



# RULEBOOK



# FOREWORD

## WHAT IS THE WORLD OF DARKNESS?

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

## WHAT IS WEREWOLF : THE APOCALYPSE?

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

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

## WHAT IS WEREWOLF : THE APOCALYPSE — RETALIATION?

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





# TABLE OF CONTENTS

<b>FOREWORD</b> .....	<b>2</b>
-----------------------	----------

<b>WHAT'S IN THE BOX?</b> .....	<b>4</b>
---------------------------------	----------

<b>OVERVIEW</b> .....	<b>6</b>
-----------------------	----------

<b>PLAYER</b> .....	<b>7</b>
---------------------	----------

Your Character .....	<b>7</b>
----------------------	----------

Forms & Shapeshifting .....	<b>8</b>
-----------------------------	----------

Character Sheet .....	<b>9</b>
-----------------------	----------

Experience & Trophies .....	<b>10</b>
-----------------------------	-----------

Character Board .....	<b>11</b>
-----------------------	-----------

Health, Willpower, Rage and Spiral .....	<b>11</b>
--	-----------

Movement and Line of Sight .....	<b>14</b>
----------------------------------	-----------

Combat Decks .....	<b>15</b>
--------------------	-----------

Item and Effect Cards .....	<b>16</b>
-----------------------------	-----------

Character Background .....	<b>17</b>
----------------------------	-----------

Backstory, Auspice and Tribe .....	<b>17</b>
------------------------------------	-----------

<b>NON-PLAYER CHARACTERS (NPCS)</b> .....	<b>19</b>
---	-----------

NPC Types .....	<b>19</b>
-----------------	-----------

Enemy Types .....	<b>20</b>
-------------------	-----------

Allies .....	<b>23</b>
--------------	-----------

NPCs Characteristics .....	<b>24</b>
----------------------------	-----------

Spirits .....	<b>29</b>
---------------	-----------

<b>GAMEPLAY</b> .....	<b>32</b>
-----------------------	-----------

Checks .....	<b>30</b>
--------------	-----------

Gameplay Sequences .....	<b>32</b>
--------------------------	-----------

Exploration Sequence .....	<b>32</b>
----------------------------	-----------

Investigation Sequence .....	<b>33</b>
------------------------------	-----------

Investigation Tokens .....	<b>33</b>
----------------------------	-----------

Dialogue Sequence .....	<b>34</b>
-------------------------	-----------

Chiminage .....	<b>34</b>
-----------------	-----------

Event Sequence .....	<b>35</b>
----------------------	-----------

Interactive Token Types .....	<b>35</b>
-------------------------------	-----------

Choices and Consequences .....	<b>36</b>
--------------------------------	-----------

Combat Sequence .....	<b>37</b>
-----------------------	-----------

Combat Begins! .....	<b>37</b>
----------------------	-----------

Initiative .....	<b>38</b>
------------------	-----------

Player Turn .....	<b>39</b>
-------------------	-----------

Ally, Spirit and Enemy Turns .....	<b>42</b>
------------------------------------	-----------

Combat and Terrain Tokens .....	<b>45</b>
---------------------------------	-----------

Rounds and Spirits Tracker .....	<b>46</b>
----------------------------------	-----------

Sand Timer .....	<b>46</b>
------------------	-----------

<b>SCENARIOS</b> .....	<b>47</b>
------------------------	-----------

Storybook .....	<b>48</b>
-----------------	-----------

Setups .....	<b>49</b>
--------------	-----------

The Caern .....	<b>49</b>
-----------------	-----------

Scenario Booklets .....	<b>51</b>
-------------------------	-----------

# WHAT'S IN THE BOX?



1 Rulebook



1 Storybook



1 Character Creation Guide



4 Character boards



33 Scenarios booklets



12 Miniatures



11 Double-sided tiles



90+ NPCs and Allies tokens



10 Black dice



5 Rage dice



20 Tracker clips



30 Tracker covers



15+ Hex bases



16 Cubes





12 Character Sheets



25+ Caern events



100+ State cards



30+ Journey cards



12 Character Form cards



120+ Player combat cards



~30 BOSS combat cards



12 NPC combat cards



140+ Effect and item cards



20 Corruption cards



30 Trophies tokens



1 Round tracker



101 Terrain and effect tokens



70+ Character boards tokens



1 Initiative tracker 36 Initiative tokens



5 Secret envelopes





# OVERVIEW

**Werewolf: The Apocalypse — RETALIATION** is a cooperative 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.

The game can either be played solo, or with friends as a pack. Throughout the game, rules and instructions will refer to the players as a pack, even if you are playing solo. If you are playing with fewer than 4 players, you'll be able to call upon allies to help you during the Campaign. If you're playing solo, you must be accompanied by at least one ally. You could also create a second character, but managing two characters can be more complex than managing a single one and an ally.

## THE STORY

The campaign of **RETALIATION** is divided into scenarios, each with 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 choices, successes and failures will influence the story, leading each scenario to resolve in vastly different ways. At the end of certain scenarios, you may be offered a choice on which goals to focus on next, letting you choose between scenarios and leading you down your own, unique path through the story.

## THE COMBAT

Combat is a core part of the Game in **RETALIATION**. Your choices, dialogues and investigations may influence how these conflicts happen, but often will not prevent combat entirely. Your enemies are often hell-bent on destroying you, and would rather see a world where Garou are but a distant memory. You aim to persuade them otherwise — through claw and fang if necessary!

## GAMEPLAY OVERVIEW

**RETALIATION** is a conflict-heavy roleplaying game. Through dialogues, investigation, combat and narrative choices, you'll be able to influence and sometimes change the events of each scenario. Success or failure in these endeavours will often be determined by a throw of the dice.

As your character progresses through the campaign, you'll be able to guide the growth of your character through the use of experience points acquired through the story. Will you focus on social acumen and a silver tongue to minimize combat difficulty, or will you unleash the primal rage boiling inside you and bring about the terrifying carnage your kind is capable of?

Build and specialize your character as you wish. Although every skill can be used to your advantage during the campaign, having a fewer, more specialized areas of focus will maximize your chances to see positive results during these challenges.

The game is played in a turn-based manner and is divided into different sequences (Exploration, Narrative, Combat). During your turn, you can perform various actions (Movement, Major Actions, Minor Actions, and Free actions). The success of your actions will often depend on dice rolls called Checks, but your strategy and decisions will have a significant impact on the success of your objectives.



# YOUR CHARACTER

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

You can refer to the “**CHARACTER CREATION GUIDE**” for the step-by-step process for character creation. However, if you want additional details on certain elements of your character, this section is where you’ll find it.

Werewolves are shapeshifters, allowing you to choose the right **Form** depending on your situation. **Homid** is your human **Form**, **Lupus** is your wolf **Form** and **Crinos** is your war **Form**, combining the most terrifying qualities of both man and beast. Besides having a unique appearance, each **Form** has a different set of abilities and limitations. A short-hand version of them is written on the back of each **Form card**, but you can find the detailed rules about each **Form’s** ability in the next page.

We always refer to the player as **Player**. The term **Pack Member** includes both **Players** and the **Caern Allies**. (Further details on **Caern Allies** can be found in the “**NPC**” section.)

**Players** are represented by plastic miniatures, with one for each **Form**. Miniatures are attached to colored bases to make it easier to differentiate each player on the tile.

The abbreviation “**P**” (for **Player**) and “**PM**” (for **Pack Members**) will be used for certain setups or directives during scenarios.

**Example:** Set the **round** tracker according to the number of **Players**, **1P: 15 / 2P: 10 / ...** In this case, the **round** tracker is set according to the number of **Players** only.

Set the **round** tracker according to the number of **Pack Members**, **1PM: 15 / 2PM: 10 / ...** In this case, the **round** tracker is set according to the number of **Pack Members (Players + Allies)**.







## HOMID

Indistinguishable from any other human at a glance, this **Form** allows you to interact with anyone you meet without revealing your true nature. Your sharp senses and fine motor skills allow you to investigate and interact with your environment in ways other **Forms** may not be suited to. In **Combat**, the **Homid** lacks the natural strength and defences other **Forms** enjoy, making them more reliant on their **Item** cards than the other **Forms** to survive.

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

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



## LUPUS

Agile and silent, the **Lupus** is a **Form** that allows you to move silently and with unparalleled speed. Despite being unable to use weapons or tools, this **Form** shouldn't be underestimated in **Combat**. Turning you into a deadly hunter, the **Lupus** favors mobile tactics and misdirection to overwhelm and defeat their enemies.

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

- **Movement: 5**
- Gain **1** automatic **Success** to all of your **Discretion checks**.
- Can interact with **Action** and **Instant** tokens.
- Cannot use **Weapon Item cards**.
- Cannot initiate **Dialogues** or interact with **Door** or **Investigation** tokens.
- Cannot enter **Frenzy**.



## CRINOS

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

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

- **Movement: 3**
- You must add your **Rage dice** pool to all of your **checks**.
- Reduce all **Non-Unpreventable Damage** taken by **1**.
- Can enter **Frenzy** during **Combat** sequence.
- Can interact with **Instant** tokens.
- Cannot use **Weapons Item cards**.
- Cannot initiate **Dialogues** or interact with **Door, Action** and **Investigation** tokens.

## SHAPESHIFTING

During **Exploration** and **Combat** sequences, you will have the option to change your **Form** by using one of these two actions:

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

When the cost of the action you chose is paid, you gain the benefits and limitations of your new **Form** and swap your miniature with the appropriate one on the board to represent your new **Form**.

You may only change **Forms** during **Dialogue, Investigation** or **Event** sequences *if the option is presented to you in the BOOKLET*. When the option to **Shapeshift** or **Quickshift** is offered in the **BOOKLET**, you may ignore the action cost. The **Rage** cost for **Quickshift** still has to be paid however, and if one or more **Players** involved in the sequence lack the resources, you must choose a different option.

When **Shapeshifting** to your **Crinos Form**, place your miniature with one of its **hexes** touching the one you occupied in your previous **Form**.

The **2 hexes** of the **Crinos** miniature's base cannot be separated by **Walls** on the tile. When a **Crinos** finishes their move, both **hexes** of their base must be in valid locations to complete their **Movement**.



# CHARACTER SHEET

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

## ATTRIBUTES

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

- **PHYSICAL**

A character's general physical ability (strength, dexterity, or stamina). **Physical** also determines your character's maximum **Health** and your **Initiative** (the order in which they will act during **Combat**; more details in the "**COMBAT**" section).

- **MENTAL**

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

## SKILLS

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

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

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

- **AWARENESS**

The ability to sense your surroundings and notice details.

- **DIALOGUE**

The ability to influence others.

- **INVESTIGATION**

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

- **OCCULT**

The ability to speak to **Spirits** and your knowledge of the supernatural world.

- **STEALTH**

The ability to hide and move around undetected.

When creating your character:

- Set one **Attribute** to 2 and the other one to 3.
- Set one **Skill** to 3, another to 2, and the last one to 1.

Character name

The character sheet form is divided into several sections:

- NAME:** A field for the character's name.
- Backstory:** Three empty circles representing backstory levels.
- Rank:** Five empty circles representing rank levels.
- ATTRIBUTES:** A section with a diamond icon and the text "Give dice to checks". It contains two columns:
  - Physical:** Five circles, with the first three filled.
  - Mental:** Five circles, with the first two filled.
- SKILLS:** A section with a checkmark icon and the text "Give successes to checks". It contains five rows:
  - Awareness:** Five empty circles.
  - Dialogue:** Five circles, with the first two filled.
  - Investigation:** Five circles, with the first three filled.
  - Occult:** Five circles, with the first one filled.
  - Stealth:** Five empty circles.
- XP:** A section with a horizontal line and the text "XP".
- XP COST PER ATTRIBUTE LEVEL:** A table with columns for Level (1-5) and XP Cost (5, 10, 15, 20, 25).
- XP COST PER SKILL LEVEL:** A table with columns for Level (1-5) and XP Cost (2, 4, 6, 8, 10).

Callouts on the right side of the sheet point to: Backstory levels, Attribute levels, Skill levels, XP earned, and XP cost.



## EXPERIENCE

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

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

As the story progresses, you may discover a way to refund and relocate your spent **XP**. Feel free to experiment!

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

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

SKILL LEVEL	1	2	3	4	5
XP COST	3	6	9	12	15

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

**Example:** If you have **0** in **Stealth** and want to advance to level **2**, you will need to spend a total of **9 XP**: **3 XP** for level **1** and **6 XP** for level **2**.

## TROPHIES

Trophies are spiritual proof of a Garou's glory, wisdom and honour, obtained after dispatching enemies in an especially spectacular way or by advancing the goals of the **Caern** (at the end of a scenario). These act as currency shared by all **Players**. They may be traded to **Clings-To-Darkness**, the **Caern** supplier for useful **Items**, or used in certain interactions to open up new choices. Spend them wisely.

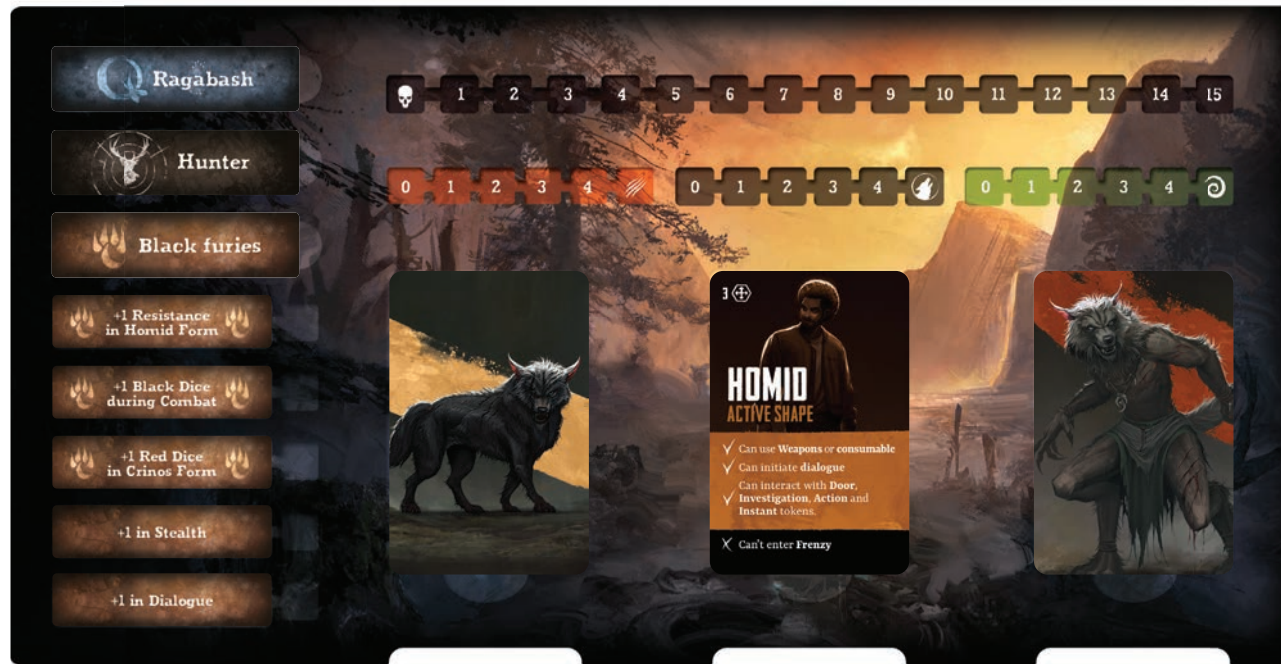
- Bronze tokens are worth **1 Trophy**.
- Gold tokens are worth **5 Trophies**.





