available. It will define the auspice of your character. Two characters cannot have the same auspice. Place the auspice card in the indicated slot of your character board.



## RAGABASH

Born under the **new moon**, the Ragabash are tricksters. Their role in Garou society is to challenge traditions and question the way things are done, in order for the Garou to change and evolve. They are talented liars and good at sneaking around undetected.

**Special Ability:** Once per scenario, you can give yourself **+3 successes** on a **STEALTH** check.

**Base Rage: 2**

## THEURGE

Born under the **crescent moon**, the Theurges are the most attuned to the spiritual world, called the Umbra. They act as the mystics of Garou society. They act as the liaison between the physical realm and the spirits, and even summon and bind them.

**Special Ability:** Once per scenario, you can recover **2 Willpower** on your turn.

**Base Rage: 2**

## PHILODOX

Born under the **half moon**, the Philodox are the judges of Garou society. They resolve conflicts by acting as mediators and using the traditions of the Garou. They are gifted tacticians and wise interpreters.

**Special Ability:** Once per scenario, you can give yourself **+3 dice** on a check.

**Base Rage: 3**

## GALLIARD

Born under the **gibbous moon**, the Galliard tells the history of the Garou through songs. Their responsibility is to keep and protect the oral record of the werewolves. They are renowned artists and other Garous turn to them for inspiration.

**Special Ability:** Once per scenario, you can remove up to **2 Corruption** from you and another ally within **2 HEX** of you on your turn.

**Base Rage: 3**

## AHROUN

Born under the **full moon**, the Ahroun are mighty warriors. Their capacity for destruction is as frightening as their tendency to let Rage take control of their actions.

**Special Ability:** Once per scenario, you can give yourself **+3 Rage** on your turn.

**Base Rage: 4**



# TRIBES

**Tribes** are an important part of the identity of a Garou, although not as influential as their **auspice**.

While **auspices** define most of how a Garou behaves and acts, **tribes** are associated with a cause the Garou joins, or what they think Gaia has in store for them. Each **tribe** has an associated Patron Spirit, which grants them special powers, known as **Gifts**, and may open up certain choices for you during the campaign.

Like **auspices**, **tribes** are represented by a card that you slot into your character board.



## BLACK FURIES

The Black Furies are defenders of the weak and protectors against injustice.

They will defend victims of others' violence, by tearing down obstacles, whether those be physical or social.



## BONE GNAWERS

The Bone Gnawers are seekers of information in all its form, especially when they might be able to use it to their advantage. They will search for any hidden knowledge, secrets, shortcuts, passwords. In order to do this, they have become exceptionally talented at hiding in plain sight among those most ignored by society.



## CHILDREN OF GAÏA

The Children of Gaïa seek to investigate wounds, whether they are literal or figurative. As such, they are very curious, especially towards the Umbra, the spirit world. Members of this tribe will seek others to heal their physical wounds, and unveil mysteries of the Spirit Wilds.



## FIANNA

The Fianna nurture and protect nature in all its forms. They can aim to protect a place to remain unspoiled by mankind, but also manage farms, a more structured state of nature. They will protect nature and cultivate it with the same passion.



## GHOST COUNCIL

The Ghost Council are always contemplating the higher purpose of all things. While this makes them great advisors and guides, always having a broad point of view. Some Garou see them as somewhat secretive, but recognize that their passion for questioning the purpose of everything makes them great counselors and problem solvers.



## GLASS WALKERS

The Glass Walkers, unlike most of the Garou, are proficient in modern technologies. They know how to communicate with the spirits of technology, and thus are able to make machines work exceptionally well. They are driven inventors, building, modifying, or even taking down machines.



## RED TALONS

The Red Talons are defenders of the animal kingdom, those who cannot speak or use the tools of mankind.

They will always try to diminish the influence of humans over other species, often resorting to violence.



## SHADOW LORDS

The Shadow Lords aim to use their calculating minds to create schemes and strategies to undermine the Wyrms.

As such, they analyze every angle, exploit weaknesses and strengths of both allies and foes, in order to meet their goal. This makes them somewhat suspicious, and terrifying, to other Garou.



## SILENT STRIDERS

The Silent Striders are explorers of the unknown. Their drive is to find hidden ways into places where they are not necessarily welcomed, do what they have to do, and come out unscathed. This makes Silent Striders great scouts, with a passion for exploration, and even sabotage, when it comes to it.



## SILVER FANGS

The Silver Fangs are the noble lineage of Garou culture. They claim the mantle of leadership, and even tribes reluctant to the idea have to admit it: the Silver Fangs are capable of unifying all the tribes when it comes to it. They aim to inspire others and rally them to a cause, taking on the mantle of leaders, even accidentally.



## GALESTALKERS

Galestalkers are tireless hunters. When they have their eyes on a prey, be it physical or spiritual, they will track it for as long as necessary, never losing awareness of its whereabouts. This makes them extremely reliable in the eyes of other Garou.



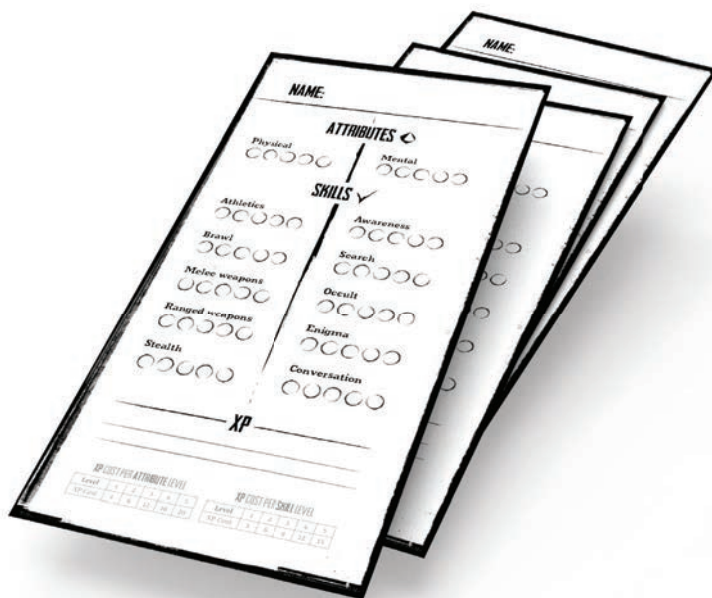
Choose 1 of the 11 **tribe** cards available to continue your character creation. There is only 1 card for each **tribe**, 2 players cannot have the same **tribe**. Place it on your character board on the indicated slot.

# BACKGROUNDS

Backstories define where your character comes from, and grant them a special bonus due to reflect their life experience. As you play the campaign, through Backstory specific choices, you as a player can discover the life your character led prior to the game.

**Backstories** are represented by unique cards, each with a short description and an bonus. you can use your backstory bonus once per scenario on your turn, and it lasts until the end of your turn. You do not need to take an action to activate this bonus.

Pick 1 of the 10 **Backstory** cards available. Two players cannot share the same **Backstory**, as each card is unique. Place it in the indicated slot on your character board.



# CHARACTER SHEET

The character sheet tracks the evolution of your character, specifically in terms of their raw talent and proficiencies. These are measured in **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 **skill checks**. The more dice, the higher the chances of success.

### • PHYSICAL

A character's general physical ability (strength, dexterity, or stamina).

### • MENTAL

A character's general mental ability (intelligence, wits, and resolve).

## SKILLS

**Skills** are a character's level of expertise in different areas. All **skills** are linked to an **attribute**, the one they find themselves under on your character sheet. Each level in a skill gives you 1 **automatic success** on your **skill checks**.

## PHYSICAL SKILLS

### • ATHLETICS

The ability to move quickly and your overall agility.

### • BRAWL

The ability to fight using your body, from fists to claws.

### • MELEE WEAPON

The ability to use handheld weapons in hand-to-hand combat.

### • RANGED WEAPON

The ability to use bows, guns and thrown weapons in combat.

### • STEALTH

The ability to hide and move around undetected.

## MENTAL SKILLS

### • AWARENESS

The ability to sense your surroundings.

### • SEARCH

The ability to look for clues and find evidence efficiently.

### • OCCULT

Your knowledge of the supernatural world.

### • ENIGMAS

The ability to solve riddles and speak to spirits.

### • CONVERSATION

The ability to communicate with others.

**NAME:** \_\_\_\_\_

**ATTRIBUTES** ◊

Physical ○○○○○ | Mental ○○○○○

**SKILLS** ✓

Athletics ○○○○○ | Awareness ○○○○○

Brawl ○○○○○ | Search ○○○○○

Melee weapons ○○○○○ | Occult ○○○○○

Ranged weapons ○○○○○ | Enigma ○○○○○

Stealth ○○○○○ | Conversation ○○○○○

XP \_\_\_\_\_

XP COST PER ATTRIBUTE LEVEL					XP COST PER SKILL LEVEL						
Level	1	2	3	4	5	Level	1	2	3	4	5
XP Cost	4	8	12	16	20	XP Cost	3	6	9	12	15

Character name

Attribute levels

Skill levels

XP earned

XP cost

## INITIATIVE TOKEN

**Initiative** is the speed of reaction of a character. It defines your turn order during the **main** sequence and the **combat** sequence. It is explained thoroughly on page 25. Your **Initiative** is tracked using colored tokens. Choose 1 of the 4 available player **Initiative** tokens.



## XP

**Attribute** and **skill** levels can be increased during the campaign by spending **XP** (Experience Points). **XP** is earned by completing a scenario or by reaching difficult goals. Write down every **XP** you gain at the bottom of the character sheet. If you create a new character during the campaign, that character will have the same amount of **XP** as the other characters. Spending **XP** is explained page 21.

## CHARACTER CREATION

Pick a character sheet and write down your character's name at the top. Then, set one **attribute - Mental or Physical** - at 3 and the other at 2. Next, under each **attribute**, set 2 **skills** at level 2, and 2 **skills** at 1.

**NAME:** Lorraine

**ATTRIBUTES** ◊

Physical ●●●○○○ | Mental ●●○○○○

**SKILLS** ✓

Athletics ●○○○○○ | Awareness ●●○○○○

Brawl ●●○○○○ | Search ●○○○○○

Melee weapons ○○○○○○ | Occult ●○○○○○

Ranged weapons ●●○○○○ | Enigma ○○○○○○

Stealth ●○○○○○ | Conversation ●●○○○○

XP \_\_\_\_\_



## TRACKERS

Character boards contain 4 trackers: Damage, Willpower, Rage, and Corruption. Place the tracker cover on the last slot of each one.



### DAMAGE TRACKER

A character's **Damage** tracker represents the amount of **Damage** a character can endure before being defeated. Your character usually begins a scenario with 0 **Damage**. When you first take **Damage**, place the cube on your **damage** tracker. For each subsequent point of **Damage** taken, move the cube on your **Damage** tracker 1 slot to the right. When your **Damage** tracker is full, meaning the cube is at the rightmost available slot, and your character takes 1 more **Damage**, they are **Knocked Out** (See page 26).

Your **Damage** tracker maximum is determined by your **PHYSICAL** attribute level. Use the following table to determine your maximum **Damage** level and insert tracker covers on the values equal to your **Damage** tracker maximum +1.

PHYSICAL level	1	2	3	4	5
Damage tracker maximum	3	6	9	12	15



### NOTE

When you spend **XP** to increase your **PHYSICAL** attribute level, you unlock corresponding slots on your **Damage** tracker. Use the table above to know exactly how many.

### WILLPOWER TRACKER

A character's **Willpower** tracker represents their ability to persevere in the face of adversity. Just like the **Damage** tracker, your **Willpower** begins at 0 and increases by 1 slot for every **Willpower** point spent or lost. When it is full, meaning the cube is at the rightmost available slot, and you spend, or lose, 1 more **Willpower** point, you become **Exhausted** (See page 26). You can spend a point of **Willpower** to:

- Reroll up to 3 black dice during a skill check.
- If your **active hand** is not empty, you can spend 1 **Willpower** point to recover every **combat** card you have played.
- Change some or all of the combat cards in your active hand with those in your deck.
- **Willpower** is also spent to activate certain gifts.

Your **Willpower** tracker maximum is determined by your **MENTAL** attribute level. Use the following table to determine your maximum **Willpower** level and insert tracker covers on the values equal to your **Willpower** tracker maximum +1.

MENTAL level	1	2	3	4	5
WILLPOWER tracker maximum	2	4	6	8	10



### NOTE

When you spend **XP** to increase your **MENTAL** attribute level, you unlock corresponding slots on your **Willpower** tracker. Use the table above to know exactly how many.

### RAGE TRACKER

**Rage** is the primal anger granted to the Garou by Gaïa. It allows them to perform great deeds, at the risk of losing control.

Just like **Damage** and **Willpower**, **Rage** is represented by slots on the character board. However, unlike **Damage** and **Willpower**, every character has the same amount of maximum **Rage**, which is 5.

Using a **Rage** point allows you to:

- Perform an additional attack in **Crinos** form.
- Heal 2 **Damage** (see page 26).
- Fuel certain **Gifts** (See page 16)

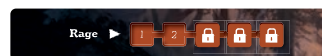
These abilities can be used multiple times per round, paying the **Rage** cost each time. There is no limit to how many times you can spend **Rage** to Heal, use **Gifts**, or perform an additional attack in **Crinos** form. Using **Gifts** do not cost an action. This means that you may use any number of **Gifts** you can pay the cost of during your turn, before or after your action.

Characters get 1 point of **Rage** every time they take damage, but never more than 1 **Rage** per round.

You begin each scenario with a number of **Rage** determined by your **auspice** (See page 11). This amount may change. Such a case will be detailed in the scenario introduction.

When making a **skill check** in **Crinos** Form, you must replace as many black dice with **Rage** dice equal to your current **Rage** level.

If your **Rage** tracker is full and you gain another **Rage** point, that new **Rage** point is lost. You cannot have more **Rage** than your tracker allows.



### CORRUPTION TRACKER

The **Corruption** tracker shows how much a character is succumbing to the Wyrms' influence.

If, during a skill check, at least 1 **Rage** die shows a Wyrms mark, the character must increase their **Corruption** tracker by 1. When a character's **Corruption** tracker is full, their level of **Corruption** increases. They must therefore take a **Corruption** card corresponding to that level, and discard the previous one they owned, if any. Each **Corruption** card has its own impact on the character (See page 17).

You begin the campaign with no **Corruption** card, and 0 **Corruption**. Unless noted otherwise, reset your **Corruption** tracker to 0 whenever you begin a new scenario.



## COMBAT DECKS

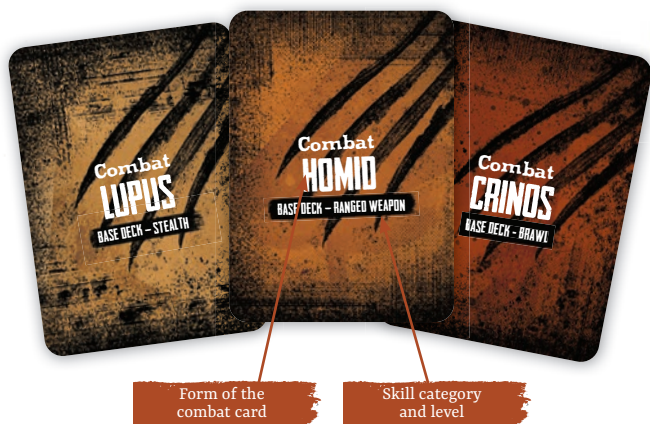
During a **combat** sequence, pack members use **combat** cards on their turn to either **attack** or **defend** themselves. As such, they are a key element of **combat** (See page 30 for in-depth **combat** mechanics).

Each form has its own **combat** cards. When you assume a form, you can only use the **combat** cards available to that form.

### EXAMPLE

When you are in **Crinos** form, you can use your **Crinos combat** cards, but not your **Homid** nor **Lupus combat** cards.

Additionally, each **combat** card is associated with a **skill** and level. You may only use a **combat** card if your corresponding **skill** level is equal to or greater than the value specified on the card. **Combat** cards that do not indicate a skill level are part of the base **combat** deck, and are available to all pack members at the beginning of the campaign.



Pick every **combat** card available to your character given your skill levels.

Before a scenario begins, you must assemble your active hands, one for each of your forms. The number of cards available in your active hand is equal to your **Physical + Mental** attributes. (ie: if you have 3 in **Physical** and 2 in **Mental**, you can't exceed 5 **combat** cards in your active hand)



## GIFT CARDS

Garou have a long history of working and interacting with spirits. One such interaction is through **Gifts**, supernatural abilities taught by spirits to the Garou, whether as a boon or bound by a pact.

Although a Garou is technically able to learn every **Gift**, their **auspice** and even their **tribe** are known to grant them natural proficiencies with some **Gifts**. Also, since **Gifts** are taught by spirits, it is up to them to decide to whom they bestow their **Gifts**. Depending on the **Rank** of a Garou, which is its place in the hierarchy of their society (see page 19), a spirit may deem them unworthy.

Each pack member begins the campaign with 2 **Gifts**, and will be able to learn more at regular intervals in the story. At each one of these intervals, 2 **Gifts** linked to your auspice will be available for you to learn, while a **Gift** linked to your **tribe** will be given to you directly.

### NOTE

When learning an **auspice Gift** of a certain **Rank**, your character may only learn 1 out of those offered. A character may never know both **Auspice Gifts** of a given **Rank**.

To finalize character creation, take the **Rank 1 Gift** card of your **Tribe**, and choose 1 of the two **Rank 1 Gift** cards offered by your **Auspice**. Keep in mind that you will never be able to learn the **Gift** card you didn't choose.





## USING GIFTS

**Gifts** are powerful abilities, and they often come with a cost. That cost differs from one **Gift** to another, and is indicated in the lower left corner of the card itself.

There are 3 types of **Gifts**: **Passive**, **immediate** and **active**. **Passive gifts** are always active. **Immediate Gifts** effects are applied immediately when the pack member uses their **Gift**, while **active Gifts** effects last until you dismiss them or use another active **Gift**.

When you use an **active Gift**, any **active Gift** effect you had in play stop. This means you can only have 1 **active Gift** in play at all times.

**PUZZLE SOLVER**  
 "The spirits' cryptic messages can lead the uninitiated astray. Their words are a labyrinth you know well."  
 Once per scenario, you can **reroll a failed ENIGMA** skill check.  
 Cost: **FREE**      Type: **IMMEDIATE**

- Tribe or auspice
- Gift name
- Effect
- Cost
- Active or Immediate

## CORRUPTION CARDS

**Corruption** cards represent multiple levels of a Garou's **Corruption** by the Wyrms. They each give unique disadvantages, and, in some situations, advantages.

Whenever your **Corruption** tracker is filled (as explained on page 16), you gain a permanent **Corruption** card. This card remains for the rest of the campaign until you fill your **Corruption** Tracker, at which point you must swap your current **Corruption** card with the one 1 level higher.

### EXAMPLES

You had a **Corruption** level of 2, as indicated by your **Corruption** card. While playing a scenario, you fill your **Corruption** tracker. You must therefore discard the level 2 **Corruption** card, and take the level 3 **Corruption** card.

**You are now ready to begin the campaign!**

**NAME:** Lorraine

**ATTRIBUTES**

- Physical: ●●●○
- Mental: ●●●○

**SKILLS**

- Athletics: ●○○○
- Brawl: ●○○○
- Melee weapons: ○○○○
- Ranged weapons: ●●○○
- Stealth: ●○○○
- Awareness: ●●○○
- Search: ●○○○
- Occult: ●○○○
- Enigma: ○○○○
- Conversation: ●○○○

**XP:** \_\_\_\_\_

**Damage:** ▶ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

**Rage:** ▶ 1 2 3 4 5

**Corruption:** ▶ 1 2 3 4 5

**Willpower:** ▶ 1 2 3 4 5 6 7 8 9 10

**Gifts:** THEURGE (RANK 3), PUZZLE SOLVER (Type: IMMEDIATE, Cost: FREE)

**Corruption Cards:** RAGABASH (Auspice), CHILDREN OF GAIA (Tribe), ASTRONOMER (Backstory)

**Combat Cards:** HOMO (BASE DECK - RANGED WEAPON), CRINOS (BASE DECK - BRAWL), LUPUS (BASE DECK - STEALTH)

# SET-UP

## THE CAERN

The **Caern** is a sacred place to the Garou. The connection to the Umbra, the spirit world, is stronger there. It is also where your pack will go in between scenarios, to rest, and prepare for their future missions. As such, the **Caern** is ever present in the pack's mind.

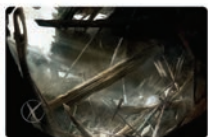
## CAERN BOARD

The **Caern** is represented by the board below. It contains many key information on the current context of the story. It will also evolve throughout the campaign, according to the pack's achievements. The **Caern** board is always on the table.

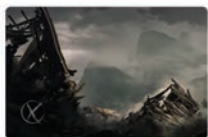


## BUILDINGS

One of the many upgrade the Caern gets during the campaign are **buildings**. These places will help the pack better prepare for the mission ahead.



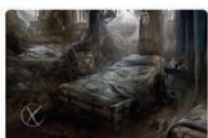
**Armory**



**Barracks**



**Fortifications**



**Infirmiry**

## RANK TRACKER

A Garou's **Rank** represents where they fit in the hierarchy of their society. The higher the **Rank**, the more important their role.

Each pack member in play has the same **Rank**, which will increase during the campaign, after they prove their usefulness to the pack. A higher **Rank** will unlock new **Gifts**, as spirits will be more inclined to teach you.