A

B



## CHARACTER BOARD

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

It consists of two main parts: the **Background (A)** and the **Rank (B)**.

- The **Background (A)** displays the **Player's Auspices, Backstory, Tribe, and Tribe Gifts**.
- The **Rank (B)** is composed of **4 trackers (Health, Rage, Willpower, and Spiral)**. Additionally, there are **3 slots for Form cards**, allowing **Players** to have their **Homid, Lupus, and Crinos** cards readily available should you need a quick reminder of what a **Form** can and cannot do.

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

**Tracker covers** are used to lock unused slots.

**Example:** If your character has a maximum of **9 Health** points, you can place **tracker covers** on the slots from **10 to 15** to easily identify your maximum **Health**.

## HEALTH

A character's **Health** represents the amount of **Damage** a character can endure before being **Defeated**. Your character usually begins a scenario with their **Health** tracker full unless specific instructions state otherwise.

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

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

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

To track your **Health**, place a cube on the maximum value of your **Health** tracker.

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



## DEFEATED

When the cube reaches the skull symbol, your **Health** is depleted and your character is **Defeated**.

When this happens, remove your miniature from the tile and you may no longer interact with the scenario until it ends. If all **Players** are removed from the tile in this way, the scenario ends and has been failed — Start the scenario again from its introduction.



When a scenario ends, **Players** are no longer **Defeated**.

## RECOVER HEALTH

You can recover **Health** by:

- Playing certain **Combat cards**.
- Spending **1 Rage** as a **Minor action** to regain **2 Health** points (Anytime).
- Using **Consumables** (Anytime).

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



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

## WILLPOWER

**Willpower** represents a character's resolve, tenacity and the strength of their convictions. At the beginning of each scenario, unless stated otherwise, your **Willpower** will start at its maximum value of 5. If your **Willpower** ever reaches 0, you become **Exhausted**.



You can spend one of your **Willpower** points to:

- Pay the cost of certain **Items** or **Combat cards** that require **Willpower** to be used.
- Reroll up to **3 Black dice** during a **check** (this ability is used when failing a **check**, after seeing the result of your roll. You may use this ability multiple times per **check**, spending **Willpower** every time.)

## EXHAUSTION

When your **Willpower** tracker reaches 0, you become **Exhausted**. You remain **Exhausted** as long as your **Willpower** remains at 0.

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

## RECOVER WILLPOWER

You can recover your **Willpower** by:

- Playing certain **Combat cards**.
- Using certain **Consumable Item** cards.
- Using certain **Effect cards**.

## RAGE

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



**Rage** is represented by slots on the **Character Board** which fluctuate between 0 and 5.

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

- Recover up to **2 Health**.
- **Quickshift** when paired with a **Minor action**.
- Use some **Combat cards** which require **Rage** to be played.
- Activate some **Items** which require **Rage** to be used.

You begin each scenario with **3 Rage**.

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

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



0  
Success



1  
Success



2  
Successes



3  
Successes



## FRENZY

Only during **Combat** sequence, in **Crinos Form**, if you roll **6+ Successes** with your **Rage dice**, the character enters **Frenzy**.

When **Frenzy** occurs:

- Immediately set your **Rage** tracker at **5** (Even if you spent all your **Rage** with your attack).
- Shuffle your **Crinos card** deck and draw one at random. You will always target the closest character with this card, be it a **Scenario Ally**, a fellow **Pack Member**, or an **Enemy**.
- If multiple targets are at the same distance, you may choose your target between them.
- If the target is an **Enemy**, you must pass its **Hit Value** (See “**NPCS**” and “**COMBAT**” sections).
- If the target is an **Ally** or a **Player**, apply the card’s **Damage** and **Effects** directly
- If necessary, you may move toward your target to be in range of the attack card drawn.
- If you cannot reach the closest target, cancel your attack and sprint toward the closest target, adding **2** to your **Movement**.
- At the end of each **round**, lower your **Rage** by **1**.

If a **Combat** card you draw consumes or grants you **Rage**, adjust your tracker accordingly. If a **Combat card** requires an amount of **Rage** you do not have, you automatically miss your attack.

After playing your card, return it to the deck and shuffle it.

When your **Rage** reaches **0**, the **Frenzy** ends. Similarly, you leave **Frenzy** when **Combat** ends. In such a case, if you had any **Rage** left, reduce it to **0**.

Some **Items** or **Combat cards** can prevent you from entering **Frenzy** or help to exit it.

## SPIRAL

The **Spiral** tracker shows how close a Garou is to succumbing to the Wyrms’ influence.

If, during any **check**, regardless of your **Form**, at least **1 Rage die** shows a **Spiral** symbol, increase your **Spiral** tracker by **1** for each die showing a **Spiral** symbol.



**Example:** You are in **Crinos Form** and you **Rage** level is **3**. You obtain **2 Spirals** and **1 Success** on your **Rage dice** during your **check**. You will increase your **Spiral** tracker by **2**. (You will also enter **Frenzy** since you yield **6+** to your **Rage dice** roll.  $3 + 3 + 1 = 7$ ).

Whenever your **Spiral** tracker reaches the maximum your **Corruption** increases. If you had no **Corruption** card, you gain the card **Corruption level 1**. Otherwise, replace your **Corruption** card with the next higher level one.

Before each scenario, place a cube on **0** of your **Spiral** tracker.

Your maximum **Spiral** tracker is **5**.

## CORRUPTION CARDS

**Corruption** cards are received each time a **Player’s Spiral** tracker reaches its maximum.

They are cards that provide both passive bonuses (which the **Player** can activate whenever they want) and maluses (which are passive).

**Corruption** is permanent and the **Corruption** card is only discarded when your **Spiral** tracker reaches **5** again, only to be replaced with the next higher level one.

**Example:** You currently have **Corruption** card level **1**, and your **Spiral** tracker reaches its maximum. Discard the level **1** card and replace it with the level **2** card.

Each **Corruption** card has its own impact on your character.

You begin the campaign with no **Corruption** card.



## MOVEMENT

You can move your character during **Combat** and **Exploration** sequences according to the **Movement** granted by your **Form**.

As with every character, it is impossible to move through **Walls** on the tile, as well as **Action**, **Instant**, **Obstacle**, **Door**, or **Investigation** tokens. A **Movement** must always end on a free **hex** unless it is occupied by a **Fire**, **Trap** or **Difficult Terrain** token.

The **Movement** can be increased or decreased by various **Effects** (**Effect** cards, **Difficult Terrain**, **Combat** cards, etc.).

**Movement** can be interrupted to do an action and resume after, as long as it does not exceed your total **Movement**.

**Example:** In **Homid Form** with **3 Movement**, you move **2 hexes**, attack a target, then move again for **1**.

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

- If you change **Form** before moving, you can move up to as many **hexes** as your new **Form** allows.
- If you change **Form** after initiating your **Movement**, your **Movement** is reduced to **0** for the **turn**, regardless of your new **Form**'s speed.

In **Crinos Form**, choose one of your two **hexes** before initiating your **Movement**. This **hex** will serve as the reference point for rotation and **Movement**. The other **hex** is considered intangible. During movement or rotation, it can pass through enemies, walls, or **Action**, **Instant**, **Obstacle**, **Door**, or **Investigation** tokens. However, when ending your movement or rotation, this **hex** must be placed on an empty **hex**.

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

**Note:** If the "intangible hex" on your base stops on a **hex** occupied by a trap, it is triggered. If it stops on difficult terrain, it must be chosen as the reference point on your next **turn**. If it stops on a fire token, you must take damage from it.

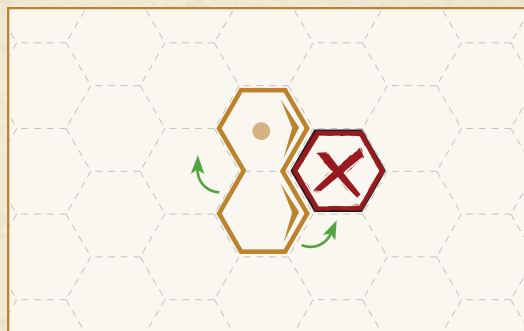


**Homid** can move **3 hexes** per **turn**. **Lupus** (in Orange) can move **5 hexes** per **turn**.



**Crinos** can move **3 hexes** per **turn**.

Rotation can be made before, during or at the end of the **Movement** using the main foot as a rotation axis. Here the **Player** moved then rotated.



Despite the presence of an obstacle, rotation can be performed in both directions, but both **hexes** of the miniature must be on free **hexes** when ending the rotation.



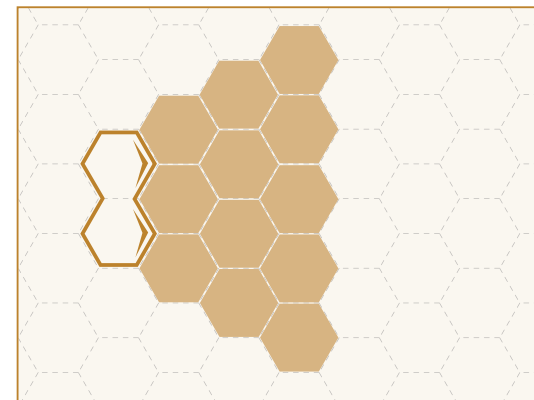
**Movement** can be interrupted to do an action. Here, the **Player** in **Lupus Form** moves toward an **Enemy**, attacks it, then uses their remaining **Movement** to move away.

## LINE OF SIGHT (LOS)

The **Line of Sight** (LoS) corresponds to the area where **Players** can see a target. It takes the form of a cone starting from the centre of the **Player's hex** and extending in front of the **Player** (toward the arrow engraved on the base of the miniature). The **Player's Line of Sight** value is equal to **3**, meaning that the **Player** can see up to **3 hexes** away.



In **Crinos Form**, this cone is wider because the **Crinos** has a base of **2 hexes**.



The **Player's Line of Sight** is mainly used to determine if the **Player** can reach their target with a **ranged** attack.

The **Line of Sight** is blocked by **Walls** on the tile, other **Players**, **Allies**, **NPCs**, **Action**, **Instant**, **Door**, **Sealed Door**, and **Investigation** tokens.

However, it is not blocked by **Fire**, **Trap** and **Difficult Terrain** tokens.

The size of the **Line of Sight** can be modified by certain **Items** or **Effect** cards.





## COMBAT DECKS

During a **Combat** sequence, **Pack Members** use cards from their **Combat** decks on their **turn** to either attack, defend or create other **Effects** that will influence **Combat**.

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

All **Players** start the campaign with a **Combat** deck consisting of **6 Homid** cards, **6 Lupus** cards, and **6 Crinos** cards. These decks are called **Base Decks**.

Other cards will be unlocked throughout the campaign. These cards are part of the **Advanced Combat** deck, and all **Players** will acquire them at various milestones (scenario rewards, **Caern Events**, etc.).

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

- **Name**
- **Form**
- **Effects**
- **Damage**
- **Cost**
- **Modifier**
- **Requirements**

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

When you play a **Combat** card, you do not have to discard it; it can be used as many times as you want during a **Combat** as long as you have the necessary resources to use it.

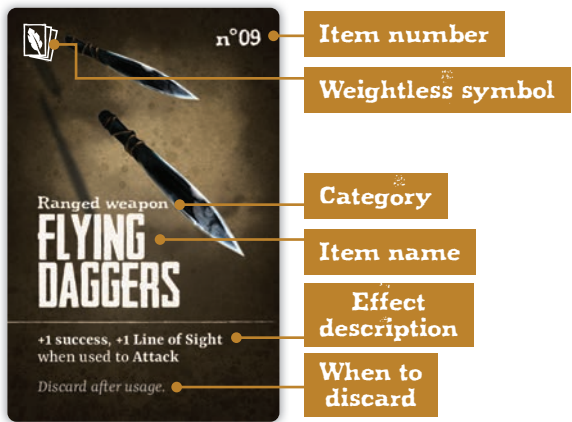
You will learn more about how to use them in the “**COMBAT**” section.



## ITEM CARDS

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

**Items** belong to the **Pack** and may be assigned to any **Players** at the start of every scenario. **Items** can generally be obtained through the Cairn Quartermaster, as well as certain situations in the campaign.



**Item** cards can only be carried by **Players**. **Allies** are not allowed to carry or use **Items**. During a scenario, a **Player** may give an **Item** they carry to another **Player** within **1 hex** at the cost of a **Minor action**. This action doesn't allow the receiving **Player** to give one back in exchange.

## ITEM CARRYING

When starting a scenario, a **Player** may choose up to **3 Item** cards to carry. If an **Item** card is gained during the scenario, it can exceptionally be added to the **Player's** inventory even if they already have **3 Item** cards. However, a **Player** cannot give an **Item** card to another **Player** if the recipient's inventory is already full.

Cards with the Weightless icon (  ) do not count toward the **Item** limit.

**Items** available from the **Caern** Quartermaster's Inventory are listed in the **STORYBOOK**. (More information

about the Quartermaster's inventory can be found in the "**SCENARIOS**" section.) 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**. If **Players** retrieve an **Item** during a scenario and there are no more instances of that **Item** left in the game, ignore the gain of that **Item**.

**Items** are divided in several categories:

### • EQUIPMENT

**Equipment** you carry will give you a passive bonus under certain specific circumstances.

### • CONSUMABLE

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

### • WEAPONS

During **Combat** sequences, weapons can be used in combination with the **Homid's** Weapon Master **Combat** card. Some weapons must be discarded after use, like **Traps** or Flying Daggers. Ammo cards are unique weapons that must be combined with **ranged** weapons for their bonus to be applied.

### • TALISMANS

Powerful **Items** blessed or even inhabited by a **Spirit**. To get the benefit from a talisman, a **Player** must pay their resource cost. (**Example:** The "Feather Cape" may allow, at the cost of **1 Willpower**, to traverse **Difficult Terrain** tokens for one **turn** without suffering from their **Effects**.)

### • UTILITY

These are **Items** you can retrieve during a scenario. You cannot use them yourself. They will be used to unlock certain branches in the scenario. (**Example:** When interacting with a **Door**, you may be asked if you have a "Set of Keys" that you found earlier in the scenario during a **Dialogue** or **Investigation**. If you have it, you can use it to open the **Door**. If you do not, you may have to use other methods to open it and take the risk of being detected).

## EFFECT CARDS

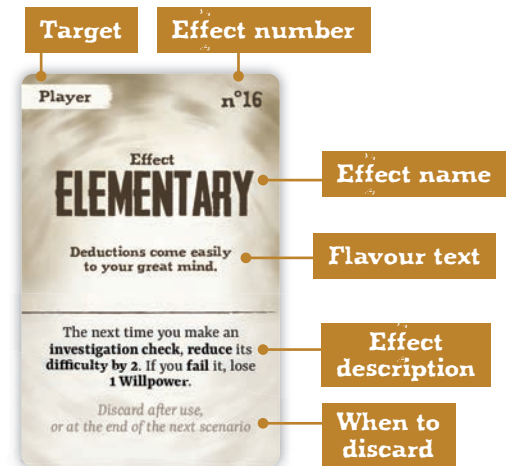
**Effect** cards are cards that **Players** can acquire during scenarios based on the choices they make or situations they find themselves in. Some provide bonuses, while others impose penalties.

**Effect** cards can target either all **Players** at once or a single one but never an **Ally**.

When an instruction tells you to draw an **Effect** card, and this card can only be held by a single **Player**, it goes to the **Player** who made the last choice before obtaining it.

If the card needs to be discarded at a specific moment, for instance, after your next **Skill check** involving your **Mental Attribute**, this information will be specified at the bottom of the card.