Your **Rank** is tracked using the **Rank tracker**, on the **Caern** board. When the campaign starts, you have a **Rank** of 1. The number of marks on the tracker is the level of the **Rank** it represents (i.e. the slot with 2 marks represents a level 2 **Rank**).



## PATRON SPIRITS

Throughout the campaign, you may get the help of **Patron Spirits** who will join the **Caern** and grant bonuses to the pack. When a **Patron Spirit** joins the **Caern**, place its token on the **Caern** board.

Each **Patron Spirit** grants a different effect, according to their type, once per scenario.



**Rat**  
Add 1 **combat** card to your **active hand** (See page 29).



**Spider**  
You can perform 1 more **main action** (see pages 28 and 31)



**Falcon**  
You can attempt a **dismemberment** on any body part, regardless of your **combat** card.



**Frog**  
Increase your **Initiative** by up to 2.



**Owl**  
Gain 1 **die** to all your **skill checks**.



**Fox**  
You cannot be targeted by any **attack**.



**Hare**  
Gain 1 **Movement**.



**Bear**  
You cannot enter **Frenzy**.

You can activate a Patron Spirit's effect on your turn, and you do not need your action to do so. The effect conferred by the Patron Spirit lasts until the start of your next turn. Anyone can summon the power of a Patron Spirit during a scenario, but the spirit will only grant its power to one character once per scenario. The effect lasts until the start of your next turn.

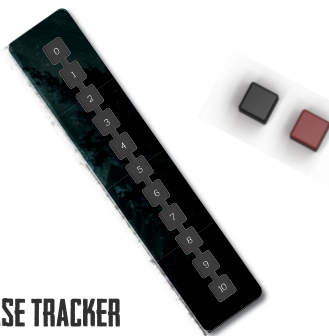
## ROUND TRACKERS

**Round** trackers are used to keep track of the passage of time. They take the form of cubes on the side of the **Caern** board. At the end of every round, each cube must be moved up 1 slot on the tracker. Events are sometimes triggered when the tracker reaches a certain number, as indicated in the scenario booklet when the tracker is initiated.

Multiple **round** trackers can exist simultaneously. These are represented by different colored cubes. When the pack is asked to set or move a round tracker, the colored cube to use will always be indicated (orange, or black).

### EXAMPLES

- SET THE ORANGE **ROUND** TRACKER TO 10
- DECREASE THE ORANGE **ROUND** TRACKER BY 2
- INCREASE THE BLACK **ROUND** TRACKER BY 1



## MOON PHASE TRACKER

The **Moon phase** tracker keeps track of the current phase of the moon, which has a great influence on a Garou. Since their **auspice** is determined by the phase of the moon they are born under, the phase of the Moon influences a Garou's potential, like tides.

You will be asked to change the **Moon phase** at regular intervals during the campaign. To do this, place the corresponding **Moon** token on the **Caern** board.

At the start of the campaign, place the **Moon phase** tracker on the new moon, the **Ragabash auspice**.



# CAERN EVENTS

Before each scenario of the campaign is introduced at the Caern, with Caern event cards.



A Caern event is like an introduction to a scenario, often taking the form of a dialogue with a character, at the end of which, the pack may be asked to make a choice. The result of that choice will impact the upcoming scenario.

To begin a Caern event, pick up the card and read it. If the card asks for a skill check, choose a pack member who must make it.

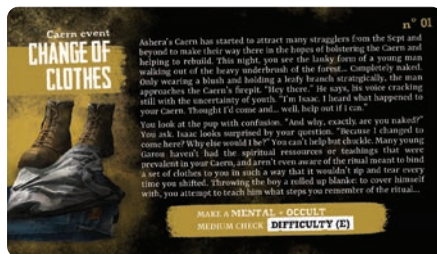
If the card asks the pack to make a choice, they must do so unanimously. Caern events exist in 2 different types: Story and Random.

Story Caern Events are determined by the pack's progression within the campaign. At the beginning of each scenario, you will be instructed to pick specific Story Caern event. Place it on the Caern board.



Random Caern events are not predetermined by the story. After completing the Story Caern Event, draw a Random Caern Event and place it on the Caern board after they read the Story Caern Event at the beginning of every scenario.

Sometimes, Caern events will ask the pack to make a choice, which might have positive or negative consequences on the pack. These consequences apply to the pack as a whole, not just the pack member who read the card.



## CLINGS-TO-DARKNESS – THE MERCHANT

The Caern is where the pack prepares for its next adventure, and where they can improve their equipment and supplement their arsenal with new items. Clings-to-Darkness inventory, the Sept's merchant, turns trophies into magical and mundane objects. His inventory is located in the Storybook.

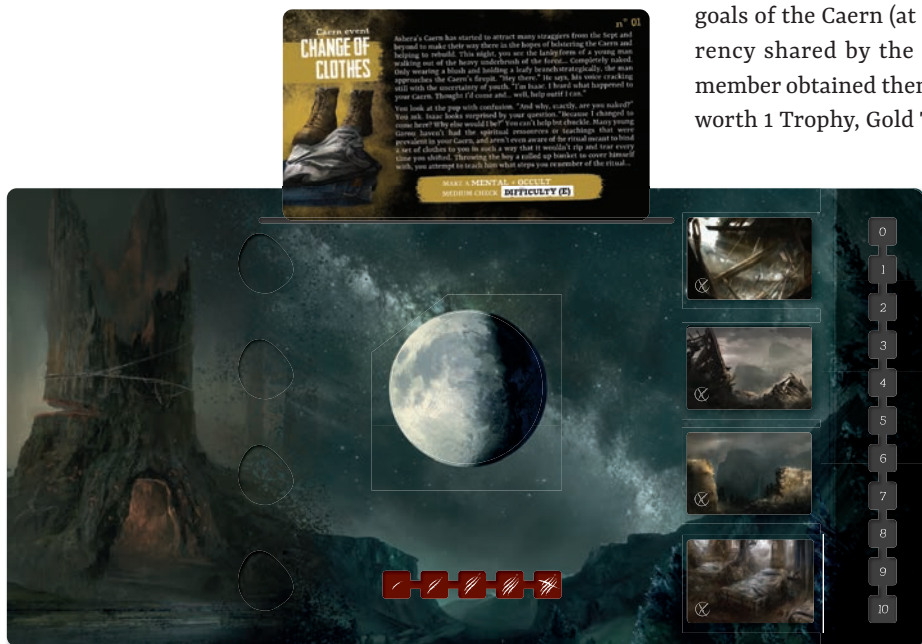
You can spend a number of Trophies, which serve as currency, to buy Items from the Merchant.

### NOTE

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

## TROPHIES

Trophies are spiritual proof of a Garou's glory, wisdom and honour, obtained after dispatching enemies in an especially spectacular way (see Glorious Attacks) or by advancing the goals of the Caern (at the end of a Scenario). These act as currency shared by the entire pack, regardless of which pack member obtained them. Spend them wisely. Bronze Tokens are worth 1 Trophy, Gold Tokens are worth 5 Trophies.



## ITEM CARDS

**Items** are objects, tools, or weapons a pack member can carry with them during a scenario. They are represented by Item cards, which can be used during a scenario for various effects.



**Items** cards can only be carried by pack members during a scenario. The pack can exchange items freely at the **Caern**, in between scenarios. You may carry only up to 3 **Items** with you when you begin a scenario, and Items you acquire during a scenario do not count towards this limit.

**Items** can be traded between pack members during a scenario, at the cost of an action (See pages 28 and 31). However, you may not give one of your **Item** cards to another pack member if they already carry 3 **Item** cards or more, unless they also give you one in exchange.

**Items** available to be bought from **Clings-to-Darkness's Inventory** are listed in the **Storybook**. They cost a number of **Trophies** to obtain. Furthermore, if all instances of an **Item** card are already in the pack's possession, the Item is considered "sold out", and may not be bought anymore until at least one copy of the item card is discarded by the pack.

There are several categories of **Items**:

- Key Items** They are vital to the story, and are used when instructed in the narrative.
- Consumable Items** Use them during a scenario to benefit from their effect.
- Ranged Weapon Items** **Ranged Weapons** can be used during **combat** sequences, in combination with a **combat** card that requires a **Ranged Weapon**.
- Melee Weapon Items** **Melee Weapons** can be used during **combat** sequences, in combination with a **combat** card that requires a **Melee Weapon**.
- Artefacts** These powerful **Items** work like the category of **Item** they belong to, except that their use has a cost, in either **Willpower**, **Rage**, or **Damage**. Some rare Artefacts offer passive bonuses that do not require an activation cost. These often take the shape of amulets or pendants worn by a Garou as a mark of honour and status.

## SPENDING XP

While the pack is at the **Caern**, in between scenarios, they can spend **XP** to increase their **attribute** and **skill** levels, refer to the following tables for the costs of the upgrades:

ATTRIBUTE level	1	2	3	4	5
XP cost	4	8	12	16	20

SKILL level	1	2	3	4	5
XP cost	3	6	9	12	15

### NOTE

- You cannot increase a **skill** to a level higher than its corresponding **attribute** level. A **skill** can only ever be as high as the **attribute** it belongs to.
- **XP** costs are cumulative. To increase a **skill** from level 2 to 4, you must first spend the **XP** for level 3 (9 **XP**), and then level 4 (12 **XP**), for a total of 21 **XP**.

## SCENARIO BEGINNING OVERVIEW

Once you are done purchasing items and spending XP, and you have played the **Story Caern event**, you are ready to start playing the next scenario in the campaign.

Open the **Storybook** and find the scenario you're about to play. On that page, you will find the scenario's:

- Introduction
- Main Objective
- Optional Secondary Objectives (if any)
- Setup for tiles, Players, NPCs, tokens, etc.
- Initiating action (The first thing to do after reading the introduction)

The setup of a scenario consists of assembling the tiles and setting up tokens and standees. Tiles are hexagonal boards representing different environments. They can be assembled together, like puzzle pieces, to form the scenario's environment. Once the different tiles are assembled, place any required tokens on it as shown in the **Storybook**. Each tile is divided into smaller hexagonal areas, referred to as **HEX**. Tokens fit on 1 or more **HEX**.

Once the setup is complete, you can start playing the scenario, by performing the first action indicated on the introduction page.

## SCENARIO ENDING OVERVIEW

A scenario can end in 2 different ways, either success or failure. Success happens when indicated by the scenario booklet, generally when you complete the main objective described on the scenario's introduction page. Failure happens if the entire pack is defeated in combat, or if you fail certain actions specific to the scenario. When a scenario ends in success, read its conclusion page in the **Storybook** (on the backside of the introduction page). That page will present you with a reward and a choice of scenarios to play next.