Regardless of circumstances, **Effect** cards are to be discarded at the conclusion of a scenario. This information will always be reminded to you.





# CHARACTER BACKGROUND

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

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

Two **Players** cannot have the same **Background**, and you must choose yours during character creation. (The “**CHARACTER CREATION GUIDE**” will teach you everything there is to know about each **Background**.)

## BACKSTORY

**Backstories** define where your character comes from. 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 tokens you insert in the **Backstory** slot on your **Character Board**. When creating your character, pick **1** of the **8 Backstory** tokens available.

Throughout the game’s story, you will have opportunities to discover more about your character’s **Backstory**, with a unique reward should you uncover all of it.

The backstories give you access to a unique **Item** at the beginning of the campaign.



## RANK

The **Player’s Rank** will increase throughout the campaign, unlocking **Auspices** and **Tribe** bonuses gradually. Your rank represents the accumulation of feats your character has accomplished and the respect you are afforded among the Garou thanks to it. **Ranks** are displayed on your character sheet.

Whenever your **Rank** increases, mark a new level on your character sheet.



**Ranks** improve automatically throughout the campaign during interludes, scenario conclusions, or **Events**. The game will always indicate when your **Rank** increases and which steps to take to receive your **Background** bonuses. **Rank** starts at **0**, which means that even though **Players** choose their **Auspice** and **Tribe**, they will not have access to their **Gifts** at the beginning of the game.

## AUSPICES

**Auspice** symbolizes the moon under which your Garou was born. It’s represented by a token you insert in the **Auspice** slot on your **Character Board**. When you create your character, pick **1** of the **5 Auspice** tokens available. Place the **Auspice** token in the indicated slot of your **Character Board**.

The **Auspice** you choose will remain the same for the entire game. You will not be able to change **Auspice** while playing.

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

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

Whenever your **Rank** increases, you have the choice between **2** available cards. You must then select **1** and replace the corresponding **Combat** card in your **Combat Deck**.

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



## TRIBE

**Tribes** are an important part of the identity of a Garou. Like **Backstories** and **Auspices**, **Tribes** are represented by a token that you set into the **Tribe** slot on your **Character Board**.



## TRIBE GIFTS

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

Three of these **Gifts** are linked to your **Tribe**, while the other two are chosen from a common pool shared among **Players**. Those linked to your **Tribe** will bear the logo of your **Tribe**.

During character creation, take the **3 Gifts** linked to your **Tribe** and choose **2 other Gifts** from the pool of **Common Gifts**. Then insert them into the slots provided on your **Character Board** (the order does not matter).

Every time your **Rank** increases, take a new cube. **Gifts** are bonuses that you can activate. When you decide to do so, place the cube on the corresponding **Gift**. This **Gift** will no longer be usable during the scenario.

**Example:** You want to activate a **Tribe Gift** that gives a bonus to a **Skill check**, then you would place the cube next to that gift.

The higher your **Rank**, the more cubes you receive. This means you can use multiple **Gifts** for each scenario as the campaign progresses. However, each **Gift** can only be used once during a given scenario.

In the first scenario, your **Rank** is **0**, which means you are not able to use your **Tribe Gifts** until your **Rank** reaches at least **Rank 1**. You must still choose your **Tribe Gifts** during character creation before starting the campaign.



## CHARACTER CREATION

You now have the main information about your future character. We suggest you proceed immediately to its creation by following step-by-step the "CHARACTER CREATION GUIDE". Beyond the creation of your character, you will discover each Background in detail to help you make your choices during creation and the information concerning the evolution of your character throughout the campaign. You can also continue to explore the RULEBOOK to discover all the other aspects of the game before delving into the creation of your character.



# NON-PLAYER CHARACTERS (NPCS)

During your campaign, you will encounter various types of **Non-Player Characters (NPCs)**. These include **Allies** of the **Caern**, **Scenario Allies**, **Enemies**, **Neutral NPCs**, and others with whom to engage in **Dialogue**.

Each of them has their own ways of reacting to your presence, and you will discover everything you need to know about them in this section of the **RULEBOOK**.

Contrary to **Players**, **NPCs** are not represented on tiles with miniatures, but rather with standees.

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

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

**NPCs** may sometimes have a **State** card associates with them. These represent their strengths and weaknesses, by showing their levels in statistics such as **Resistance** and **Initiative**.

Only **NPCs** that could participate in **Combat** have **State** cards, as these cards indicate statistics and information that are only useful in **Combat**, except for all **State** cards, which also display passive abilities that the **Ally** provides to the **Players** regardless of the sequence (More information on this subject in the “**ALLIES**” section).

## NPC TYPES

### ENEMIES

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

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

- **Minions** are fragile **Enemies** that often come in numbers to overwhelm and hinder the **Players**.
- **Commons** are your low-level footsoldiers, grunts and fodder sent against the Garou.
- **Leaders** are more powerful **Enemies** that often increase the performance of other **Enemies** around them.
- **Bosses** are the best the Wyrms can throw at you, and will often require coordinated efforts from the **Pack** to survive these encounters.

### ALLIES

**Allies** can be chosen, obtained or even called during a fight to assist you during the campaign. There are three types of **Allies**:

- **Caern Allies** are characters who have been permanently recruited to your cause, and can always be chosen to supplement your **Pack** at the start of a scenario.
- **Scenario Allies** are chance encounters that you may meet during a scenario, or a character that will accompany you by themselves on your mission. **Scenario Allies** do not count against the maximum number of characters you have in your **Pack**.
- **Spirits** are temporary creatures that may be called upon in **Combat** for additional support.

In all cases, the help of these **Allies** can be instrumental in accomplishing the goals you set out to do.

### NEUTRALS

When an **NPC** is set on the tile without a state card, it is considered neutral. Their reactions to the events happening around them are specific to each scenario in which you encounter them. The course of events in a given scenario could lead this **NPC** to become an ally or an enemy. This will always be specified during events.

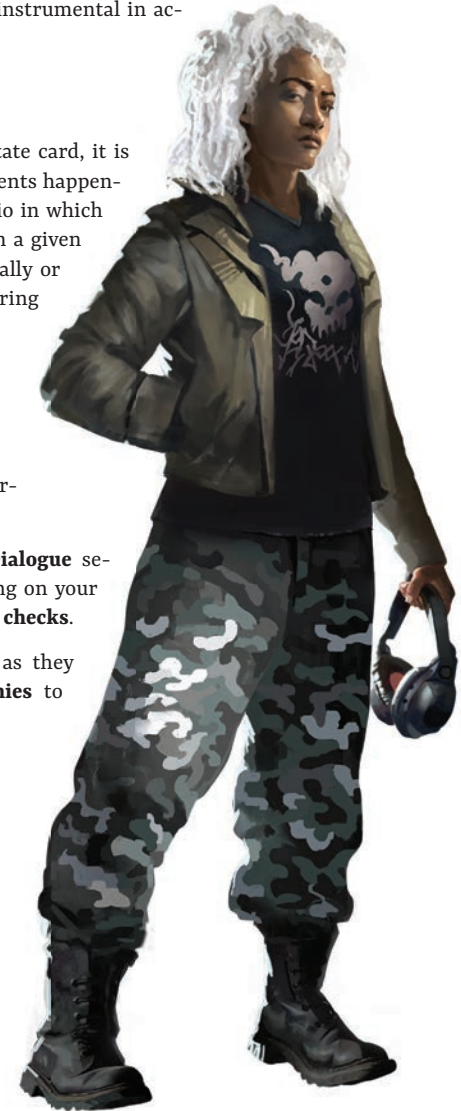
Among these **NPCs** are the dialogue **NPCs**.

### DIALOGUABLES

These are characters with whom you can interact during your scenarios.

An interaction with them will lead to a **Dialogue** sequence that can take several **turns** depending on your choices and successes following certain **Skill checks**.

These **NPCs** could just as easily be **Allies** as they could **turn** against you and become **Enemies** to fight. Choose your words carefully.



## ENEMIES

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

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

With the exception of **Bosses**, all **Enemies** use the same **NPC Combat** deck consisting of **10** cards numbered from **1** to **10**, which determines which attack the **NPC** will make (See the **Combat** section for more details).

**Note:** When the game uses the term **Enemy**, it includes all **Enemy** types: **Basics**, **Minions**, **Leaders** and **Bosses**. For example, if one of their attacks restores **Health** to one of their allies, that ally will still be referred to as an **Enemy**.



### MINION

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

They share the same **State** card with each member of the **Minion**.

- They have only one attack, indicated on their **State** card.
- They do not have **Health** points. The first **Damage** they take is enough to defeat them.
- They are immune to **Bleed** and **Poison** tokens.
- They use **Minion** tokens instead of standees.



### BASIC

**Basic Enemies** are plentiful, predictable and aggressive.

They each have a distinct **State** card. This **State** card may be the same for multiple copies if the **Enemies** are identical.

They typically have **2** attacks, indicated on their **State** cards.

They use the **NPC Combat** deck to determine which attack they make on each of their **turns**.





## LEADER

**Leaders** are powerful, menacing and bind the lesser **Enemies** into a cohesive force, making them stronger than the sum of their parts.

- They each have a distinct **State** card.
- They can have up to **3** attacks indicated on their **State** card.
- They use the **NPC's Enemy Combat Deck** to determine which attack they make on each of their **turns**.



## BOSS

**Bosses** are the most terrifying servants of the Wyrm. They are terrifying creatures, with one goal only: to destroy.

- They each have a distinct **State** card.
- Their **State** cards have two sides representing their two phases in **Combat**.
- They use a specific **Combat** deck.
- A **Boss' Health** varies depending on the number of **Players**.

# ENEMY STATE CARDS

With **State** cards that vary based on their type, **Enemies** will still abide by common rules.

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

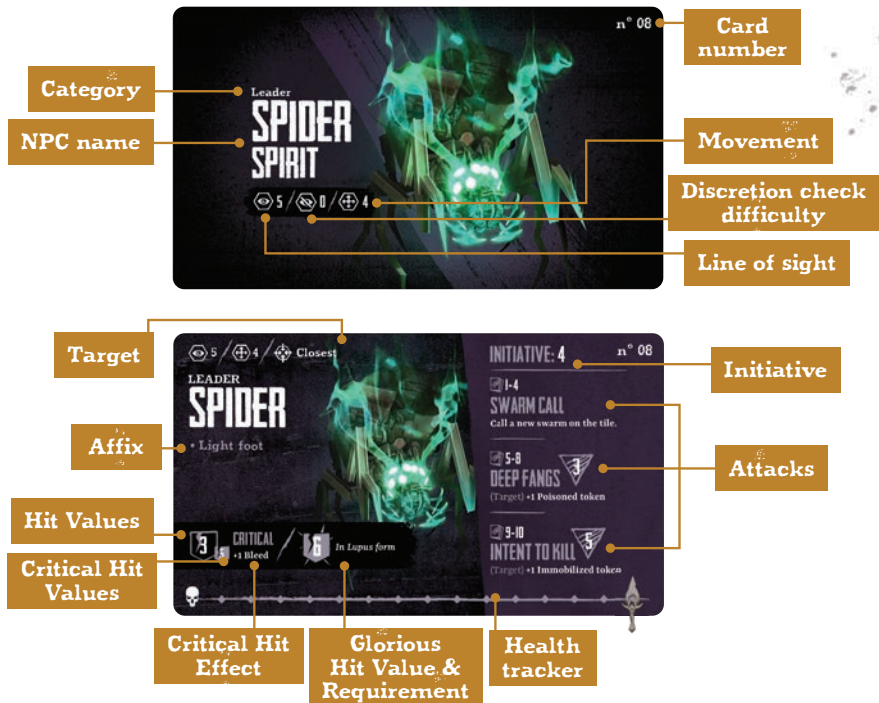
A **tracking clip** is used to monitor the remaining **Health** points of the target during **Combat** (see “**COMBAT**” section for more details).

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

Outside of **Combat**, the **State** cards must always be placed face down on the table to not display the face side in order to keep the information secret until **Combat** begins.

It is entirely possible for an **Enemy** to have no attacks or **Affixes** on its **State** card.

**Reminder: Minion State** cards will never display a **Health** bar. The first **Damage** they take is enough to defeat them.





# ALLIES

## CAERN ALLIES

Some of the characters you will encounter during the campaign will be able to be permanently recruited and brought back to your **Caern**. These **NPCs** are **Caern Allies** and can accompany you during your scenarios. They have their own **State** card. They are never set on the tile outside of **Combat**. When a **Combat** begins, you can set your **Ally** or **Allies** adjacent to any **Player**. **Caern Allies** cannot participate in **Dialogue** sequences, **Investigations**, or **Events**. They count as **Pack Members**.

**Example:** If you're asked to set a number of **NPCs** on the tile based on the number of **Pack Members** (PM), **Caern Allies** are included in this count.

Thus, they count toward the maximum number of **Players**. If you're playing with **4 Players**, you can not take any **Caern Allies** with you. If you're playing alone, you can take up to **3 Caern Allies** at most. However, when referring to the number of **Players**, **Allies** are not included.

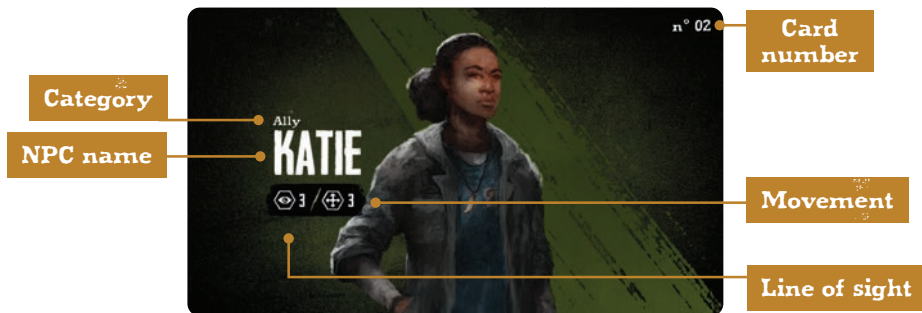
**Example:** "Increase the difficulty of the **check** by **1** for each player on the tile." In this case, **Allies** are not included.

When you have **2** or less **Players** in your **Pack**, **Caern Allies** provide passive bonuses to all **Players**.

**Example:** **+1 Success** for **Awareness checks**, **+1 die** for mental **Skill checks**, etc.

During **Combat**, **Players** control **Caern Allies** and choose which of their listed attacks they will use. **Caern Allies** do not roll dice to resolve their attacks. Instead, these attacks always hit and inflict the listed **Damage** and **Effects** on their targets.

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



## SCENARIO ALLIES

Working in a way that's very similar to **Caern Allies**, **Scenario Allies** are temporary help you may encounter during specific parts of the campaign. Whether they join or not is often the result of narrative choices made by the **Players**, and they will stay with the **Pack** until the end of the scenario as they are an integral part of that specific storyline. Unlike **Caern Allies**, who are only set during **Combat** phases, **Scenario Allies** can be set during the Exploration sequence if prompted to in the **BOOKLET**.

**Scenario Allies** are not **Pack Members** and as such, allow you to go above the normal maximum of **4 Players** and **Allies**.

Some might be recruited later depending on how **Events** unfold, while others may not.

Just like **Caern Allies**, **Players** control **Scenario Allies** during **Combat** by choosing which attack they will execute and against whom it will be directed.

It may happen that a **Caern Ally** becomes a **Scenario Ally** if their presence is mandatory for the progression of the story. In this case, that **Ally** cannot be recruited as a **Caern Ally** in the same scenario.