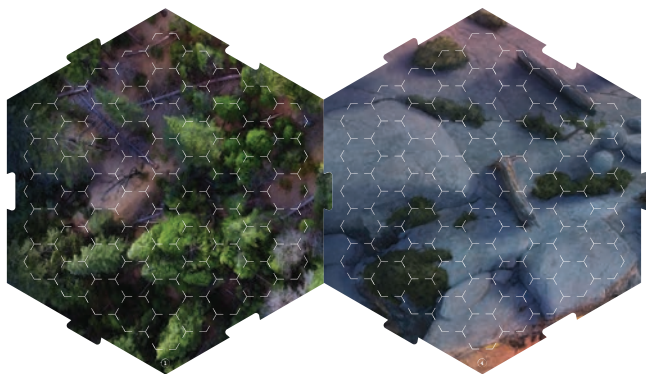
When a scenario ends, the pack must discard all **clue** tokens and **investigation success** tokens acquired while playing. If the final prompt leads you to a new scenario, you may keep the **Item** cards, **effect** cards, **corruption** levels and cards, and **XP** points acquired during this scenario. If the final prompt leads to a retry, or if you were defeated in combat, you must discard them as well.

## SETUP IN DETAIL

Before being able to play a scenario, you must setup the required components on the table. Such components are: tiles, terrain tokens, **NPCs**, as well as **clue** tokens, **investigation success** tokens, and more. Here is a description of each component:

### TILES

Tiles are 2-sided hexagonal boards representing different environments. They can be assembled together, like puzzle pieces, to form the scenario's environment. Tiles are themselves composed of smaller hexagonal cells, referred to as **HEX**. Terrain tokens, standees and miniatures occupy a certain number of **HEX** when placed on a tile.



### TERRAIN TOKENS

Terrain tokens may be placed on tiles, on specific **HEX** indicated in a scenario's setup or booklet page. They can be obstacles, or places of interest in the environment, depending on the type of token.



### OBSTACLE TOKENS

These tokens cannot be moved onto, and block **Line of Sight**. They exist with different visuals and shapes. The pack may choose which visual suits the story best, but the shape must match the setup.



### DIFFICULT TERRAIN TOKENS

To move through a difficult terrain token, a character (pack member, **Ally** or **NPC**) must spend 1 additional movement. If they can't, they cannot move through the space, but can stop their movement on it. Difficult terrain also blocks **Line of Sight**, the same way a **wall** does. A character standing on a difficult terrain token is visible to others as though the difficult terrain token did not exist.



### INVESTIGATION AREA TOKEN

Investigation Area tokens represent places or things the pack can investigate. When adjacent to one of these tokens, you can initiate an **investigation** sequence by taking an action. Any pack member also adjacent to it will be involved in the sequence.

**Investigation area** tokens cannot be moved onto by any character, and they block **Line of Sight**.

### ACTION TOKEN

Action tokens represent events that trigger as soon as a pack member is adjacent to it. When an action token is triggered, the pack member who triggered it must stop their movement and read the corresponding scenario booklet page. Unlike **investigation area** tokens, **action** tokens do not cost an action and are triggered as soon as a pack member moves adjacent to it.



### LOCKED DOOR

A locked door token represents a passage that is locked, for the time being. Characters (pack members or **NPCs**) cannot move through such token, and it blocks **Line of Sight**. Locked door tokens may be removed during the scenario through various means: **events**, **investigations**, **items**, or through the use of **Gifts**.



### FIRE TOKENS

A fire token indicates that a **HEX** is on fire. If a character (pack member or **NPC**) steps on a **HEX** that's on fire or begins their turn there, they immediately take 2 **Unpreventable Damage**.

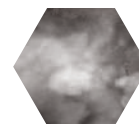
At the beginning of every round, regardless of the sequence, the fire spreads. Another fire token must be placed on a **HEX** adjacent to the last fire token that was placed and towards the closest character or **NPC**.

Fire tokens are blocked by **investigation area** tokens, **action** tokens, and **locked door** tokens.



### FOG TOKENS

Fog tokens block **Line of Sight** the same way a **difficult terrain** token does. However, characters can move through fog just like any other **HEX**.

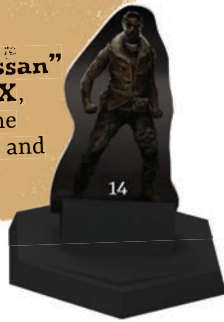


## NPC

You will encounter many **NPCs** (Non-Playable Characters) during your adventure. Contrary to pack members, **NPCs** are not represented on tiles with miniatures, but rather standees. A standee is formed by a plastic hexagonal base, on which you must insert a cardboard cutout of the **NPC**. Each **NPC** has its own numbered cutout, which will be indicated when you are instructed to place an **NPC** on the tile.

### EXAMPLE

In the instruction: PLACE THE “**Hassan**” #14 **NPC** ON THE DESIGNATED **HEX**, form an **NPC** standee by inserting the cutout number #14 on a plastic base, and place it where indicated on the tile.



## LINE OF SIGHT

Every character (pack member or **NPC**) has a **Line of Sight**, an area of **HEX** corresponding to what that character can see. That area consists of every **HEX** adjacent to the character, as well as a triangle of **HEX** originating from their standee / miniature, and extending in their facing direction.

The base length of a **Line of Sight** triangle in **HEX** is 3 for pack members, and 2 for **NPCs**, unless indicated otherwise. Certain effects can increase or decrease that length.

For characters that occupy more than 1 **HEX**, such as Players in Crinos form, this **Line of Sight** originates from all **HEX** they occupy.

### EXAMPLE

A character started with a base **Line of Sight** of 3. An effect is later applied to them: +1 **Line of Sight**. Their **Line of Sight** triangle is now 4 **HEX** long.



**Line of Sight** can be blocked by obstacles, such as **difficult terrain**, **fog** and **obstacles tokens**. To know if a **HEX** is inside a character's **Line of Sight**, imagine drawing a straight line between that **HEX** and the **HEX** occupied by the character. If that line crosses an obstacle, it is cut, and the **HEX** is outside the character's **Line of Sight**. If the line brushes against an obstacle's edges but does not go through the obstacle, the line is not considered to be cut.

When a pack member is inside an **NPC's** **Line of Sight** without a **STEALTH** token (see page 39), the pack member is said to be **spotted** by that **NPC**.

## MOVEMENT

**Movement** is the number of **HEX** you or an **NPC** can move during their turn in a **main** or **combat** sequence.

In the **main** sequence, Players have a movement of 3, affected by modifiers.

In the **combat** sequence, Players have a movement equal to their **ATHLETICS + 1**, affected by modifiers.

**Moving** to an adjacent **HEX** costs 1 **Movement**. **NPCs** have a default **Movement** of 3.

## VIGILANCE TOKENS

In some scenarios, you may be called to move in areas you are not welcome in. The **NPCs** in such areas will, if they **spot** you, increase their overall **vigilance** level. You must therefore, add a vigilance token on the **NPC's** state card. When a pack member makes a **STEALTH** check, against an **NPC** with a **vigilance** token, the **difficulty** of that check is increased by 1.

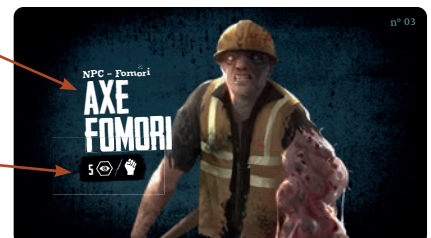


## STATE CARDS

**NPCs** may sometimes have a **state card** associated to them. These represent their strengths and weaknesses, by showing their levels in stats such as **Attack**, **Resistance**, and **Initiative**. These stats can vary depending on the player count (see page 28).

NPC name

Attitude, movement and Line of Sight



Unless a **combat** sequence begins, an **NPC's** **state card** must be placed face down on the table, showing only the **NPC's** name, **Attitude**, **Line of Sight**, and **Movement**. When combat begins, flip every **state cards** face up (see page 29).

## ATTITUDE

An NPC's **Attitude** determines how they will react when spotting a pack member or their **allies**.



### Agressive

Combat begins immediately.



### Neutral

Does nothing when they **spot** a pack member, but their vigilance increase by 1.

When a **combat** sequence begins, all **NPCs** on the tile are involved in **combat**, regardless of their **Attitude**. All pack members are involved as well.

## ALLIES

If the pack is made up of less than 4 player characters, you may bolster this number by choosing 1 or more **Allies** for a scenario. These **Allies** are special **NPCs** who will help the pack achieve their goals. Each **Ally** increases the player count, and you cannot have additional **Allies** if the player count has reached 4. (see page 28)

**Allies** have standees, like **NPCs** do.

Some **Allies** may join the pack for the duration of the scenario they are encountered in. These are called **scenario Allies** and may join the Pack no matter the amount of Players of **Allies** already in it.

## SCENARIO BOOKLET

Every scenario has its own **booklet**. These contains the different **dialogues**, **events** and **investigations** of a scenario.

Pages of a booklet may ask pack members involved in a given **dialogue**, **event** or **investigation** to make choices. The different options available will always be indicated on the bottom half of the page.

Booklet pages may also contain gameplay instructions. These must be applied in the order they appear on the page (from top to bottom). When an instruction such as "**YOU MUST READ PAGE E.3**" is encountered, you must not read the rest of the page, nor apply the instructions written after, and go directly to the page indicated (**E.3** in this example).



## SAND TIMER

Sometimes, the pack will be asked to setup the **sand timer** when reading the choices of a booklet page. If this **timer** runs out before the pack unanimously made a decision, they will suffer a penalty in the form of an **effect** card (see page 28).

## SCENARIO GAMEPLAY OVERVIEW

Scenarios are played as a series of different gameplay sequences.

### Main sequence

The **main** sequence is when the pack moves around the tiles and prepares its next moves. When other gameplay sequences end, you will usually return to the **main** sequence.

It is played in rounds, in order of **Initiative** (See page 25).

### Combat sequence

A **combat** sequence is when the pack fights one or more **NPCs**. This sequence is played in rounds, in order of Initiative. **Combat** may be triggered willingly by a pack member, if at least 1 **NPC** with a **state card** is in their **Line of Sight**. **Combat** may also be triggered if an **NPC** spots a pack member. Finally, **combat** may be started or ended by **events** in the scenario booklet. **Combat** also ends when either all **NPCs** are defeated, or all pack members are **KO**.

### Investigation sequence

An **investigation** sequence is when one or more pack members examine an area represented by **investigation area** tokens. This sequence is not played in rounds. It takes place in the scenario booklet. You can initiative an **investigation** sequence when you are adjacent to an **investigation area** token. It ends when indicated in the scenario booklet.

### Dialogue sequence

A **dialogue** sequence is when one or more pack members have an interaction with a **dialogue NPC**. This sequence is not played in rounds. It takes place in the scenario booklet. You can initiative a **dialogue** sequence when you are adjacent to a **dialogue NPC** token. It ends when indicated in the scenario booklet.

When a Combat, Investigation or a Dialogue sequence begins, it must end before another one can start.

Example: While not all pack members are necessarily involved in an **Investigation** sequence, that sequence must end before the other pack members can resume playing.

The **events** section of a scenario booklet is not associated with any particular gameplay sequence. They can happen at any time, and must be completed before returning to the **Main** sequence.

**Main** and **combat** sequences must be played in **rounds**, with each character taking their turn, in order of **Initiative**.



## INITIATIVE

**Initiative** is the reaction speed of a character. It defines their turn order during the **main** sequence and the **combat** sequence.

Your **Initiative** is equal to your **PHYSICAL attribute** level, while an **NPC's Initiative** is defined on their **state card**.

The **Initiative** tracker is used to organize each character or NPC's **Initiative**, using their **Initiative** token. The token must be placed on the left of the tracker, at the level corresponding to that character or **NPC's Initiative**. When they end their turn, their token must be moved directly to the right of the tracker. When all **Initiative** tokens are on the right side, then the **round** ends, and all tokens must be moved to the left side before the next **round** begins.

HAS NOT PLAYED  
THEIR TURN YET.



HAS PLAYED  
THEIR TURN.

While pack members have colored Initiative tokens, **NPCs** and **Allies** use numbered tokens. These Initiative tokens come in pairs, one of which must be placed on the **Initiative** tracker and the other one on the **NPC's state card**. This helps identify which **NPC** or **Ally** that **Initiative** token belongs to.



A character's **Initiative** can never exceed 7, nor be lower than 0, even after applying multiple effects.

## INITIATIVE TIES

When 2 characters have the same **Initiative** on the **Initiative** tracker, follow this rule to know who plays their turn first:

1. Pack members play before **Allies** and **NPCs**
2. **Allies** play before **NPCs**
3. The **NPC** with the highest **Attack** level plays first.
4. The **NPC** with the highest **Resistance** level plays first.
5. If the characters are still tied, the pack decides who plays first.

## SKILL CHECKS

Most gameplay sequences will ask you to make **skill checks**, to determine if you succeed at performing certain actions. A **skill check** will always specify an **attribute** and a **skill** (for example, **PHYSICAL + STEALTH**). To make the check, you must roll a number of dice equal to your corresponding **attribute** level, and count the total number of **successes** you get. Add your corresponding **skill** level as **automatic successes**. If that total is equal to or higher than the **skill check's difficulty** level, you succeed. Otherwise, you fail.

The **difficulty** of a **skill check** will always be specified (for example, MAKE A **MENTAL + AWARENESS** CHECK [DIFFICULTY 3] in the scenario booklet.

## DICE



No mark: 0 **successes**



1 claw mark: 1 **success**



2 claw marks: 2 **successes**



Wyrms mark: 3 **successes**

When you are in **Crinos** form, replace 1 Rage die per **Rage** level you currently have. These Rage dice give more **successes** on average, but if they yield more successes than your black dice and skills automatic successes combined, you enter **Frenzy**. This means you lose control of your character and will attack the closest target to you each round. If, during a **skill check**, at least 1 Rage die shows a Wyrms mark, increase your **Corruption** tracker by 1, regardless of the number of marks (see page 15).

## EXAMPLES

- **During combat**, you are in **Crinos** form. You have a **BRAWL** skill level of 1 and roll 3 black dice + 1 rage die. You get 2 successes from your black dice + 1 automatic success from your **BRAWL** skill, and 2 from your Rage die. You don't enter **Frenzy**, although you are close to.
- You have a **BRAWL** skill level of 2, roll 3 black dice + 3 Rage dice. You get 2 successes from your black dice, plus your 2 automatic successes from your **BRAWL** skill level, but get 5 successes from your Rage dice. Your total is 9 successes, but because more than half came from your Rage dice, you enter **Frenzy** AFTER completing your action.

## NOTE

You can spend 1 **Willpower** to reroll up to 3 black dice, but you cannot reroll Rage dice.

## CONDITIONS

Conditions are states you can be in, that will drastically impact gameplay. They generally last until the end of the scenario, and can even impact the next one, unlike **effect** tokens. If the scenario ends in failure, and a pack member had suffered a condition, they are not affected by it when they restart the scenario.

### FRENZY

When a pack member has more Rage dice successes than regular successes (black dice + skill) in a Skill check while in the Crinos form in combat, the character enters **Frenzy**, lose control and become unpredictable.

You can only enter **Frenzy** during the combat sequence.

When the **Frenzy** occurs during a combat sequence:

The character no longer controls what attack they are going to do next, nor who will be their target. The player must shuffle the combat cards in their **Crinos** active hand and draw 1 at random. It is the card they will use during their active turn, on the closest target available, whether it's another character, **Ally** or **NPC** (more details on page 35).

At the end of every round, reduce their **Rage** points by 1. A Character with 0 Rage immediately ends their **Frenzy**.

### KNOCKED OUT

When your **Damage** tracker is full, and you take 1 more **Damage**, you faint and are **Knocked Out**. When this happens, remove your miniature from the tile. You cannot interact with the scenario until it ends. You are no longer **Knocked Out** once the scenario is over, but you begin the next scenario with 1 **Damage** taken on you tracker already.

### FATIGUE

When your **Willpower** tracker is full, and you spend or lose 1 more **Willpower**, you become **fatigued**. While under this condition, you cannot spend any **Willpower**, and can only roll 1 die during **skill checks**, regardless of your **attribute** level, or effects that would change that amount. The Fatigue state does not affect your Rage dice pool.

### SHAPESHIFTING

You can change your current form to another (i.e. going from **Homid** to **Lupus**) during the **main** and **combat** sequences. This uses your action for the turn, however. You cannot perform another action during the same turn. The only exception is when you **shapeshift** into **Crinos** form in combat where you can spend 1 **Rage** point to gain an additional **Attack** during that same turn.

When Shapeshifting into **Crinos** form, one **HEX** of your new, larger base must be where you were situated before the shift. The second **HEX** can be on any adjacent **HEX** even if it changes the facing of the character.

### USING ADVANTAGES

Your **auspice** and **Backstory** cards both provide a special effect you can use once per scenario. You can use this even when it is not your turn, and it does not cost you an action to do so.



# EFFECT TOKENS

**Effect** tokens represent advantages and penalties a character can be affected by. They can be obtained in various ways, such as the consequence of an **Attack**, or as a result of a choice made in an **Investigation** sequence, etc.

The effect of these tokens do not stack except for:

- The +1 **RESISTANCE** Token
- The **BLEED** Token



### +1 DAMAGE

Your next Attack inflicts 1 additional Damage per +1 DAMAGE token they have. Discard at the end of the Attack.



### -1 DAMAGE

Your next Attack inflicts 1 less Damage per -1 DAMAGE token you have. Discard at the end of the Attack.



### +1 DIE

Roll 1 additional die on your next skill check. Discard this token after.



### -1 DIE

Roll 1 less die on your next skill check. Discard this token after.



### +1 MOVEMENT

Increase your Movement by 1. Discard at the end of your turn.



### -1 MOVEMENT

Decrease your Movement by 1. Discard at the end of your turn.

### +1 RESISTANCE

Your Resistance is increased by 1 per +1 RESISTANCE tokens you have, meaning that you can absorb 1 Damage per token. Each token is discarded when they have absorbed 1 Damage. If you have any +1 RESISTANCE tokens left at the end of the current round, discard them and add 1 to your Initiative, immediately (regardless of the number of tokens discarded).

Pack members can decide whether or not to use a +1 RESISTANCE token to absorb Damage, while Allies and NPCs will always use it at the first opportunity. This Effect token can stack with itself.



### -1 RESISTANCE

Your Resistance is decreased by 1, meaning that you take 1 additional Damage whenever you are Attacked. Pack members can discard this token as soon as they use a Defense combat card, while Allies and NPCs never discard it.



### +1 UNPREVENTABLE DAMAGE

Your next Attack inflicts 1 additional Unpreventable Damage. Unpreventable Damage bypasses a character's Resistance and Defense combat cards. Discard at the end of your next Attack.



## IMMOBILIZED



A character with an **IMMOBILIZED** token cannot move during their turn, regardless of their Movement value and any effect that can change that value. Discard at the end of the character's turn.

## BLEED



Take 1 Unpreventable Damage per **BLEED** token you have at the end of each round. Discard all of your **BLEED** tokens when you play a Defense combat card. This Effect token can stack with itself.

## STUN



A character with a **STUN** token cannot move, nor use combat cards, during their turn. **STUN** tokens are discarded at the end of the character's turn.

## RETALIATION



When a character with a **RETALIATION** token suffers Damage from an Attack, the attacker suffers 1 Unpreventable Damage in return. Discard immediately after, or when the combat sequence ends.

## STEALTH



Only Garou of the pack can have **STEALTH** tokens. The **STEALTH** token indicates that the character is moving around undetected. Discard your **STEALTH** token when combat begins, or when an NPC spots a character with the token. Regardless of the reason, when you discard a **STEALTH** token, you gain +1 to your Initiative. **STEALTH** is explained in detail page 38.

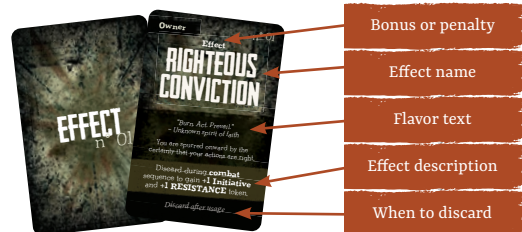
## VIGILANCE



An NPC with a vigilance token is harder to sneak past in **STEALTH** mode. The difficulty of a **STEALTH** check against them is increased by 1 (See page 38). This Effect token remains in effect until the end of the scenario.

# EFFECT CARDS

Effect cards work similarly to tokens, though their effects focus less on combat sequences, and some may be carried over to subsequent scenarios.



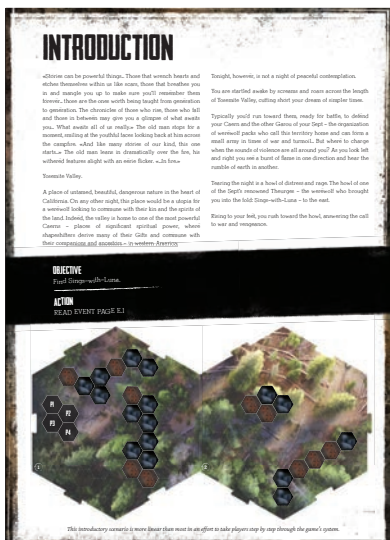
Effect cards can target either the pack or a single pack member. When an instruction tells you to draw an Effect card, if the card should go to a single pack member, it goes to the pack member who last:

- Played their turn
- or rolled a skill check
- or used an object
- or used a gift
- or activated their Backstory\Tribe\Auspice.

# GAMEPLAY

## FIRST ACTION

Once you have set up a scenario, according to its introduction page in the **Storybook**, you can start playing by performing the first action instructed in the scenario introduction. Most of the time, this will be “**READ EVENT PAGE E.1**.” In such a case, open the scenario booklet and read page **E.1** of the **events** section. In other cases, the first action may be to simply **RESUME PLAYING**, in which case the pack enters the **main** sequence directly.