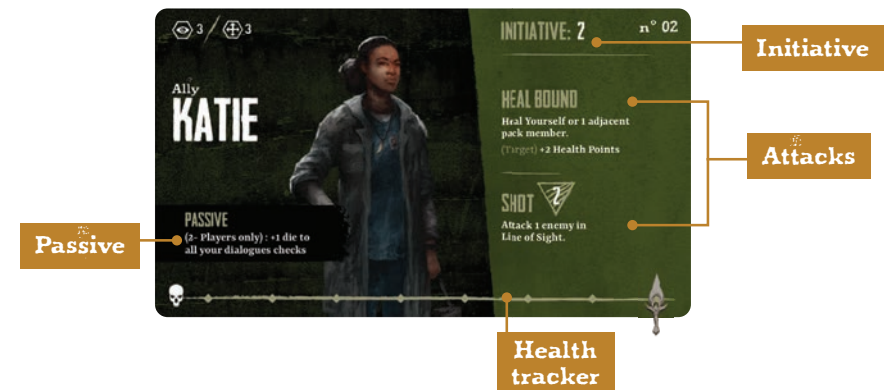
## ALLIES STATE CARDS

Just like for **Enemy**, **Ally State** cards of **Allies** serve as identification during **Combat**.

**Allies** can have multiple different **State** cards. This allows them to remain competitive throughout the campaign.

The information about when to change the **State** card of a **Caern Ally** will always be clearly indicated after reaching this point in the campaign.

For **Scenario Allies**, the information about which **State** card to use, if they have multiple, will always be provided during the setup of that **Ally** at the beginning of or during the scenario.



# NPCs CHARACTERISTICS

## HEALTH

Like **Players**, **NPCs** have a number of **Health** points which is always displayed on their **State** card (except for **Minions**). To track their life during **Combat**, place the **tracking clip** provided for this purpose on the rightmost point of the life tracker. For each **Damage** the **NPC** takes, move the tracker to the left. If the tracker reaches or exceeds the skull symbol, the **NPC** is **Defeated** (see “**COMBAT**” section for more details).

**Defeated Allies** will not be able to intervene for the rest of this scenario but will be available again for the next one. They cannot use **Items** to heal themselves; however, if they possess a healing ability, they can use it on themselves before they reach that point. **Players** can also play healing **Combat** cards to restore their **Health**.



## INITIATIVE

**Initiative** determines the order in which both **Allies** and **Enemies** attack during **Combat**. The **Initiative** value is always indicated on the **State** card and this value can not be altered. **Allies** have **Initiative** tokens with their portraits, whereas **Enemies** use numbered tokens from 1 to 10.

(More details can be found in the “**COMBAT**” section.)



## TARGET

**Enemies'** attacks have their targets specified at the top of their **State** card. This is the target that the **NPC** will try to reach. If an **Enemy** cannot make its attack on its target because it is too far away or the path to reach it is blocked, its target will automatically change to THE CLOSEST TARGET that it can attack, or toward which it will sprint if it cannot attack. In case of a tie between targets, meaning two targets are equidistant to the **NPC**, the **Pack** decides which one the **NPC** will target. Some **Enemies** have a target included in their attack, in which case this target takes precedence over the one on their **State** card.

**Allies** do not have a predefined target. **Players** choose which **Enemy** the **Ally** will attack or which **Pack Member** it will affect based on its abilities.

**Example:** Target the most injured **Player** or **Ally**.  
**Movement:** 3



The **Enemy** can not reach the initial target but can reach the closest. They will change their target for the closest.

**Example:** **Enemy** discards a **Combat** card to sprint and get +2 **Movement**.



## ATTACK

**Enemies** with the **Minion**, **Common**, or **Leader** type use the **Enemy Combat Deck** to determine what attack they do during their **turn**.

The enemy combat deck consists of **12** cards numbered from **1** to **10**. Cards **1** and **10** are present twice, once as a regular version and once as a critical version. The critical version adds +1 damage to the enemy's attack.

**Bosses** use their own combat deck.

For **Allies**, **Players** choose which of their listed abilities they use during their **Combat turn**, as well as the target for these abilities.

If the **NPCs** attack has **Effects** in addition to **Damage**, they apply to the target even if all the **Damage** has been mitigated by the potential **Resistance** tokens of the target.

(More details can be found in the “**COMBAT**” section.)





## MOVEMENT

The **Movement** determines the number of **hexes** an **NPC** can move during its **turn**. **Enemies** have this value indicated on both sides of its **State** card.

An **Enemy** that cannot attack during its **turn** (because no valid target is within its range) foregoes its attack and instead sprints toward the closest **Pack Member**, which increases its **Movement** by 2 for this **turn**. The same rule applies to **Allies** with one detail: **Players** can choose to have the **Ally** sprint by skipping their attack even if the **Ally** had an **Enemy** in range.

**Allies Movement** follows the same rules as **Player Movement**. It can be interrupted to do an action and resume after, as long as it does not exceed its total **Movement**.

**Enemies** will stop their **Movement** after reaching their target unless an **Affix** says differently.

An **Enemy** cannot move through a **Pack Member**, but it can move through a **hex** occupied by another **Enemy**. If no path is available to reach a target, it will search for an available path to get to its target. If no path is possible, it will move as close as possible or stay in place.

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

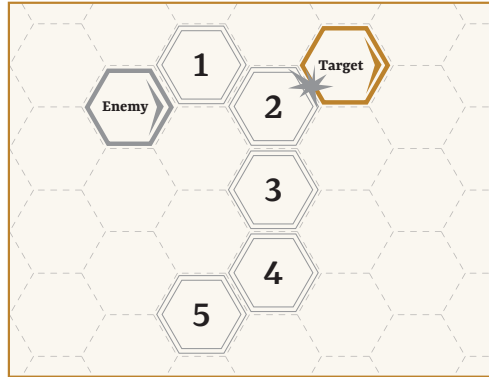
Rotating a **NPC** token or standee does not consume **Movement**.

As with every character, it is impossible for **Allies** or **Enemies** to move through **Walls** or **Action, Instant, Obstacle, Door, or Investigation** tokens. **Movement** must always stop on a free **hex** unless this **hex** is occupied by a **Fire, Trap** or **Difficult Terrain** token.

**Example:** The **Enemy** will move toward the target and attack it. They will not use their remaining **Movement** to move away.



**Example:** **Enemy** with “**Tactician**” **Affix** will use their remaining **Movement** to move far away from **Pack Members**. In this case, they will move toward their target, attack them then use their remaining **Movement** to flee.



**Example:** **Enemy 1** can not reach their target and attack them since they can move through **Enemy 2** but not through **Players**. They will cancel their attack and sprint toward the closest **Ally** or **Player** (in this case their initial target) using the shortest path.



**Example:** In this case, **Enemy 1** can not reach their target and no path is available to move toward them. **Enemy 1** will skip their turn.



## FACING

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

## LINE OF SIGHT

The **Line of Sight** is the area that an NPC can see and react to when it comes to other characters. The length of an NPC's **Line of Sight** is displayed on the front and back of their **State** card. If an NPC doesn't have a **State** card, their default **Line of Sight** value is 3.

Line of sight is blocked by:

- Walls
- Other Players, NPCs
- Action
- Instant
- Door
- Sealed Door
- Investigation tokens.

It is not blocked by Fire and Difficult Terrain tokens.

**Example:** Enemy with a **Line of Sight** of 4.

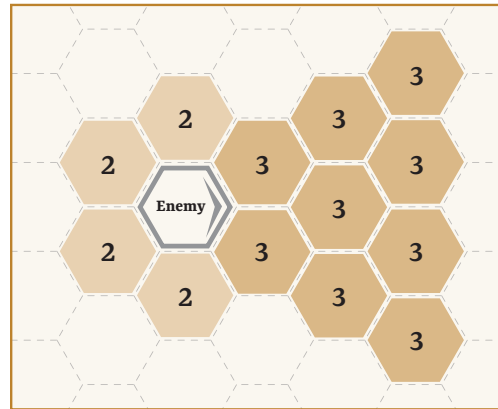


## DISCRETION DIFFICULTY (ENEMIES ONLY)

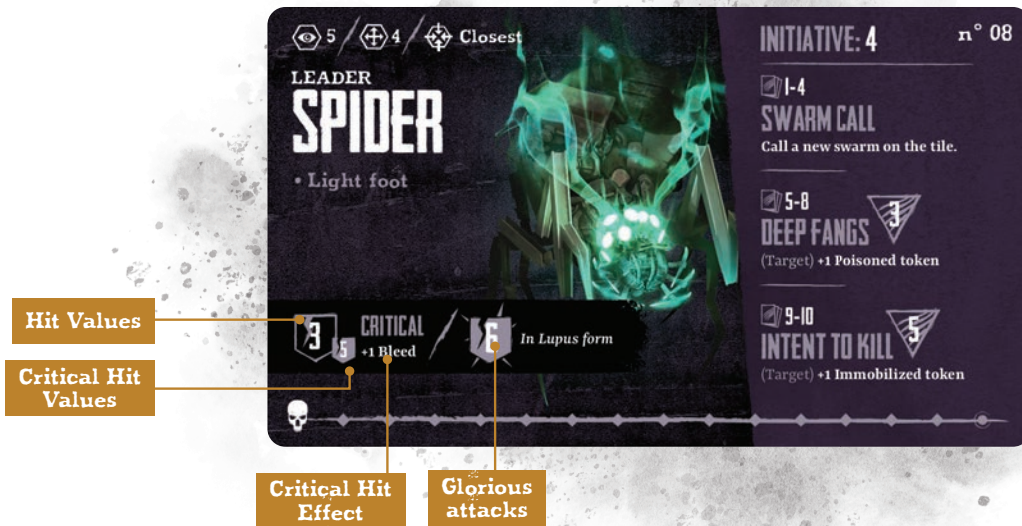
Next to the **Line of Sight** value on the **Enemies State** card, the **Discretion** difficulty represents the difficulty of the **Discretion check** that the **Player** must succeed in order to remain unnoticed within an **Enemy's Line of Sight**. This value is specific to each NPC and is not directly related to the **Line of Sight** value itself. (See the "**DISCRETION CHECKS**" section for more details.)

The value remains the same throughout the **Line of Sight** except in the NPC's blind spot area, where this value is reduced by 1.

**Example:** With a stealth difficulty of 3, players must reach 3 successes in the line of sight and 2 in the blind spot during their **Discretion checks** to remain undetected.







## HIT VALUE (ENEMIES ONLY)

The **Hit Value** corresponds to the value that the **Player** must reach or exceed to be able to hit an **NPC**. **Players** must roll the dice to determine whether or not they hit their target.

**Example:** A **Player** uses the “**Bite**” **Combat** card on an **Enemy** with a **Hit Value** of 2. The **Player** rolls a number of **Black dice** equal to their **Physical** value. If they get 2 or more **Successes** on their dice, they hit the **Enemy** and apply the **Damage** and **Effects** of their card. Otherwise, they miss the attack.

## CRITICAL HIT VALUE (ENEMIES ONLY)

Some **NPCs** have a second **Hit Value**, higher than the first one, called the **Critical Hit Value**. If this value is reached or exceeded by the **Player's** dice roll, the **Player** performs a **Critical Hit** and refers to the **Critical Effect**.

## CRITICAL EFFECT (ENEMIES ONLY)

The **Critical Effect** determines the additional **Effect** that the **Enemy** suffers in addition to the **Effects** and **Damage** of the **Player's** **Combat** card. These **Effects** can be additional **Damage** or other **Effects** such as **Poison**, **Immobilization**, or **Bleeding**.

**Example:** A **Player** uses the “**Bite**” **Combat** card on an **Enemy** with a **Critical Hit Value** of 5. The **Player** rolls a number of **Black dice** equal to their **Physical** level. If they get 5 or more **Successes** on their dice roll, they hit the **Enemy** and apply the **Damage** and **Effects** of their card as well as the **Critical Effects** indicated on the **Enemy State** card.

## GLORIOUS ATTACKS (ENEMIES ONLY)

**Glorious Attacks** are vicious blows you deal to your **Enemies** with debilitating results, displaying the might and the glory the **Garou** are capable of. **Galliards** of the **Sept** will want to hear all about your prowess, and the trophies you bring back.

To trigger a **Glorious Attack**, **Players** must meet two conditions:

- Reach or exceed the **Glorious Hit Value**.
- Fulfill the condition indicated on the **NPC's** **State** card.

**Example:** Reach or exceed 8 with your hit roll attacking with a **ranged** weapon.

When you succeed in making a **Glorious Attack**, read that **Glorious Attack** section in the **SCENARIO BOOKLET**.

**Glorious Attacks** cannot be triggered by **Allies** since they ignore the **Hit Value** of **Enemies**.

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

The **Glorious Hit Value** will always be at least equivalent to the **Critical Hit Value**. In the case of a **Glorious Attack**, do not take into account the **Critical Effect**; the **Glorious Effect** will take precedence. Nevertheless, the **Effects** of a **Glorious Attack** often mirror the **Critical Effect**, enhancing it or adding additional **Effects**.

However, the **Damage** and **Effects** of the **Combat** card used will be taken into account. You must apply its **Effect** before referring to the **BOOKLET** to apply the **Effects** of the **Glorious Attack**.

## AFFIX (ENEMIES ONLY)

**Affixes** are abilities that certain **Enemies** possess. The names of these **Affixes** can be found on the **NPC State** cards. They are only active during **Combat** sequences.

The list of **Affixes** and their **Effects** can be found on the back of the Aid card as well as in the “**REMINDER**” section of the **RULEBOOK**.

An **Affix** may have a level (I, II, III), which increases the value of the **Effect** without changing the **Effect** itself.

### Examples:

- **Silver Blade I:** Add 1 **Unpreventable Damage** when attacking a **Crinos**.
- **Silver Blade II:** Add 2 **Unpreventable Damage** when attacking a **Crinos**.
- **Coward:** Always moves as far away from the closest **Pack Member** as possible.
- **Ghost:** Passes through **Walls**, **NPCs**, **Players**, and all tokens. An **Enemy** with the **Ghost Affix** may still not end their **Movement** on a **hex** occupied by those tokens.
- **Guardian:** For as long as the **Enemy** with the **Guardian Affix** is alive, all other **Enemies** on the tile are immune to **Damage**.

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



## BEHAVIOUR (ENEMIES ONLY)

Behaviours represent how **Enemies** act while outside of **Combat**.

By default, **Enemies** are hostile, meaning that if they spot a **Player**, there is a very high chance that it will result in **Combat**.

However, **Enemies** can have two other behaviours:

- **Hunting.**
- **Patrolling.**

## HUNTING

An **Enemy** who's on the hunt is actively looking to find, capture or kill, actively moving toward their target with every **turn**. At the beginning of each **turn**, a **Hunting NPC** will move toward a **Player**, another **NPC** or a specific token on the terrain, as determined when setting up the **NPC**. When setting up an **NPC** with the **Hunting** behaviour on the tile, use the red standee base instead of a black one.

By default, a **Hunting NPC** will always use its full **Movement** toward the nearest **Player** at the beginning of each **turn** if possible. If the **NPC** has a specific target other than the **Players**, this will be specified when setting up the **NPC**.

**Players** can (and probably should) attempt to use **Stealth** to avoid being detected by a hunter. When **Hunting**, the **Stealth** difficulty of the **Enemy** is increased by 2.

## PATROLLING

A **Patrolling NPC** will follow a predetermined path indicated during its setup. The **NPC** moves from location to location according to the progress of a **round** tracker.

## PASSIVE BONUS (CAERN ALLIES ONLY)

When playing solo or 2 **Players**, the **Allies** you choose to adventure with will provide bonuses to the **Pack**.