## PLAYER COUNT

The player count is the total number of **players** and **allies** (except **Scenario Allies**) currently in play. This total can be anywhere from 1 to 4, but may not exceed 4.

The player count affects the difficulty of **combat** sequences. **NPCs** will have different **Attack**, **Resistance**, and **Damage tracker** levels according to the player count.

If a pack member or **Ally** is removed from the tile during a scenario, they still count in the player count. Therefore, the player count does not change during a scenario.

## MAIN SEQUENCE IN DETAIL

The **main** sequence is the time during which the pack can **move** around the tile (sometimes in **STEALTH**) and prepare for **combat** or begin an **investigation**.

It is played in **rounds**, in order of **Initiative**. Unless specified, **NPCs** do not move during this sequence, and have an **Initiative** of 0.

During a turn of a **main** sequence, a pack member can do only one of the following actions, as their main action:

- **Shapeshift** to another form (See page 26).
- Begin a **combat** sequence with an **NPC** with a **state card** in their **Line of Sight**.
- Begin the investigation sequence of an investigation area token on an adjacent **HEX**, or the dialogue sequence of a dialogue **NPC** on an adjacent **HEX**.
- Use an **Item** card.
- Give or take an **Item** card to/from another pack member on an adjacent **HEX**. The other pack member can still perform another action during their turn.
- Enter **STEALTH** mode, if they are outside all **NPCs** **Line of Sight**.
- Do nothing.

In addition to their main action, a pack member can **move** around the tile:

- **Movement** is equal to 3.
- **Movement** may be affected by **effect** tokens, and a character moves faster in **Lupus** form.
- **Movement** can be split before or after the character's main action during their turn, as long as the total number of **HEX** traveled is lower or equal to the character's **Movement**.

If there are any **Allies** in play, whether they are pack **Allies** or **scenario Allies**, they also take their turn during the **main** sequence. During their turn, the pack must place the **Ally** on an adjacent **HEX** to any of them.

Once all characters have played their turn, the current **round** ends, and the next one begins. Keep in mind that **effect** tokens may need to be discarded at the end of the **round**, that **round** trackers may need to be moved, and that **events** may be triggered as well.

When the pack reaches a “**RESUME PLAYING**” instruction while reading a scenario booklet page, they fallback to the main sequence, unless a **combat** sequence had started.

## RECOVERY

Garou can heal much faster than other creatures. As such, you can decrease your **Damage tracker** by 2 during your turn, by spending 1 **Rage** point.

## COMBAT IN DETAIL

A **combat** sequence begins when a pack member declares one during their turn of a **main** sequence (an **NPC** with a **state card** must be in their **Line of Sight**), or when an **NPC** with an aggressive attitude spots a pack member, or when an **event** triggers it.

**Combat** ends either via an **event**, when all **NPCs** have been defeated, or when the entire pack is **Knocked Out** (see page 26). In the last case, the scenario ends in failure.

Like the **main** sequence, **combat** is played in **rounds**, and characters take turns in order of Initiative. **NPCs** do take turns as well. Therefore, when **combat** begins, the pack must make sure that every character has its Initiative token on the Initiative tracker, and that **NPCs** have their corresponding numbered token (see page 25).



## ACTIVE HAND

An **active hand** is a selection of **combat** cards a pack member can use during a **combat** sequence.

A pack member has an **active hand** for each of their forms. They can only use cards from the **active hand** of their current form.

The maximum number of cards allowed in an active hand is equal to the character's **PHYSICAL** level + **MENTAL** level.

Pack members can refill their current **active hand** when it's depleted (player has used all their combat cards in this form).

Players can also spend 1 **Willpower** point to either refill all their **active hands** (of all forms) by putting their discarded **combat** cards back into their hand of the appropriate form, or choose new active hand altogether from all the combat cards available.

## COMBAT CARDS IN DETAIL

**Combat** cards exist in 3 types:

- **Attack**  
They can be used to inflict **Damage** to a target.
- **Defense**  
They can be used to absorb **Damage** from an **Attack**
- **Mix**  
They can be used as either **Attack** or **Defense** cards, but not both. Only pack members can use such cards.
- **Special**  
Only **NPCs** can use such cards. These represent the **Special actions** written on the **NPC's state card**.

**Combat** cards can also have various effects, which must be applied when the card is played, and last until the **round** ends.

## RANGE ATTACKS

Most **Attacks** will require the **attacker** to be adjacent to its target, unless they specify they use **ranged attacks**. The target must be in the **attacker's Line of Sight**, have a ranged weapon in their inventory and use a ranged combat card.

## PLAYER COMBAT CARDS

Combat cards for pack members have additional info: they show the bonus of dice the character gets for their skill check, as well as which body parts they can target with a Glorious Attack (see page 34).



## STATE CARDS IN COMBAT

When a **combat** sequence begins, all **NPC state cards** must be flipped to reveal their **combat** info, regardless of where the **NPC** is located on the tiles.



**NPCs** have a set of **Movement, Initiative, Attack, Resistance, and Damage** tracker level. These are different according to the player count (see page 28).

An **NPC** is defeated when its **Damage** tracker is full (the slider reaches the maximum **Damage** value). When defeated, the **NPC** must be removed from the tile, and its various tokens and **combat** cards discarded.

## NPC COMBAT CARDS

**NPCs** use **combat** cards to either **Attack** or **Defend** themselves, just like the players. Their **combat** cards are organized in several **NPC combat** decks, each corresponding to the **NPC's** nature, indicated on its **state card**.



The different natures of **combat** decks are:

- HUMAN
- AUTHORITY
- ANIMAL
- GAROU
- BANE
- FOMORI
- BOSS\*

\* : this deck is composed, see page 35.

When combat begins, find the **NPC combat** decks corresponding to the **NPCs** involved in the sequence, and shuffle them. **NPCs** that share the same nature will use the same deck. When the deck is empty, shuffle the discard **combat** cards to reform the deck

## COMBAT ROUNDS

A combat round is divided into 2 major parts:

### 1- Active turns.

Each character and **NPC** takes their active turn in the order given by the **Initiative** tracker.

Each **Ally** is controlled by the players, deciding the ally movement and action.

### 2- Initiative resolution.

All **Initiative** tokens must be moved to the left side of the tracker, **effect** tokens may be discarded (see page 27), **round** trackers must be updated if present, and another **round** begins.



## PLAYER ACTIVE TURN

During your **active turn**, you can do only one of the following actions:

- **Shapeshift** to another form (See page 26).
- Use your **combat** card for **Attack** or **Defense** (**Mix** card included). The target must be within range (adjacent **HEX** or **Line of Sight** for **RANGE** Attacks).
- Discard your combat card to gain 2 **Movement** this turn.
- Use an **Item** card.
- Give or take an **Item** card to/from another pack member on an adjacent **HEX**. The other pack member can still perform another action during their turn.
- Do nothing.

Just like the **main** sequence, pack members can **split** their **Movement** before and after their main action.

### Moving

- **Movement** is equal to your **ATHLETICS** attribute level + 1.
- **Movement** may be affected by **effect** tokens, and you move faster in **Lupus** form.
- **Movement** can be split before or after your main action during your turn.

Additionally, you can use **Gifts** during your turn, limited only by the **Gift's** cost (see page 17).

You can also spend 1 **Rage** point to heal yourself of 2 points of **damage**.

There is no limit to how much **Rage** you can spend on your turn, as long as you have **Rage** available to spend.

A pack member in **Crinos** form can also:

Spend 1 **Rage** point to gain 1 extra action.

### EXAMPLE

You **shapeshift** to **Crinos** form during your active turn, as your main action. You can then spend 1 **Rage** point to gain 1 **Attack** as well.

## HOW PLAYERS ATTACK

When you **attack** an **NPC**, play a combat card and make the relevant **skill check** with your **PHYSICAL** attribute and the **skill** indicated on your **combat** card (see page 29). The total number of **successes** you get is the number of **Damage** you inflict on your target. Before applying this **Damage**, it must be reduced by the **Resistance** level of the target.

An **NPC's** Resistance level is written on their **state card**, but it may be modified by **effect** tokens. Meanwhile, a pack member's **Resistance** level is the number of **Resistance** tokens they have, if any, plus any other modifier. An **NPC's combat** card may increase their **Resistance** level further, if it is a **Defense** card. When **attacking** an **NPC**, check its **combat** card briefly (if it is still face down). If it is indeed a **Defense** card, the **NPC** uses it immediately and gains its **effect**. **Resistance** bonuses given to an **NPC** lasts until the round ends, unless represented by a +1 **RESISTANCE** token.

Once used to **Attack**, a **combat** card must be discarded. Some **combat** cards may require the user to have a **Weapon Item**, either **MELEE** or **RANGED**. Such cards cannot be used unless the character has one such **Item** card in their possession.

## HOW PLAYERS DEFEND THEMSELVES

**Defense combat** card (or **Mix** cards used to **Defend**) can be played either during the pack member's active turn, or in reaction to an attack. Regardless of which, when it is played, the pack member must make a **skill check** of their **PHYSICAL** attribute + the **skill** indicated on the card. The total number of **successes** they get represent the number of +1 **RESISTANCE** tokens they take, and each token can be used to absorb 1 **Damage** (see page 27).

### NOTE

- **Unpreventable Damage** cannot be reduced by **Resistance**.
- If the **combat** card of the pack member has an additional effect, it must be applied as soon as the card is used. It stops at the end of the round.

## NPC'S ACTIVE TURN

During an **NPC's active turn**, do the following:

- 1- Reveal the **combat card** of this **NPC**.
- 2- If the card has an **effect**, apply it immediately.
- 3- If it is an **attack combat** card, move the **NPC** towards the target of their **attack**.
- 4- If it is a **defense combat** card, they gain the bonus written on the card. This bonus remains until the end of the **round**.
- 5- If it is a **special combat** card, refer to the **special** move written on the **NPC's state card**.

## NPCs TARGETING

**NPCs** have a default target, specified at the top of their **state card**. When they draw an **Attack combat** card, they will try to **move** to reach that target, unless the card specifies a new target.

If the target is out of reach, meaning that the **NPC** cannot use their **Attack combat** card on them, even after moving, then the **NPC** will retarget: they will try to reach the closest target that fits the same criterias.

If no valid target is in range, then the **NPC** will discard their **combat** card and gain 2 **Movement**. They will then **move** as close as possible to the nearest target, and end their turn there.

In case of a tie between targets, meaning two targets are equidistant to the **NPC**, then the pack decides which one the **NPC** will target.

## HOW NPC'S ATTACK

When an **NPC** has a valid target in range, they **attack** them using the ability on their **combat** card. The **Damage** they will inflict is equal to their **Attack** level, on their **state card**, plus any modifier, whether **effect** tokens or the effects of their **combat** card.

Before applying this **Damage**, reduce it by the **Resistance** level of the target. For pack members, this will be the number of +1 **RESISTANCE** tokens they have, and choose to use.

Then, discard the **combat** card of the **NPC**.

### NOTE

If the **combat** card of the **NPC** has an additional effect, it must be applied before the **Attack**. It will last until the current **round** ends.

## HOW NPC'S DEFEND THEMSELVES

An **NPC** can play their **Defense combat** card either during their active turn, or in reaction to an **Attack**. When played, the card grants a **Resistance** bonus to the **NPC**. That bonus is applied until the **round** ends. It can, therefore, protect them from multiple **Attacks**. Once the **round** is over, the **combat** card is discarded.

## DIFFICULTY MODIFIERS

**Combat difficulty** may be adapted by the pack, whether they find it too easy or too challenging. This is allowed using **difficulty modifiers**. Each one of these makes a specific aspect of **combat** easier or more difficult.

### Easy modifiers

- **Unprepared**  
All **NPCs** have -1 **Initiative** level.
- **Vulnerable**  
All **NPCs** have -1 **Resistance** level
- **Weak**  
All **NPCs** have -1 **Attack** level.
- **Sociable**  
All pack members can communicate however they like, no matter their current form.

### Hard modifiers

- **Prepared**  
All **NPCs** have +1 **Initiative** level.
- **Resistant**  
All **NPCs** have +1 **Resistance** level.
- **Strong**  
All **NPCs** have +1 **Attack** level.

The pack may not use a combination of **easy modifiers** with **hard modifiers**.

When 1 or more **hard modifiers** are used, the pack will gain additional rewards when a **combat** sequence ends:

- **1 hard modifier**  
+1 Trophy
- **2 hard modifiers**  
+1 XP
- **3 hard modifiers**  
+2 Trophies

These rewards are cumulative. For example, if you used 3 **hard modifiers**, you gain 3 **Trophies** and 1 **XP** at the end of combat.



## PACK STRATEGIES

A Garou may be a formidable warrior on its own, but a pack of Garou is simply unstoppable, provided they manage to plan and execute strategies.

When a **combat round** begins, the pack can decide unanimously to activate a **Pack Strategy**. These are represented by cards, and describe a set of moves that 2 or more pack members must execute, in order to gain immense advantages over their foes. But executing a strategy is risky, and can be either successful or failed. Failing gives penalties to the pack.

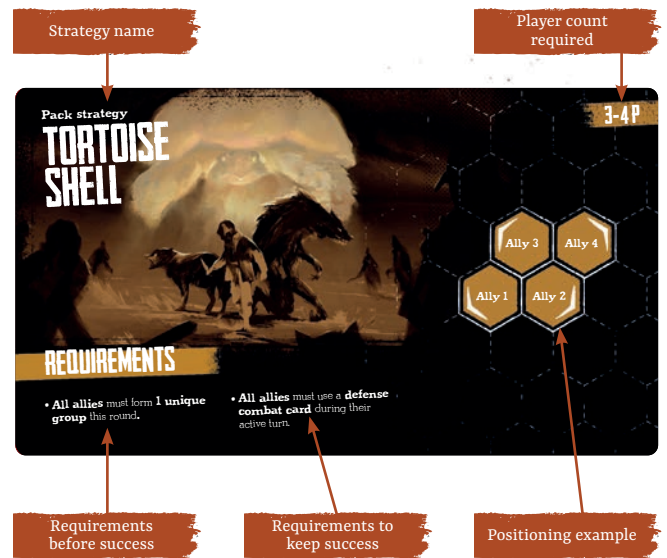
**Pack Strategy** cards show their requirements on the front, and their bonuses and penalties on the back. When the pack decides to activate a **Strategy**, they must place the corresponding card face up on the table. Once it is successful, or failed, the card must be flipped and the consequences applied. The **Pack Strategy** is automatically failed if it hasn't succeeded before the end of the **round**.

Only one **Pack Strategy** may be activated per **round**. The pack must discard the **Pack Strategy** card they activated when specified and may not use it again until the scenario ends.

Some **Pack Strategies**, called **Lasting Strategies**, have requirements that need to be met even when it has succeeded already, under a special section named **SUCCESSFUL WHILE**. If these requirements are not met anymore, at any point between the moment the **Strategy** has succeeded and the end of the round, then the **Lasting Strategy** is discarded.

Finally, **Pack Strategies** may not be available to every pack. The player count determines if a **Strategy** can be used. This will be indicated at the top right corner of the card.

The pack will unlock new **Strategies** during the campaign. Although they aren't required to win **combat**, they offer powerful advantages that could save a pack in dire situations.



## POSITIONING

When 2 **NPCs** or more stand on **HEX** adjacent to each other, they form what is called a **group of NPC**. Pack members and their **Allies** can do the same to create a **group of Allies**.

**Groups** is a game term you will encounter several times throughout the game, including in **Pack Strategies**. Other terms that are directly related to **groups** are:

- **Member**  
Every **NPC** or pack member that is part of the group.
- **Splitting**  
Moment when a **group** becomes 2 separate **groups** because one of its members either moved or was removed from the tiles.
- **Dissolving**  
Similar to **splitting a group**, in that the **group** doesn't exist anymore, but none of its former members are part of a **group** either.
- **Culling**  
A **group** is **culled** when one or more of its members leaves the **group**, either by **moving** or by being removed from the tiles. The result must be 1 smaller **group**. If this creates more **groups**, than it is called **splitting a group**, and if no group at all is left, then it is called **dissolving a group**.
- **Expanding**  
When a **group** gains one or more members.

## BLINDSPOT ADVANTAGE

When a character or an **NPC** is **attacked** from the **HEX** directly behind it (opposite from their facing arrow), they suffer 1 additional **Damage**.

The pack can exploit this advantage, but **NPCs** will not move to the **HEX** behind their target unless that is the closest **HEX** to reach them.

## GLORIOUS ATTACK

Some **NPCs** may be the targets of **Glorious Attacks**, in addition to regular **Attacks**. A **Glorious Attack** inflicts powerful penalties to an **NPC**, like removing their ability to **move**, perform **ranged attacks**, or even kill them outright!

Your **combat** card shows, in red, which body parts you can target for a **Glorious Attack**, while the **NPC's state card** shows which of their body parts can be targeted. When both the **combat** card and the **state card** show the same parts, then you may attempt a **Glorious Attack**.



To succeed at a **Glorious Attack**, you must use a combat card that targets one of the highlighted body parts on the **NPC's State Card**. Some **Glorious Attacks** may also require you to be in a specific form. If you deal damage equal to or greater than the number shown on the highlighted body part, and are in the required form (if applicable), your **Glorious Attack** is successful. Then, open the scenario booklet to the **combat** section. There, you will find a list of each **NPC**, and the penalties they get when a **Glorious Attack** is successful against them.

The pack must read the page corresponding to the successful **Attack**, as all its consequences are described there.

### EXAMPLE

THE "AXE FOMORI" NPC TAKES a BLEED TOKEN and a -1 **ATTACK** TOKEN.

NPC	DESCRIPTION	✓ SUCCESS
N°1 TREE TRUNK BANE	With a powerful thrust, you punch straight through the back of it in a creature's trunk, your claws bursting through the back of it in a shower of splinters. The creature wails and thrashes as you drag your claws back through the shattered wood, leaving a gaping hole and exposing the heartwood inside, covered in a pungent dark ichor. Now laid bare, the creature's core should make an easy target for your fury. -2 resistance level <b>THE NPC DIES, REMOVE IT FROM THE TILE</b>	+1 Trophy
N°3 BLOOD- THIRSTY AXE FOMORI	Biting down hard on the thing's arm, you taste the creature's disgusting blood fill your mouth. You lock your jaw and with a powerful snap, rip off the limb, slinging the bloody piece away in one fluid movement as the creature howls furiously. What should have killed a human opponent only seems to enrage the creature. <b>THIS NPC HAS -2 ATTACK FOR THE REST OF THE FIGHT</b>	+1 Trophy
N°4 RAVING CHAINSAW FOMORI	With a powerful blow to the creature's head, you see it stagger back, its disgusting eyes rolling back into its head, before falling flat on the ground behind it. Screaming, it attempts to stand back up, but its movements are now sluggish and imprecise... -1 stun token. <b>THIS NPC TAKES A STUN TOKEN</b>	+1 Trophy

Successful **Glorious Attacks** also reward the pack with Trophies, which can be used to buy **Items** at the **Caern** between scenarios (See page 20).

The **NPC** targeted by a **Glorious Attacks** still suffers **Damage** from the **Attack** (after the effects of the **Glorious Attacks** are applied), unless the booklet indicates otherwise.

A **Glorious Attack** may be attempted again if it failed. Once it has succeeded however, that **Glorious Attack** may not be repeated.

## LEADERS

**Leaders** are special **NPCs**, much stronger than regular foes. They are servants of the Wyrms, and corrupted to the core.



## BOSSSES

**Bosses** are manifestations of the Wyrms itself. They are terrifying creatures, with one goal only: to destroy.

**Bosses** are **NPCs** with the same properties as **Leaders**

**Bosses** have their own unique **combat** deck made of the following:

- The shared **BOSS combat** deck (3 **Special 1** cards + 3 **Special 2** cards).
- The **NPCs** personal **combat** deck, indicated by a number on the back of the cards (i.e. **BOSS #2**).

When a **Boss NPC** joins a **combat** sequence, the pack must form its unique **combat** deck by shuffling together the cards from the two decks mentioned above. When **combat** with a **Boss** ends, the pack must separate the different decks again.

## PHASES

When a **Boss NPC's** **Damage** tracker is full, the **Boss** is not yet defeated. Instead, it is entering its next **phase**. The pack then reads a designated page in the **combat** section of the scenario booklet (which will be indicated during the **combat** setup). That page will ask the pack to discard the current **state card** of the **Boss**, and setup the **state card** for its next **phase** (which could be **phase II**, **phase III**, etc.)

Move the **Initiative** token of the **Boss** to its new **Initiative** level.

When a **combat** sequence against a **Boss** begins, the **Boss' state card** must always be flipped so that its **phase I** is face up.

## NOTE

The pack may attempt a **Glorious Attack** on a **Lieutenant** or **Boss NPC**, although this will usually be more difficult than for other **NPCs**.



## ALLIES IN COMBAT

**Pack** and **Scenario Allies** are a special type of **NPC**. They will fight alongside the pack during **combat** sequences. **Allies** have **state cards**, just like other **NPCs**. Their **Attack**, **Resistance**, **Damage**, and **Initiative** levels also scale with the player count.

You control **Allies** in a limited but specific way, deciding where the **Ally** moves and what action they take during their active turn.

- Players decide how an **Ally** moves, what's their target and what action they undertakes.
- **Allies** have special actions printed on their state card that can be chosen by players on the **Ally's** turn. It can be a **defense**, **attack** or **special ability**.

Players can decide to use the **Ally** movement or take an action first.