These bonuses often come in the form of bonus dice or automatic **Success** on certain types of **Skill checks**.

### Examples:

- +1 die to all your **Dialogue** and **Awareness** checks
- +1 **Success** to your **Discretion** checks





## ALLIES SCALING (CAERN ALLIES ONLY)

Some **Allies** may have up to **3 State** cards. Just like **Players**, **Allies** will grow and improve throughout the campaign.

Depending on how early a **Caern Ally** is recruited during the campaign, they may have more or fewer **State** cards. It's normal for some to have three while others you may recruit late into the campaign only have one.

For these **Allies**, the information on when to replace a **State** card with another will always be indicated in the conclusion of the scenario after which you unlock that improvement.

For **Scenario Allies**, the **State** card to use will always be specified during the setup of the **Ally** in the **STORYBOOK** or in the **SCENARIO BOOKLET**.

## SPIRITS

**Spirits** are a particular type of **Ally** that the **Player** can call on during battles using the Invoke **Combat** card.

When using the "Invoke" **Combat** card, you may choose which **Spirit** to call upon, setting up their token and associated **Spirit** card. Their **Spirit** card will display their ability (which can be passive or active depending on the **Spirit**), their **Movement**, and the number of **turns** they remain on the board.

Their **Movement** follows the same rules as **Allies**.

**Movement** 5 / 3

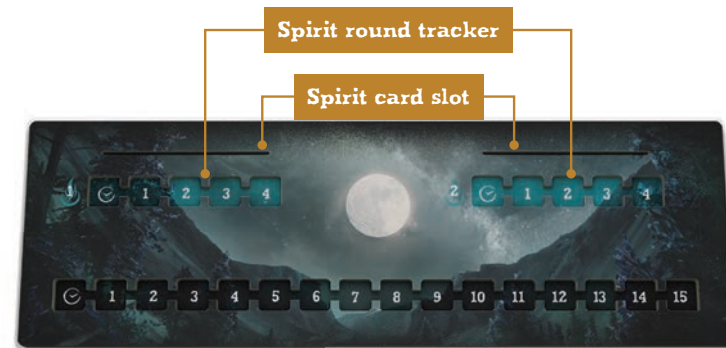
**Ability** Can move through enemies and moves each enemy passed through by 1 hex in any direction.

**Maximum number of rounds on the tile** 3

Whether passive or active, their ability follows the same rules as any **Ally** attacks; it's the summoning **Player** who decides whether the **Spirit** uses it or not.

**Spirits** can be targeted by **Enemies** and suffer collateral **Damage** from **Players** and **Allies** just like any character. They have no **Resistance** or **Health** points, which means that only **1** point of **Damage** is needed to destroy them.

**Spirits** only remain on the board for a limited number of **turns**. This number of **turns** is indicated on their **Spirit** card. It can be tracked by placing the **Spirit** card in the designated slot on the **round** and **Spirit** tracker and using a cube that the **Player** moves to the left at the end of each **round**. When it reaches **0**, remove the **Spirit** card from the tracker and remove the **Spirit** token from the tile.



To represent them on the tile, use a **Spirit** token. There are only **2** in the game, numbered **1** or **2**. Between the **Spirit** card slot and the **Spirit** tracker, you will also find numbers **1** and **2**, which make it easy to identify which **Spirit** is which.



Only **2** **Spirits** can be active at a time. However, there are no restrictions on the number of **Spirits** that can be summoned per **Combat**. As long as a slot is available on the **Spirit** tracker, **Players** can summon one.

A summoned **Spirit** cannot be summoned again while it is active. However, it is entirely possible to call the same **Spirit** again after it has been defeated, or when a new combat begins.

The **Player** who invoked a **Spirit** can also choose to dismiss a **Spirit** at any time during their **turn** by spending a **Minor action**.

# CHECKS

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

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

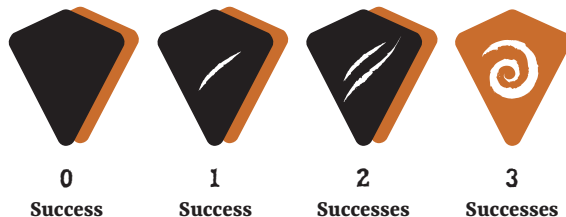
- **Skill checks.**
- **Combat checks.**
- **Rage checks.**
- **Discretion checks.**
- **Sneak Attack checks.**

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

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

**Rage dice**, on the other hand, have **4** outcomes: No **Success**, **1 Success**, **2 Successes**, or a **Spiral**, which counts as **3 Successes** but increases your **Spiral** tracker each time you roll it. **Rage dice** are most often linked to your **Rage**, and are always rolled along with your **Black dice** when you are in **Crinos Form**.

**Note:** Remember that you can use your **Willpower** to reroll up to **3 Black dice** during your **checks**, and you can do this as many times as you want per **check** as long as you have **Willpower**. **Rage dice** cannot be rerolled using **Willpower**.



You can never roll more than **10** black dice or **5** rage dice during a **check**. This means that gifts, item cards, or effect cards that give you bonus dice for your rolls cannot be used if you have already reached your maximum dice limit.

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

## SKILL CHECKS

The most common **checks** you will encounter are **Skill checks**. A **Skill check** always involves an **Attribute** and a **Skill** (for example, **Physical + Stealth**).

**Example:**

MAKE A MENTAL + OCCULT SKILL CHECK  
0 TO 4 SUCCESS: READ IN.1  
5+ SUCCESS: READ IN.2

To make a **check**:

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

The larger the success range, the more positive the outcome. In a **Dialogue** or an event, the range "**0** to **X Successes**" always corresponds to a **Failure**, and "**X+**" always corresponds to a **Success**. In the case of an **Investigation**, there is no **Failure** per se. The higher your number of **Successes**, the more information you will gather or the more relevant the information will be.

When you are in **Homid** or **Lupus Form**, and your automatic **Successes** are equal to or greater than the greater difficulty of the **check**, you do not need to roll the **check**. Simply refer immediately to the associated outcome.

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

## COMBAT CHECKS

**Combat checks** are made by **Players** every time they play an offensive **Combat** card. It determines whether or not your attack hits the **Enemy**, and the difficulty of the **check** is determined by the **Hit Value** of the **NPC** they are attacking. The number of **Black dice** rolled depends on the **Player's Physical Attribute** (**1** per level of **Physical**).

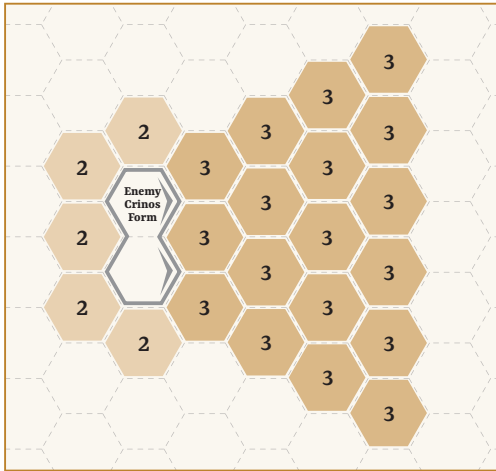
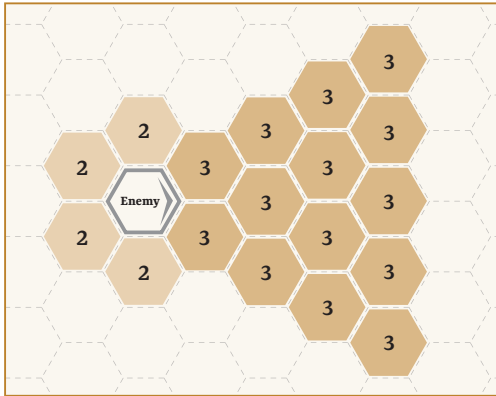
In **Crinos Form**, add as many **Rage dice** as your current **Rage** level to your black dice. If the number of **Successes** from the **Rage dice** reaches or exceeds **6**, you enter **Frenzy**. (More details in the "**COMBAT**" section)



## DISCRETION CHECKS

Sometimes, it'll be better to stay unseen if you want to complete your objectives cleanly. During the Exploration sequence, if you want to avoid detection when you enter or start your **turn** within the **Line of Sight** of an **Enemy**, you must make a **Physical + Stealth** check with a difficulty indicated on the **Enemy's State** card. The difficulty of the **check** is independent of its **Line of Sight** value.

**Example:** An NPC can have a line of sight of 4 and a **Discretion Check** Difficulty of 3.



If you move into a **hex** that is within the **Line of Sight** of two different **Enemies**, you must make a separate **Discretion check** for each.

If you succeed on the **check**, you can freely move within the **Line of Sight** of the **Enemy** you succeeded the **check** against until the end of your **turn**.

The difficulty of a **Discretion check** is reduced by 1 in the blind spot of the **Enemy** (namely, on all **hexes** adjacent to the **Enemy** that aren't in its direct **Line of Sight**).

The result of a failed **Discretion check** varies depending on the **Enemies** involved. These outcomes will be referenced in the "**OUTCOMES**" section of the **SCENARIO BOOKLET**. Sometimes this will lead to **Combat**, other times to **Dialogues**, or to receiving a penalty in the form of an **Effect** card, for example.

You cannot make **Discretion check** while in **Crinos Form**. In this **Form**, you will always be detected as soon as you enter or stand in a **Line of Sight**.

**Note:** You can choose not to make a **Discretion Check** when entering or starting your **turn** within the line of sight of an enemy. In this case, you are immediately detected.

It is therefore very important to always refer to the outcome section when a discretion **check** is failed, as the outcome of this failure can vary from one instance to another.

## SNEAK ATTACKS CHECKS

While you remain undetected, you can attempt to neutralize an **Enemy**. To attempt a **Sneak Attack**, you must be undetected and standing on a **hex** in the **Enemy's** blind spot. Only **Enemies** whose **State** card is already on the table can be targeted by **Sneak Attacks**.

Then, make a **Physical check** (Roll 1 die for each level of your **Physical Attribute** level). Every **Success** on that **check** inflicts 1 **Unpreventable Damage** to the **Enemy** (More details in the "**COMBAT**" section). If this doesn't reduce them to 0 **Health**, or if the **NPC** stands in another **NPC's Line of Sight**, you are immediately detected, refer then to the "**OUTCOMES**" section of the **BOOKLET**. Otherwise, remove the **NPC** from the tile, as it has been neutralized silently.

**Note:** If your sneak attack isn't powerful enough to defeat the targeted enemy, the damage you dealt to them will still be applied, regardless of the outcome of your failure. This can be a good way to weaken an enemy before combat begins.



# GAMEPLAY SEQUENCES

**RETALIATION** is divided into 3 kinds of sequences, found in almost every scenario:

- **Exploration**

Where you may roam freely on the tile and interact with the various tokens and **NPCs**.

- **Narrative**

This sequence begins whenever a player interacts with an **Investigation** token, a **Dialogue NPC** or triggers an **Event**. While you are reading the **BOOKLET**, you are in the narrative sequence.

- **Combat**

Sequence during which players face one or more **Enemies**.

The scenarios are all played on tiles where players can move around to interact with various tokens or **NPCs** and engage in battles.

Each scenario has its own tile, and the introduction of these scenarios will indicate which tile to use.

## EXPLORATION SEQUENCE

The Exploration sequence is played in **turns**. **Players** may move on the tile within the limit of their **Movement**. **Players** may choose the order in which they act, or they can refer to their **Initiative** to decide the order.

The Exploration sequence is initiated every time an indication in the **BOOKLETS** or in the **STORYBOOK** indicates “RESUME PLAYING”.

Regardless of the sequence initiated from the Exploration sequence, no sequence can be started until the current one is finished (until a “RESUME PLAYING” instruction has been given).

On your **turn** during the Exploration sequence, you can:

- **MOVE AND ROTATE ACCORDING TO YOUR CURRENT FORM** (see p.14)
- **AND DO 1 OF THOSE MAJOR ACTIONS**
  - **Shapeshift**
  - Start an **Investigation** sequence if you are adjacent to an **Investigation** token
  - Start a **Dialogue** sequence if you are adjacent to a **Dialoguable NPC**
  - Start an **Event** if you are adjacent to a **Door** or an **Action** token
- **AND DO ALL MINOR ACTIONS 1 TIME**
  - Give an **Item** to another **Player**
  - Use **1 Rage** to **Quickshift**
  - Use **1 Rage** to gain **2 Health**
  - **Sneak Attack** an **Enemy**
- **AND DO ALL FREE ACTIONS AS MANY TIMES AS YOU WISH**
  - Use **Consumable Items**
  - Use **Tribe Gifts**
- **OR DO NOTHING**

**Note:** All these actions can be performed in any order.

**Reminder:** **Movement** can be split.





## NARRATIVE SEQUENCE

The narrative sequence includes dialogue, investigation, and event sequences.

**Note:** All **Players** involved in a Narrative sequence can use consumables and tribe gifts at any time and unlimitedly.



## INVESTIGATION SEQUENCE

### INVESTIGATION TOKEN

These tokens represent places of interest the **Pack** can investigate. When adjacent to one of these tokens, you can initiate an **Investigation** sequence by taking a **Major action**. **Investigation** tokens cannot be moved onto (or through) by any character, and they block the **Line of Sight**.

You must be in **Homid Form** to interact with an **Investigation**. **Players** adjacent to an **Investigation** token must also be in **Homid** form when another player interacts with the token if they want to be involved in the **Investigation** sequence.



When you interact with an **Investigation** token on the tile, you begin an **Investigation** sequence. These take place entirely within the **SCENARIO BOOKLET**. The sequence ends when you reach a **RESUME PLAYING** instruction in the **BOOKLET**, or another sequence begins.

Only **Players** adjacent to the **Investigation** token of the current **Investigation** may be involved in the sequence. **Players** who are not involved in the **Investigation** cannot interact with those who are or with the **Investigation** until the **Investigation** sequence has ended.

Having more than **1 Player** in an **Investigation** can be very useful, as **Players** can lend their unique skills and insight to the possible **Skill checks**.



## DIALOGUE SEQUENCE

A **Dialogue** sequence can be initiated when you stand on any **hex** adjacent to a **Dialogue NPC** or when an **Event** in the **BOOKLET** instructs you to read a specific **NPC's Dialogue** page. These are listed in the scenario's setup, as well as in the table of contents of the **SCENARIO BOOKLET**. In the case where the **Dialogue** is initiated by the **Players**, all those adjacent to the **NPC** will be included in the sequence, meaning choices can be deliberated upon together. However, whenever a choice or **Skill check** is required, **Players** must declare who will bear the consequences, whether they are good or bad.

**Example:** Two players are in **Dialogue** with an **NPC**. A **Skill check** is required to persuade the **NPC**. Since **Player 1** has a higher level in **Dialogue**, they take the responsibility of rolling the dice. The rewards or penalties listed on the following page will be granted to them unless they apply to all players, in which case it will be specified.

To initiate a **Dialogue**, position yourself on a **hex** adjacent to a **Dialogue NPC** in **Homid Form** and use your **Major action** to speak to them. Then, open the **SCENARIO BOOKLET** to page **D.1** for that **NPC** and follow the narrative instructions as they are presented.

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

**Reminder:** You can not initiate **Dialogue** while in **Lupus** or **Crinos Form**. If you are adjacent to a **Dialogue NPC** while not in **Homid Form** when **Dialogue** is initiated, you cannot assist in the **Dialogue** sequence.

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

A **Dialogue** sequence ends when the instruction **RESUME PLAYING** is given.



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

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

The fact that an **NPC** can be dialogued with will be indicated at the time of its setup in the introduction in the **Storybook**.

**Note:** The token you place on the tile will not indicate whether the **NPC** can be interacted with. Therefore, it's important to keep the **Storybook** open on the page of the initial setup nearby to quickly know which **NPCs** you can initiate a dialogue with.





## EVENTS SEQUENCES

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

You will find them in the “**EVENT**” section of the **SCENARIO BOOKLET**. Passing by an **Instant** token or interacting with **Action** tokens will always lead to **Events**, but some **Dialogues**, **Investigation** or even **Combat** can lead to certain **Event** pages depending on the situation.

Just like during **Dialogues** or **Investigations**, you will often be prompted to make choices or pass **checks** to determine how efficiently you manage the circumstances of the **Event**.

When the **Event** is triggered by interacting with a token, you must refer to the Table of Contents of the **SCENARIO BOOKLET** and go to the page corresponding to the token you just interacted with.

If you are led to an **Event** page through a **Dialogue** or **Investigation** sequence, information about which page to read will be clearly indicated on the page.

**Example:** Read **Event** page E.XX.

Just like in **Dialogue** or **Investigation** sequences, an **Event** ends when the instruction RESUME PLAYING is given. In that case, you immediately return to the Exploration sequence.

## INTERACTIVE TOKEN TYPES

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

### ACTION TOKENS

You may interact with **Action** tokens by spending a **Major action** when adjacent to the token. Then, read the dedicated page indicated in the scenario introduction. Like for **Dialogues** and **Investigations**, all adjacent **Players** are involved in the sequence, and the same rules as for **Dialogues** and **Investigations** apply. You can interact with **Action** tokens regardless while in **Homid** and **Lupus Form**. If a **Player** stands adjacent to an **Action** token in **Crinos Form**, they will not be involved in the sequence.

**Action** tokens block **Line of Sight** and cannot be traversed.

### DOOR TOKENS

**Doors** follow the same rules as **Action** tokens. These tokens always represent an obstacle like doors or windows and **Players** can expect to have options for picking or breaking them. **Door** tokens have two sides. The first can be interacted with using a **Major action**, while the second represents a **Sealed Door** that acts as an impassable obstacle. Depending on what happens during a scenario, a **Door** may transform into a **Sealed Door** and vice versa.

Only the **Homid Form** can interact with **Door** tokens. However, you may be offered the option to shift into another **Form** according to your choice on the **Event** page.

**Door** and **Sealed Door** tokens block **Line of Sight** and cannot be traversed.



## INSTANT TOKENS

**Instant** tokens trigger automatically as soon as a **Player** is adjacent to them.



This means that only one **Player** will ever be included the **Event** triggered by this token.

When the adjacent **Player** finishes the sequence and resumes playing, if the **Instant** token is still on the tile, they do not automatically trigger the token again. They will need to move away from it and then come back to an adjacent **hex** to it to trigger the sequence again. Other **Players** will trigger it as soon as they pass by, as normal.

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

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

**Instant** tokens block **Line of Sight** and cannot be traversed. Additionally, they trigger even when you are in **Combat** and can be triggered in any **Form**.

## CHOICES AND CONSEQUENCES

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

### CLUE TOKENS

The **Clue** tokens allow tracking **Events** within the same scenario. They can be acquired after making either a good or bad choice, and will always lead to additional choices or enforced choices later in the scenario. **Clue** tokens are discarded at the end of each scenario. A reminder will always be given in the conclusion of the scenarios.

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

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



### SUCCESS TOKENS

In most cases, **Success** tokens are obtained during **Investigations** to track the amount of information gathered. The number you have at the time of resolving certain **Investigations** will influence the amount of information the **Pack** has managed to piece together, and may lead to increased rewards.

In rarer cases, they may be a way to track other metrics.

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

**Success** tokens are also common to the **Pack**.



## JOURNEY CARDS

**Journey** cards function similarly to **Clue** tokens, except that they are mostly used to track scenario-specific **Events** and choices across the whole campaign.

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

**Journey** cards will always have a flavour text that helps you remember why you obtained it.

**Journey** cards are to be kept until the game instructs you to discard them. It is entirely possible that you have picked up a **Journey** card that will never be asked for again throughout the campaign. There can be many reasons for this. Maybe your choices led you to avoid the consequences of certain past actions. Maybe you couldn't leverage an advantage due to a conflicting choice made later. **Journey** cards aren't inherently good or bad, they're simply Karma waiting to happen...





# COMBAT SEQUENCE

**Combat** can be triggered in various ways. When it happens, participants take their **turn** based on their **Initiative** to move, attack others or defend themselves.

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

- **Rounds**, in which players and **NPCs** take **turn**. A **round** ends when all the combatant have taken their **turn**
- **Turns**, in which players decide on which action to take, and **NPCs** move and attack. A **turn** is over when the character (or **NPC**) has exhausted their actions.

Key concepts to remember:

- **Damage (Dmg)**  
The harm inflicted on a target. These **Damage** can be reduced or absorbed if the target has one or more **Resistance** tokens.
- **Unpreventable Damage (UDmg)**  
**Damage** inflicted on the target that bypasses both the **Hit Value** and the **Resistance** tokens. If a **Player** fails their roll to surpass the target's **Hit Value** but their attack also inflicts **Unpreventable Damage**, the latter are applied regardless.
- **Hit Value**  
The value that the **Player** must reach in order to apply the **Effects** of their **Combat** card to the target (Except for **Unpreventable Damage** which ignores **Hit** value). Only **Enemies** have a **Hit Value**.
- **Critical Hit Value**  
The value that the **Player** must reach to apply the **Critical Effects** displayed on the target's **State** card. Only **Enemies** have a **Critical Hit Value**.

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

# COMBAT BEGINS!

A **Combat** sequence begins when an instruction in the **SCENARIO BOOKLET** triggers it.

When combat begins...

- If you are playing with allies, set them adjacent to any player.
- If allies are involved in the scenario, follow the instructions in the combat setup section of the booklet.
- Set all participants' **Initiative** tokens to the left of the **Initiative** tracker. For **Enemies**, also place the duplicate **Initiative** token on their **State** card.
- Flip all **Enemy State** cards face-up.
- Place a **tracking clip** on each **NPC's Health** tracker.
- Shuffle the **Enemy Combat** deck and place it next to the **State** cards. (This does not apply to **Bosses**; more details are provided in the "**BOSS**" section.)

When a **Combat** sequence begins, all **NPCs** with a **State** card on the tile become involved in **Combat**, regardless of their behavior.

**Example:** A **NPC** with the behavior "**Hunting**" will join the **Combat**. You can switch its orange standee base for a black one if you want.

All **Pack Members** are involved as well.

**Note:** **Players** must start combat in the form they were in before the event that triggered said combat.

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

# COMBAT ENDS

**Combat** ends when:

- An instruction calls for the end of **Combat**.
- All **NPCs** have been **Defeated**.
- The **Players** are **Defeated** (Even if an **Ally NPC** is still alive). In this case, the scenario ends in failure (Unless a specific instruction is given to you at the beginning of the **Combat**).

**Note:** **Combat** cannot be initiated by the players.

If the last enemy on the tile has an affix and it triggers an effect upon the **NPC's** death, then the combat ends once the affix effect is resolved.

**Example:** **NPC1** has the "explosive" affix, which deals unpreventable damage to all adjacent characters upon the **NPC's** death. If it is defeated and was the last enemy on the tile, it explodes, dealing unpreventable damage to any adjacent character if applicable, and then the combat immediately ends.

However, as soon as the combat ends, players immediately remove all bleed, poisoned, resistance, or immobilized tokens they have on them and will not suffer from their effects.

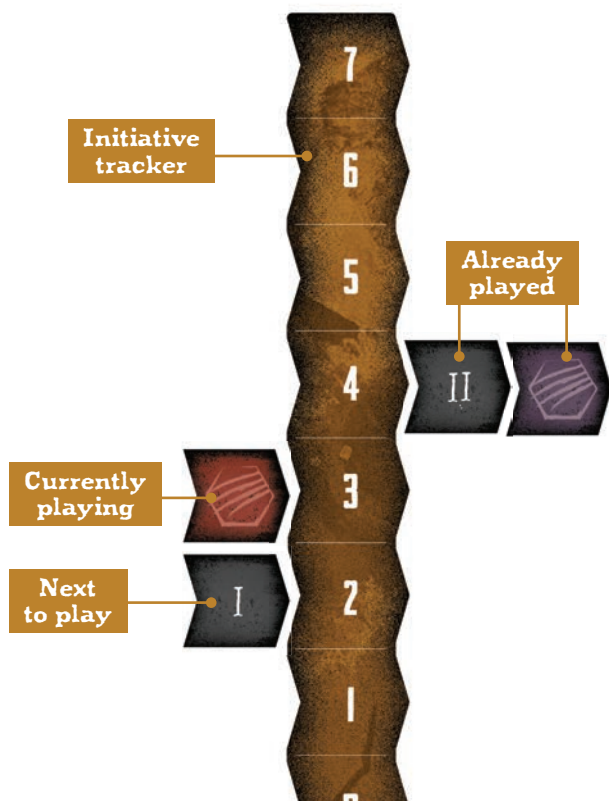
# INITIATIVE

**Initiative** determines the order in which players and NPCs take their **turn** during **Combat rounds**.

- **Players' Initiative** is equal to their **Physical Attribute** level.
- The **NPCs' Initiative (Allies or Enemies)** is directly written on their **State** card.

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

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



# STEP-BY-STEP

At the beginning of the **Combat**, place all the **Initiative** tokens to the left of the **Initiative** tracker, aligned with the numbers corresponding to the participants' **Initiative**. When a participant finishes their **turn**, move their tracker to the right of the tracker. Once all the trackers are to the right, the **round** is over. Begin the next **round** during which the trackers will move to the left at the end of each **turn** and Repeat this until the end of the **Combat**.

# INITIATIVE TIES

If **NPCs** and **Players** have the same **Initiative**, **Players** go first.

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

**Allies** act before **Enemies**.

If **Enemies** have the same **Initiative**, they act in ascending order of their **Initiative** token. If they are **Minions** (thus having the same tracker for all), they act in the order of their standee number.

**Note:** **Spirits** do not have **Initiative** displayed on their **Spirit** card; they always act immediately after the **Player** who invoked them.





# PLAYER TURN

On your **turn** during the **Combat** sequence, you can:

- **MOVE AND ROTATE** ACCORDING TO YOUR **CURRENT FORM** (see p.14)
- **AND DO 1 OF THOSE MAJOR ACTIONS**
  - Play a **Combat** card
  - **Shapeshift**
  - Focus (In **Homid** and **Lupus Form** only, gain **1 Willpower**)
  - Sprint (Add **2** to your movement)
- **AND DO ALL MINOR ACTIONS 1 TIME**
  - Use **1 Rage** to **Quickshift**
  - Use **1 Rage** to gain **2 Health**
  - Give an **Item** to another **Player**
  - Use an **Artefact**
  - Dismiss a **Spirit** you invoked
- **AND DO ALL FREE ACTIONS AS MANY TIMES AS YOU WISH**
  - Use **Consumable Items**
  - Use **Tribe Gifts**
- **OR DO NOTHING**

**Note:** All these actions can be performed in any order.

**Reminder:** Movement can be split.

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

## HOW PLAYERS ATTACK

To attack, a **Player** selects a card of their choice from the deck corresponding to their current **Form**. They must first **check** if they have the necessary resources to use the card.

**Example:** If a card indicates a cost of **1 Rage**, they must have at least **1 Rage** to use it. **Combat** cards are never discarded after use and the same card can be played multiple times during the **Combat** as long as the **Player** has the necessary resources.

The attacking **Player** chooses the target of the attack and rolls the **Combat check** with a number of **Black dice** equal to their **Physical Attribute** level, plus any bonus dice if the attack or other **Effect** card allows it. Then, they add or subtract any bonus or penalty automatic **Successes** that the attack imposes. **Crinos**, as always, roll additional **Rage dice** for each current level of **Rage**.

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

**Example:** You decide to use the “**Bite**” **Combat** card against an **Enemy** with a **Hit** value of **3**. You have a **Physical Attribute** of **2**, so you roll two **Black dice**. You get **1 Success**. Normally, you would miss your attack, but the **Bite** card offers **1** automatic **Success**. Additionally, you have in your inventory an **Equipment** that provides **1** automatic **Success** to all attacks in **Lupus Form**. You add these **Successes** to the one you obtained with your dice, totalling **3** and reaching the **Hit** value of the **Enemy**. You then inflict the **Effects** of the “**Bite**” **Combat** card (**2 Damage**).

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

**Example:** You decide to use the “**Bite**” against an **Enemy** with a **Hit** value of **3** and a **Critical Hit Value** of **5**. The **Critical Effect** displayed on the **State** card of the **Enemy** is **+1 Bleed Token**. You roll **2 Black dice** from your **Physical Attribute** of **2** and add the **+1** automatic **Success** from your **Bite** card and the **+1** automatic **Success** from your **Equipment** card. You get **3 Successes** on your dice roll, to which you add the **2** automatic **Successes**. You have reached the **Critical Hit Value** listed on the **Enemy** and add **1 Bleed** token to the **2 Damage** inflicted by your bite card.

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

Certain cards such as “**Weapon Expert**” must be associated with a weapon card. It’s the weapon card that provides all the information regarding the **Damage** and **Effects** in such cases.

**Note:** Unless it is specified on the combat card, an attack is always made against a target adjacent to the front of a standee or miniature.



## SUPPORT AND HEAL

Some cards, notably those in **Homid Form**, are intended to be used on **Allies** rather than **Enemies**. When this happens, no roll is required to hit: The **Combat** card applies its **Effects** automatically if the prerequisites of the **Combat** card have been met. Although there is no roll to see if the card hits or misses, there may be a roll associated with the **Effect** to determine the potency of the **Effect**. These cards may have associated **Willpower** or **Rage** costs required to play them. All this information is displayed on the card.

**Example:** You decide to use the “**Heal**” **Combat** card on an **Ally** to grant them some **Health** and remove a **Poison** token. The prerequisites of the **Combat** card require you to be adjacent to the target and spend **1 Willpower**. You move your character and decrease your **Willpower** by **1**. The target immediately recovers **3 Health** points and removes the **Poison** token they had on them. You didn’t have to roll any dice.

These cards can target yourself. When a card states that you grant a bonus to all **Players** and **Allies**, you also receive that bonus.

**Example:** You play the “**Cheers**” **Combat** card to restore **1 Willpower** to all **Players**. You also gain **1 Willpower**.



## RANGED ATTACKS

Ranged attacks can only be executed if the target of the shooter is within their **Line of Sight** and nothing obstructs their vision. (**Walls, NPCs, Players, Action, Instant, Investigation, Doors** or **Obstacle** tokens)

Ranged attacks are always associated to weapons. Therefore, you will need to use the “Weapon Expert” **Combat** card in **Homid Form** and combine it with a weapon that you have in your inventory. It is on the weapon card that you will find all the information regarding the **Damage, Effects**, and targets hit by your attack in the case of a **Multi-strike**.

## MULTI-STRIKE ATTACKS

If the **Player** executes a multi-target attack such as the **Crinos**’ “**Cleave**”, they roll their dice only once and then **check, NPC** by **NPC**, which ones have been hit by their attack (meaning their **Hit Value** is equal to or lower than the result of the dice). Once again, be careful of **Allies** or other **Players** in the attack area, as the attack will automatically hit them, regardless of the results of your roll, and will take **Damage** and **Effects** from your attack.