## SWARM

Some (if not most) creatures have no hope of standing before a Garou on their own. But by using superior numbers and relentless **attacks**, it may shift the balance of power in their favor. The more numerous they are, the more dangerous they become.

**Swarm NPCs** have a **state card** that differs slightly from other **NPCs**. **Movement**, **Target**, **Initiative**, **Attack** and **Resistance** Levels all work similarly to other **NPCs**.

- **Swarm NPCs** share the same **state card** with each member of the **Swarm**.
- **Swarm NPCs** do not draw cards. Instead, they automatically deal an amount of damage equal to their **Attack** level, multiplied by the number of swarm tokens currently on the tile. (If there are 5 swarm **NPCs** on the tile and they have 1 **Attack**, then they each deal  $5 \times 1 = 5$  damage to their target).
- **Swarm NPCs** are defeated after suffering 1 **Damage**. Instead of a **Damage** Tracker at the bottom of their **State card**, the numbers represent the amount of members of the swarm to place on the Tile based on the number of Players.
- **Swarm** use **Swarm** Tokens instead of standees.
- **Swarms** are immune to all **effect** tokens.



## FRENZY IN COMBAT

When you enter **Frenzy** during a **combat** sequence you lose control of your actions. refer to **Frenzy** on page 27 for more information on how to handle **Frenzy**.

## INVESTIGATION IN DETAIL

An **investigation** sequence begins when you inspect an **investigation area** token on the tile. **Investigations** take place entirely in the scenario booklet, although instructions may affect the tile as well. The sequence ends when you reach a **RESUME PLAYING** instruction in the booklet.

Only pack members adjacent to the **investigation** area of the current **investigation** may be involved in the sequence, and as such, make choices, **skill checks**, etc. Those pack members who are not involved in the investigation may not interact with those who are until the **investigation** sequence has ended.

### INVESTIGATION CHECKS

During **investigations**, special **skill checks** may occur. Unlike regular skill checks, these **skill checks** have multiple outcomes, based on the number of **successes** you have obtained. The more **successes**, the better the outcome. Choose one player to make the Investigation check.

For example, you could reach a conclusion with 1, 2, or 4 successes. The latter being the most accurate.

### GUESSES

Sometimes, you may reach a point in an **investigation**, where you must make a **guess** over the meaning of what you have discovered so far. These **guesses** take the form of multiple choices, leading to **Guess** pages in the booklet. You will need to use your deductive skills and logic to determine which guess is the best.

### CLUE TOKENS

**Clue tokens** represent elements that the pack learned, discovered, or carries, that can affect the rest of the scenario. They may help make a better **guesses** during an **investigation**, or even unlock new paths in **events**.

**Clue** tokens are numbered from 1 to 5, and can represent a variety of different things. The pack can take notes of what a token represents when they obtain one.

These tokens belong to the pack, regardless of which pack member obtained them.

When the scenario ends, discard all of your **clue tokens**.



## INVESTIGATION SUCCESS TOKENS

When the pack gets closer to uncovering the key to the mystery of an **investigation** sequence, they obtain a number of **investigation success** tokens.

**Investigation success** tokens may be acquired when making a good **guess** or succeeding a particularly difficult **investigation check**.

These tokens, like **clue** tokens, belong to the whole pack, and not just the member who obtained them. They must also be discarded when the scenario ends.

Having a lot of **investigation success** tokens may unlock new options in **events**, and help in making a better **final deduction**.



### FINAL DEDUCTION

The **final deduction** is often the last phase of an **investigation**. It usually occurs towards the end of a scenario, and takes place in the booklet. Note that not every investigation will have a final deduction. This phase is reserved for the more important investigations. The entire pack is involved during that time, and can participate, regardless of their location on the tile.

During a **final deduction**, the pack will be presented different options, each representing a hypothesis on the current investigation. Like **guesses**, the pack will need to choose one of these hypotheses, which may change the outcome of a chapter.

The number of **investigation success** tokens the pack owns determines the accuracy of the options presented to them on a **final deduction** page. The less tokens they have, the less informed the options will be, making the choice difficult.

## ENIGMAS

While Garou are aware of the existence of spirits, they are also aware that there is a lot they do not know yet. Communicating with spirits always proved to be a challenge. The Garou must always interpret the very few words that a spirit may give them.

During interactions with a spirit, you may be asked to make a **MENTAL + ENIGMA** skill check. The number of successes you get will give you a number of coordinates, such as C3, B4, E2, etc on the **Enigma Table**.

The **enigma table** is a page of the scenario booklet that shows a table of 7 rows and 7 columns, filled with different words. Using the coordinates gained with your **skill check**, you will find words the spirit told you.

	A	B	C	D	E	F	G
1	NEXUS	THEFT	WYOM	SEPT	DNA	ARMY	ONYX
2	DEFLER	RAGE	YOSEMITE	FANG	CAERN	POISON	WADINGS
3	HURRY	ESPIONAGE	CORRUPTION	MOOT	WEAVER	DARKNESS	FRINGE
4	ZETTLER	GAIA	NEW MOON	VILLIUNRA	LOSS	WYLD	TITAN
5	RIN	BETRAYAL	CORPORATE	FAMILY	ELIMINATION	UNITY	BURN
6	FOMORI	LEECH	BITE	RED	CHAINSAW	GIFT	PHANTOM
7	SURVIVE	MAGE	PUPPET	WEST	ROSE	WEB	FEAR

### EXAMPLE

You were given the coordinates C3 and B4. Using the **enigma table** above, you get the words **River** and **Danger**. Is the spirit warning you that the river is dangerous? Or is it trying to tell you to run to the shore?

You will still need to interpret the spirit's message. The interpretation is easier the more words you get.

## DIALOGUES IN DETAIL

A **dialogue** sequence can be initiated when you stand on **HEX** adjacent to a **dialogue NPC**. These are listed in the scenario's setup, as well as in the table of content of the scenario's booklet. Only pack members also adjacent to that **NPC** are involved in the **dialogue**.

Like during an **investigation**, a **dialogue** takes place entirely in the scenario's booklet. Open the booklet on page **D.1** of that **NPC's dialogue**, and follow the story and instructions there. You may be asked to make choices and **skill checks**, which will have consequences on the scenario. These can only be done by pack members involved in the dialogue. Those pack members who are not involved in the dialogue may not interact with those who are until the **dialogue** sequence has ended.

The booklet will tell you when a **dialogue** ends, with the instruction: **RESUME PLAYING**. Sometimes, the **NPC** will stay on the tile, even after talking to them, but the pack can no longer start a **dialogue** with them. This will be indicated with a: **YOU CAN NO LONGER ENTER DIALOGUE WITH THIS NPC**.

A **dialogue** sequence may only be initiated by pack members in **Homid** form, although some **NPCs** may be spoken with in **Lupus** form, but this will always be indicated in the setup of that **NPC**.

### SIDE OBJECTIVES

Aside from the main objective of a Scenario, the pack can try to achieve smaller objectives to gain more rewards (such as **XP**, **Trophies** or **Items**). These "**side Objectives**" are listed in the scenario's booklet. When the pack achieves one, they gain the associated reward immediately.

A **side Objective** may only be completed once. If the scenario ends in failure, the pack must lose all rewards they gained from completing **side Objective**. They may try to complete these goals again if they play the scenario again.



## STEALTH MODE

The pack may decide to move around the tile stealthily, so as to not attract the attention of the **NPCs** present, and not raise their **vigilance** level. In such cases, pack members may declare **STEALTH** during the **main** sequence.

When entering **STEALTH** mode, take a **STEALTH effect** token (see page 27). You remain undetected while you have the token. If an **NPC detects** you, or a **combat** sequence begins, you must discard it.

**NPCs** cannot detect pack members who have a **STEALTH** token, even if they enter or move through the **NPC's Line of Sight**, but the pack member must succeed a **STEALTH check** each time.

### ENTERING STEALTH

To enter **STEALTH mode**, you must be outside of every **NPC's Line of Sight**. Then, you must declare **STEALTH** during your turn of the main sequence.

#### NOTE

A pack member may not enter **STEALTH** mode during a **combat** sequence, or an **investigation** sequence.

### STEALTH CHECK

While you have a **STEALTH** token and move through an **NPC's Line of Sight** during your turn, you must make a **STEALTH check** to determine whether the **NPC detects** you or not. If they do, you lose your **STEALTH** token, and the **NPC** will react according to its **Attitude** and the current **vigilance** level (See page 23).

The image on page 23 indicates the added difficulty for a pack member's Stealth check. For example, standing on a **HEX** directly in front of an **NPC** adds 3 to the difficulty of the roll.

The **STEALTH** check is a **PHYSICAL + STEALTH skill check**, with a difficulty depending on where the pack member is in the **Line of Sight** of an **NPC**:

- If you are in the triangle of **HEX** in front of the **NPC**, the difficulty is equal to the **NPC's Line of Sight** value
- If you are directly in front of the **NPC**, the difficulty is the **NPC's Line of Sight** value + 2.
- If you are on the **HEX** on either side of the **NPC**, the difficulty value will be the **NPC's Line of Sight** value
- Finally, if you are on the **HEX** directly behind the **NPC**, the difficulty value will be the **NPC's Line of Sight** value -1.

You must make a **STEALTH check** for each **NPC** whose **Line of Sight** you enter or **move** through or during your turn.

If you moved through several **HEX** of the **NPC's Line of Sight**, use the highest difficulty among all these **HEX** for your **STEALTH check**.

### VIGILANCE

When you fail your **STEALTH check** against an **NPC**, you must leave **STEALTH mode**, and discard your **STEALTH** token. The **NPC** gains a **VIGILANCE** token. Any further **STEALTH** check against that **NPC** will have its difficulty increased by 1. If the **NPC** already had a **VIGILANCE** token, they gain 1 **RESISTANCE** token if they have a **state card**, or they initiate a **combat** sequence if they have an **Aggressive nature**.

An **NPC** may start the chapter with a **VIGILANCE** token already. This will be indicated in the setup.



### SNEAK ATTACK

You may try to neutralize a hostile **NPC** while staying undetected. This is called a **SNEAK Attack**, and resembles declaring combat with an **NPC** in the **main** sequence.

To attempt a **SNEAK Attack**, you must have a **STEALTH** token, and stand on the **HEX** directly behind an **NPC** with a **state card**.

Then, make a **PHYSICAL + BRAWL skill check**, and inflict the total **successes** of this check as **Unpreventable Damage** to the **NPC**. If this doesn't fill their **Damage** tracker completely, or the **NPC** is in another **NPC's Line of Sight**, **combat** begins immediately. Otherwise, the **NPC** is removed from the tile, as it has been neutralized silently.

### ENTERING COMBAT IN STEALTH MODE

When **combat** begins, all characters with a **STEALTH** token must discard it. In exchange, they start the **combat** with +1 **Initiative**.

# GLOSSARY



# CREDITS





# NOTES