Here are the different types of multi-target instructions you may encounter:

- All in **Line of Sight** / X in **Line of Sight**
- All adjacent characters / X adjacent characters
- All within X **hexes** / X within X **hexes**
- All in front / X in front (adjacent **hexes** in front of the character)

**Multi-strike** attacks are blocked by **Walls** or **Instant, Action, Door** and **Investigation** tokens.

**Example:** If an attack specifies that the **Damage** and **Effects** are applied to everyone within **2 hexes** around, and an **Enemy** is physically **2 hexes** away but separated by a **Wall** from you, the **Enemy** will not be affected by the attack.





## FRENZY

**Frenzy** can only happen during the **Combat** sequence and only in **Crinos Form** if you roll 6+ **Successes** with your **Rage dice**. Succumbing to **Frenzy** locks you in your **Crinos Form** and makes you an unpredictable whirlwind of carnage.

When you succumb to **Frenzy**:

- Immediately set your **Rage** tracker at 5 (Even if you spent all your **Rage** with your attack). You can no longer decide who to target. You will always target
- the closest character, be it a **Pack Member**, a **Scenario Ally** or an **Enemy**.
- The only thing you can do is attack the nearest target and move toward it if necessary. If multiple targets are at the same distance, choose which one you will attack.
- At the start of your **turn**, shuffle your **Crinos Combat** card deck and draw one at random. You must then target the nearest character with it. If the target is an **Enemy**, you must pass its **Hit Value**. If the target is a **Pack Member** or a **Scenario Ally**, apply the card's **Damage** and **Effects** directly.
- If you cannot reach any target with the attack card you drew, cancel your attack and sprint toward the nearest one, adding 2 to your **Movement**.
- At the end of each **round**, lower your **Rage** by 1.

If a **Combat** card you draw consumes **Rage**, adjust your tracker accordingly; if, on the contrary, it grants you **Rage**, increase your tracker. If an attack card requires a level of **Rage** you do not have, skip your **turn**.

After playing your card, shuffle it back into the deck; it could be drawn a second time during your **Frenzy**.

When your **Rage** reaches 0, **Frenzy** ends. If there are no more **Enemies** on the tile and you're still in **Frenzy**, **Combat** ends and you reduce your **Rage** to 0.

Some **Items** or **Combat** cards can prevent entering **Frenzy** or help to recover from it.

## TRAPS

In **Homid Form**, the **Player** can set **Traps** on the tile on **hex** adjacent to their location. A **Trap** is automatically triggered when a Character (**Enemy**, **Ally** or **Player**) moves on the same **hex**.

To set a **Trap**, the **Player** must possess a **Trap**-type weapon card and associate it with their "Weapon Expert" **Combat** card.

Then, they place the **Trap** card on the table to remember its **Effects** when it is activated.

Once the **Trap** has been activated, the **Player** removes it from the tile and discards the card. If the **Trap** has not been activated during the **Combat**, it is still lost.

**Traps** on the tile are represented by tokens. During character creation, each player receives a trap token matching their Miniature color base. If a **Trap** is already set and the same **Player** wants to set another one, the first one disappears.

**Note:** **Traps** cannot be set during the *Exploration* sequence.

## EFFECTS

Certain **Combat** cards inflict additional **Effects** on the target besides **Damage** (such as **Poison**, **Bleed**, **Immobilized**, and **Resistance**). An attack always adds these **Effects** after dealing the base **Damage** of the attack, whether you've actually inflicted **Damage** on your target or not.

That means attacks inflict their **Effects** whether the **Enemy** has a **Resistance** token (a token that absorbs 1 **Damage** for each token) or not.

**Example:** A player successfully surpasses the **Hit Value** of an **Enemy** using **Venomous Bite**, but the **Damage** is absorbed by the **Enemy's Resistance** tokens. Even if the attack did no **Damage**, the player still applies a **Poison** token to the target.

You will find the details of each **Effect** token at the end of the "COMBAT" section.



## ALLY TURN

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

The **Player** chooses one of the two abilities of the **Ally** and resolves its outcome. **Allies** do not need to roll the dice. They ignore the **Hit** value of **Enemies** and resolve their attack according to the same rules as **Players** or **NPCs**.

Just like **Players**, if **Allies** do not use their ability during a **turn**, they are capable of sprinting. Then, add +2 to their **Movement** for that **turn**.

**Note:** Unless it is specified on an ability, *IT* is always made against a target adjacent to the front of a standee or miniature.



## SPIRIT TURN

Just like **Allies**, **Players** control **Spirits**. **Spirits** always act right after the **Player** who summoned them. They can be targeted by **Enemies** just like a **Player** or an **Ally**.

They have only **1 Health** point and are thus **Defeated** as soon as they take **Damage**.

The **Effects** provided by the **Spirit** or their abilities are directly written on their card.

Both in terms of abilities and **Movement**, they adhere exactly to the same rules as allied **NPCs**.

## ALLIES AND SPIRITS DEFEATED

If an **Ally** or a **Spirit** is **Defeated** during **Combat**, immediately remove their standee or token from the tile. Flip their **State** card or remove their **Spirit** card from the **Spirit** tracker.

A **Caern Ally** who is **Defeated** can no longer join any **Combat** for the remaining of the scenario.

A **Defeated Spirit** can be recalled onto the field at any time during any **Combat** sequence. It's possible for **Scenario Allies** to be **Defeated**, but that doesn't mean they are dead.

You might still have a **Dialogue** involving them later on. However, their **Defeat** in **Combat** will have consequences that you will discover at some point during the scenario. Should a new combat begin, the **Defeated Ally** will not be involved.



## ENEMY TURN

**Note:** Unless it is specified on an ability, *IT* is always made against a target adjacent to the front of a standee or miniature.

## COMMONS, ENEMIES, MINIONS AND LEADERS

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

**Example:** The card drawn from the **NPCs' Enemy Combat Deck** is number 5. The **NPC** will use its "Shot" attack (because it falls between 1 and 6). All other **NPCs** will also perform the attack corresponding to number 5.



If the target is within range (if the **NPC** can use its **Movement** to reach and attack it), move the **NPC** as needed toward the targeted **Player** or **Ally**, and resolve the attack by applying the **Damage** and potential **Effects** (**Poison**, **Bleed**, **Immobilized**, etc.).

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

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

On the other hand, if the target is not reachable because it's too far away, the **NPC** will be forced to change the target of its attack to target the closest one. If the closest target is also out of range of its attack, it will cancel its attack to sprint toward the closest one, adding 2 to the **Enemy's Movement** for this **turn**.



# BOSSSES

**Bosses** act like any other **Enemies**, except they each have their own unique **Combat** deck and do not use the **Common Combat Deck** like other **Enemies**.

**Bosses** always have two phases represented by 2 different **State** cards. When **Combat** begins, set up the boss using the **State** card representing their Phase 1. Each **Boss** also has 2 **Combat** decks, one for each phase. The **Combat** deck of **Bosses** is not to be shuffled. It is numbered according to its attacks, and must always be played in order.

**Note:** There are two ways to approach **Boss** fights depending on the difficulty you desire.

- For a more challenging fight, keep the boss's combat cards face down and reveal them when it attacks. This creates more surprise, but you may need to restart the fight multiple times to learn the boss's patterns.
- For an easier fight, reveal the boss's combat cards at the beginning of the fight to know which strategy to adopt to overcome it and manage its most powerful attacks.

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

When a **Boss** transitions to Phase 2, you will always have an **Event** to read indicated on the **Boss's** life tracker. On this **Event**, you will be asked to replace the actual **State** card with the second one which represents its Phase 2. This transition might have additional **Effects** on the **Enemy**.

**Examples:** You may be asked to remove any **Bleed** and **Poison** tokens you have inflicted on it.

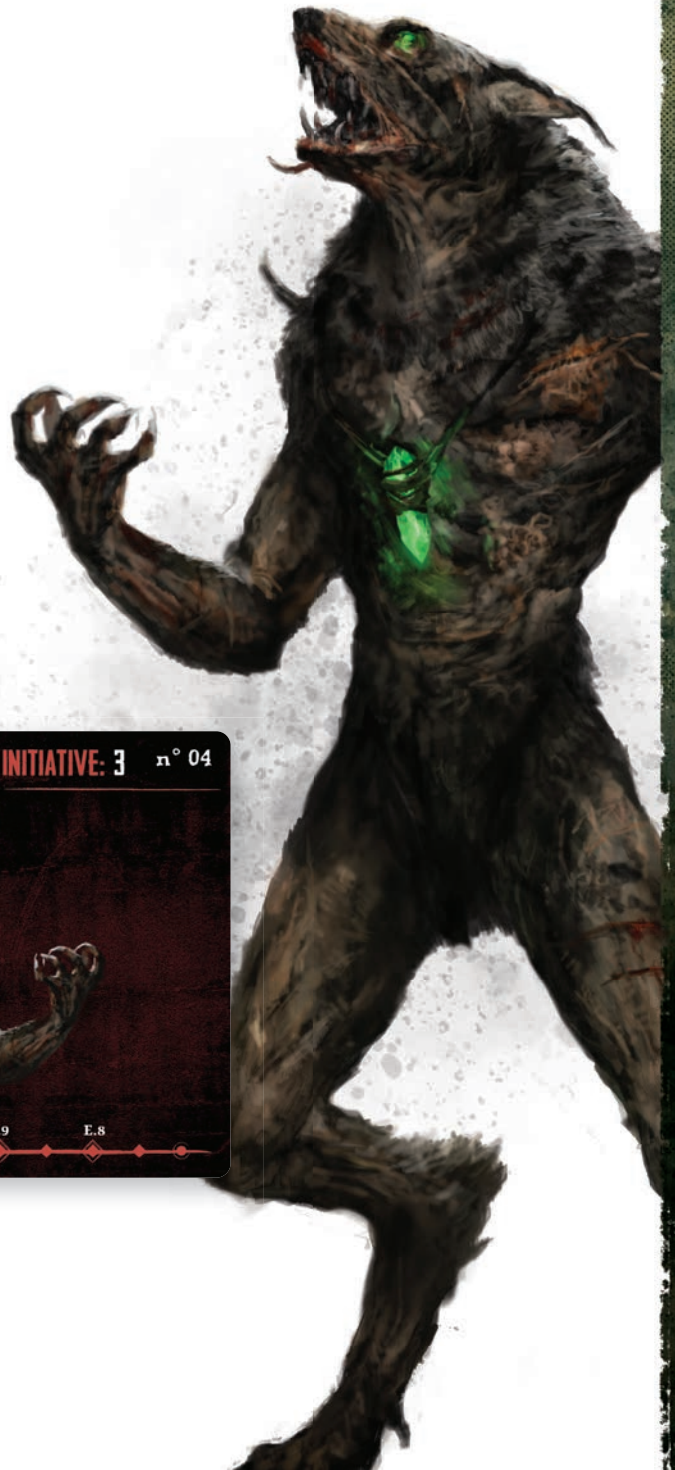


When a **Boss** transitions to Phase 2, consider this as the start to a new **Combat**. All **Initiative** tokens must be placed back to the left of the tracker. The **round** begins with the character with the highest **Initiative**.

In some cases, the **Boss's** **Health** may have thresholds at certain points. In this case, you will need to read an associated event indicated above the relevant **Health** point.

**Note:** Thresholds block excess damage. In case of excess, stop the life tracker at the threshold.

**Examples:** The **Boss** has 6 **Health** points remaining. When it reaches 5, you must read event E.10. If you make an **Attack** that deals 4 **Damage**, you must leave the life tracker at 5.



## NPC RANGED ATTACKS

Ranged attacks can only be used if the **Enemy's** target is within its **Line of Sight**, and nothing obstructs its vision (**Walls, NPCs, Players, Action, Instant, Obstacle, Investigation** tokens all block **Line of Sight**).

If necessary, the **NPC** will use its **Movement** to gain a clear view of its target. If its initial target is unreachable, the **Enemy** will instead target the nearest **Pack Member**.

**NPCs** that attack from a distance will never engage in **melee Combat**. They will always use their **Movement** to position themselves at the maximum distance that still allows them to reach their target.

## NPC MULTI-STRIKE ATTACKS

Just like **Players**, **NPCs** can have attacks that hit multiple targets.

The same rules apply, and friendly fire also exists for **NPCs**. An **Enemy** that uses an attack affecting everyone adjacent to their location, for instance, would also hit other **Enemies** if they were in the **Area of Effect**.

Here are the different types of multi-target instructions you may encounter:

- All in **Line of Sight** / X in **Line of Sight**
- All adjacent characters / X adjacent characters
- All within X **hexes** / X within X **hexes**
- All in front / X in front (adjacent **hexes** in front of the character)

Multi-targeting can exist for both **melee** and **ranged** attacks. The same rules apply in both cases.

Multiple attacks are blocked by **Walls** or tokens. If an attack specifies that the **Damage** and **Effects** are applied to everyone within **2 hexes** around, and an opponent is physically **2 hexes** away but separated by a **Wall** from you, the **Enemy** will not be affected by the attack.

In the case where an **Enemy's** attack hits "up to x targets in **Line of Sight**", the **Enemy** will only attack the **Players** or their **Allies** and spare the other **Enemies** present in its **Line of Sight**.

**Example:** If there are **2 Players** and **1** other **Enemy** in its **Line of Sight**, it will only attack the **2 Players**.

## ENEMY DEFEATED

When an **Enemy** is **Defeated**, remove its token or standee from the tile. Also, remove its **Initiative** token and flip its **State** card.

In the case of a **Swarm**, only remove its token. Remove their **Initiative** tokens and flip their **State** card only if all **Swarms** of that type are **Defeated**.

## ENEMY TACTICS

**Enemies** will always take the shortest path to reach a **Player** (the lowest number of **hexes** to reach their target).

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

Concerning the **Fire** tokens, **Enemies** will always avoid them if another path is available. If there is no path between **Enemies** and **Players** or **Allies**, they will try to cross it while minimizing their exposure to it.







## COMBAT TOKENS AND EFFECTS

Here is a list of all the bonuses and penalties that can be applied to a target during **Combat**. They always function the same way, regardless of whether they are applied to a **Player** or an **NPC**:



### RESISTANCE (CUMULATIVE)

Each **Resistance** token absorbs **1 Damage**. It is discarded at the end of the target's next **turn**. They do not absorb **Unpreventable Damage**. Even if a **Minion** has no **Health** points, it can still acquire these tokens and could potentially absorb the entire attack of a **Pack Member**, allowing it to survive the attack.



### BLEED (CUMULATIVE)

Inflicts **1 Unpreventable Damage** per **Bleed** token at the end of each target's **turn**. It can be removed by certain **Combat** cards, **Consumables**, etc. **NPCs**, unless otherwise indicated in a scenario, cannot get rid of **Bleed** tokens.



### POISONED (CUMULATIVE)

Each time the target suffers at least **1 Damage** from an attack, it takes **1 additional Unpreventable Damage** per **Poison** token. **Poison** tokens can be removed by certain **Combat** cards, **Consumables**, etc. **NPCs**, unless otherwise indicated in a scenario, cannot get rid of **Poison** tokens.



### IMMOBILIZED

Prevents the target from moving from the **hex** it occupies. Rotation is still allowed. It is discarded at the end of the character's next **turn**.

## TERRAIN TOKENS

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



### OBSTACLE TOKEN

These tokens cannot be moved across or onto, and block **Line of Sight**.



### DIFFICULT TERRAIN TOKEN

These tokens can be crossed, unlike walls. It costs no additional **Movement** to move onto, but moving off of a difficult terrain does cost **1** additional movement. Difficult terrain does not block **Line of Sight**.



### FIRE TOKEN

If a character moves onto or starts their **turn** on a **Fire** Token, they take **2 Unpreventable Damage**.

**Fire** tokens do not block **Movement** or **Line of Sight**. **Fire** tokens can be placed on a **Hex** occupied by a character. In this case, place the **Fire** token underneath the character standee, token, or miniature.

## ROUNDS AND SPIRITS TRACKER

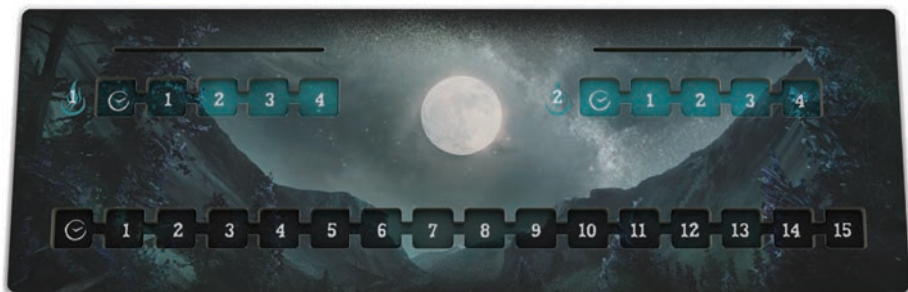
The **round** tracker is used to keep track of the passage of time. You will only use it if requested.

Each time an instruction asks you to set a **round** tracker, it will specify which tracker should be set (A, B, C, D). Use two cubes. Place one on the letter corresponding to the tracker and the other on the requested value of the **round** tracker according to the number of **Players**.

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

At the end of each **round**, move the cube 1 space to the left. When it reaches 0, refer to the **Outcomes** page of the **SCENARIO BOOKLET** to determine what to do next.

For the **Spirit** tracker, when the cube reaches 0, just remove the **Spirit** card from its slot and remove the **Spirit** token from the tile.





# SCENARIO

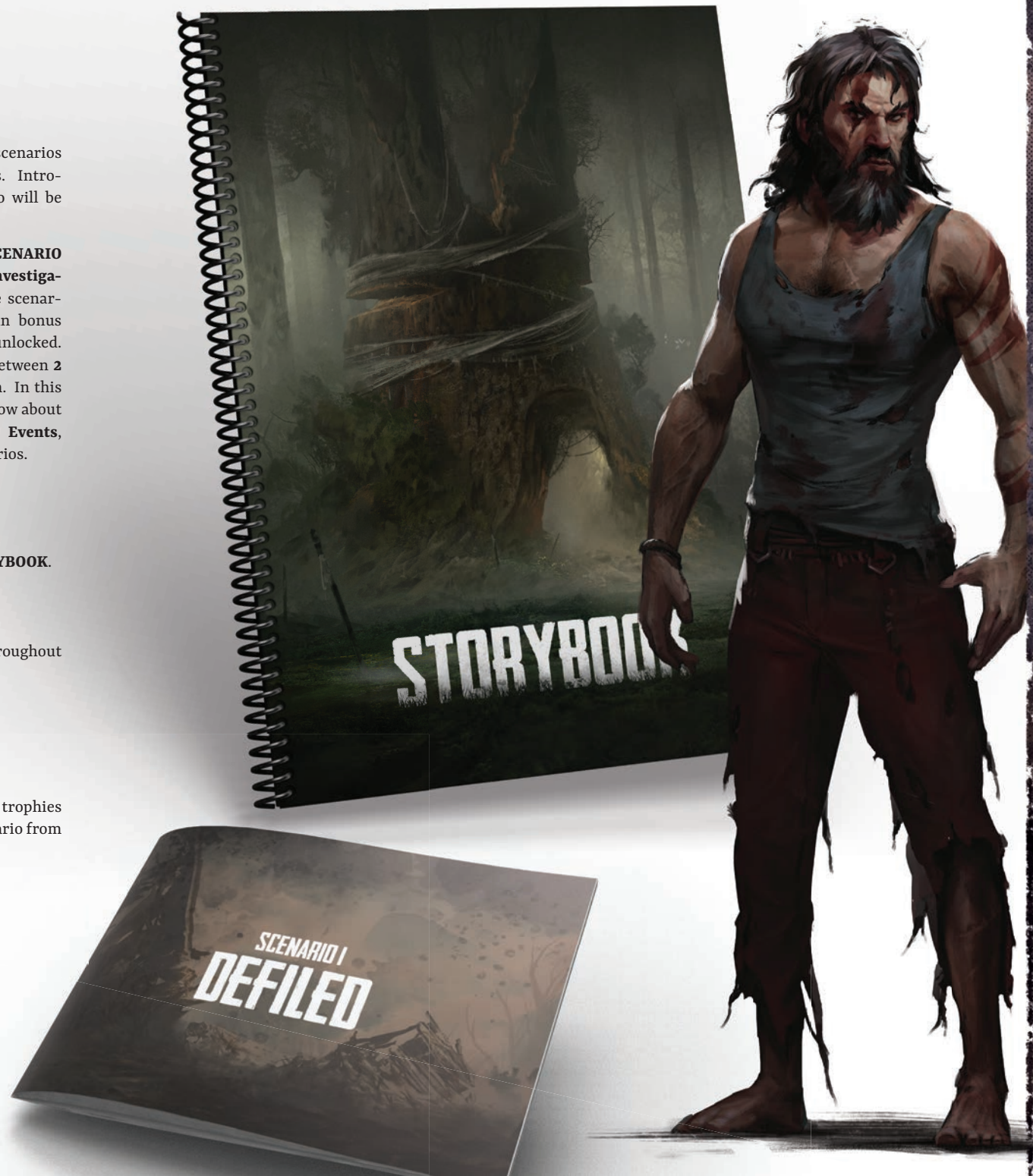
The **RETALIATION** campaign is divided into scenarios during which you must fulfill various objectives. Introductions and the conclusions of each scenario will be found in the **STORYBOOK**.

Each introduction will lead you to the **SCENARIO BOOKLET** that includes all the **Dialogues**, **Investigations** and **Events** of the current scenario. The scenarios must be played in order, although certain bonus scenarios may be played at any time once unlocked. In some cases, the **Player** will have to choose between **2** scenarios to play as described in the conclusion. In this section, you will find everything you need to know about the **STORYBOOK**, the **BOOKLETS** and **Caern Events**, which are events that take place between scenarios.

## CAMPAIGN WALKTHROUGH

- Play the **Caern Event** (except for Scenario 1).
- Read the scenario introduction in the **STORYBOOK**.
- Choose your **Items** and **Consumables**.
- Set up the starting tile.
- Execute the first action.
- Follow the instructions in the **BOOKLET** throughout the scenario.
- If victorious:
  - Read the conclusion.
  - Collect rewards and any **Rank** successes.
  - You can spend your **XP** and trophies.
  - Move on to the next scenario.

In case of failure, discard all cards, **XP**, and trophies gained during the scenario and restart the scenario from the beginning.





# STORYBOOK

The **STORYBOOK** contains the following:

- The introduction and conclusion of the campaign.
- All introductions, setups, and conclusions of scenarios.
- Interludes.
- Clings-to-Darkness' Inventory.
- The **Enigma Table**.

# SCENARIO'S INTRODUCTION PAGE

Once you are done purchasing **Items** and spending **XP**, 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:

- Which **Caern Event** to play (except for scenario 1)
- The current Lunar Phase and associated Luna's Blessing
- The Introduction
- The scenario's 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 setting up a tile and the scenario's relevant tokens and **NPCs**. Once the tile is set, place any required tokens on it as shown in the **STORYBOOK**. Each tile is divided into smaller hexagonal areas, referred to as **hexes** (singular **hex**). Tokens fit on 1 or more **hexes**.

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

# SCENARIO'S CONCLUSION PAGE

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 when you reach an unfortunate end in the **SCENARIO BOOKLET**. When a scenario ends in success, read the 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.

If you fail the scenario, you must start it over.

On that page, you will find:

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





## SETUPS

Before you can begin a scenario, you must set up the required components on the table. Such components are: tiles, characters, Terrain tokens and Interactive tokens.

The setups will only indicate the new elements to add to the tile. Those already present will remain on the tile unless a directive indicates to remove them.

If a player is occupying a **hex** where a token needs to be set, the player must move their miniature to an adjacent **hex**.

## TILES

Tiles are rectangular boards representing different environments. Tiles are themselves composed of smaller hexagonal cells, referred to as **hex** (plural **hexes**). Terrain tokens, standees and miniatures occupy a certain number of **hexes** when placed on a tile. Thin dotted borders mean characters can move between two **hexes**. However thick lines represent **Walls**. These mean that characters cannot move between these **2 hexes**. **Walls** also block **Line of Sight**.

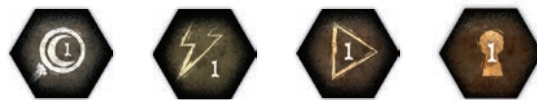
## TERRAIN TOKENS

Terrain tokens may be placed on tiles, on specific **hexes** indicated in a scenario's setup or **BOOKLET** page. You cannot interact with these tokens.



## INTERACTIVE TOKENS

You can interact with these tokens, and they will always lead you to **Events** or **Investigations** found in the **SCENARIO BOOKLET**.



## NPC TOKENS, STANDEES AND PLAYER MINIATURES

According to the type of **NPC**, you will place tokens, standees, or miniatures to represent them.



## MINIONS TOKENS

There are two types of tokens for **minions** (A and B). On the **minion's** state card, you will find a hexagonal symbol in which one of those two letters will be written. This indicates which type of token you should use to represent this **minion** on the tile.



## 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.

The **Caern** is not represented by an asset but corresponds to the time between scenarios when the **Player** can spend their **XP** points and buy **Items** from the merchant.

## CAERN EVENTS

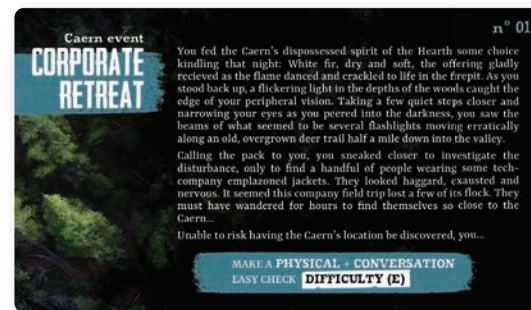
**Caern Events** occur before the introduction of each scenario after Scenario **1**. **Caern Events** are cards and make up the **Caern Event** deck. Each card is numbered, and you will be asked to draw and read the appropriate card before reading the introduction of the scenario.

A **Caern Event** is like a cutscene that takes place in between scenarios, often taking the form of a **Dialogue** between characters, 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**, draw the instructed card and read it. If the card asks for a **Skill check**, choose a **Pack Member** to attempt it. If the card asks the entire **Pack** to make a choice, they must do so unanimously.

When a **Caern Event** introduces a consequence, be it positive or negative, it applies to the **Pack** as a whole, and not just to the **Pack Member** reading the card.

Some **Combat** cards from the Advance deck will be distributed during **Caern Events**, so it's crucial not to forget to play the **Caern Events** if you want to make sure you get everything.



## LUNAR PHASE

The lunar phase is indicated at the top of the introduction page of each scenario. It is accompanied by a Moon-given moment. This is a bonus granted to the **Player** whose **Auspice** corresponds to the current lunar phase.



THEURGE



RAGABASH



PHILODOX



GALLIARD



AHROUN

## ENIGMA TABLE

The **Enigma Table** is a grid you can find on the last page of the **STORYBOOK**. It's composed of **7** columns and **7** rows, with each cell containing a word. When communicating with **Spirits** or investigating certain locations, you may be asked to refer to specific cells of the **Enigma Table** and remember the word they contain.

**Example:** Check the D.7 Cell of the Enigma Table

ENIGMA							
	A	B	C	D	E	F	G
1	FAMILY	TECHNOLOGY	WYRM	SEPT	DNA	VIOLENCE	CULT
2	BEG	BLACK	CIRCUS	SONG	PRISON	HOPELESS	HOMICIDE
3	SUMMON	ROMIN	GRONDR	LONGING	HOWL	ATROCITY	CREEP
4	IRON RIDER	FULL MOON	LOSS	SEPT	IRELAND	GAUNTLET	APOCALYPSE
5	DIAMOND	STORM LORD	FIANNA	GREY BOLT	LUNA	TRIBE	NEWBERRY
6	PACK	GHOST	BATTLE	TROPHY	PODL	CRYSTAL	NEXUS
7	CARSON	GREEN	SATAN	THIEF	TREK	INFERNO	SCAR

These words will be useful for drawing conclusions in certain situations. The correct interpretation gets easier the more words you get, but it is possible to still make it even if you get few **Successes**.

**Note:** Make sure to remember the words you discover in the Enigma table. We recommend that you write them on the back of your Character Sheet.

## CLINGS-TO-DARKNESS' INVENTORY

Between scenarios, **Players** can improve their **Equipment** and supplement their arsenal with new **Item** cards. The **Caern** Quartermaster and the Sept's merchant trades trophies with talismans and mundane objects. His inventory is located in the **STORYBOOK**.

The **Items** available in the merchant's inventory depend on your progress in the campaign. Additionally, some of your choices during scenarios may influence the prices of the available **Items**.

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

Depending on your rank, discounts may apply to the price of certain items.

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





## SCENARIO BOOKLETS

Every scenario has its own **BOOKLET**. These contain:

- Dialogues
- Events
- Investigations
- Setups
- Glorious Attacks
- Outcomes
- Patrols

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 forces you to take a certain path, such as "YOU MUST READ PAGE E.3" is encountered, stop reading, and go directly to the page indicated (E.3 in this example).

Sometimes, these mandatory choices will have prerequisites of their own. You are only forced to make that choice if you meet the prerequisites.

## TABLE OF CONTENTS

The table of contents allows you to quickly find the page you need to refer to when interacting with a token, initiating a **Dialogue**, or needing to refer to a setup. To avoid spoilers, we strongly recommend always using the table of contents when you need to go to a specific location in the **BOOKLET**. This way, you can avoid searching through all the pages and risking spoilers.

## DIALOGUES SECTION

The **Dialogue** section gathers all the conversations you may have with various dialoguable **NPCs** throughout the scenario. When you approach an **NPC** on the tile, refer to the first page of their **Dialogue**, which will always be **D.1**.

Sometimes an **Event** other than a **Dialogue** may ask you to read a **Dialogue** page from an **NPC**. In this case, it's possible that this **Event** will direct you to a page other than **D.1**. This will be specified in the instruction.

**Example:** Read "Hassan" **Dialogue** page **D.3**



## INVESTIGATIONS SECTION

The **Investigation** section gathers the different **Investigations**. When you interact with an **Investigation** Token on the tile, refer to the corresponding page in this section.

## EVENTS SECTION

This is where you will find all the **Events** triggered by tokens such as **Door**, **Instant**, or **Action** tokens. Some directives in **Dialogues** or **Investigations** may ask you to read **Event** pages.

**Example:** Read **Event** page **E.7**

## SETUPS SECTION

During a scenario, the setup of the tile may evolve based on your choices and actions, and the various setups are found in this section. You will never need to go to this section unless an instruction in a **Dialogue** or an **Event**, for example, asks you to do so.

## GLORIOUS ATTACKS SECTION

As seen in the section on **Enemies** or in the **Combat** section, some **NPCs** have the **Glorious Attack** feature on their **State** card. The outcome of successfully executing these attacks will be detailed in this section. A glorious page will always include a descriptive flavour of the attack as well as the **Effects** to apply.

## PATROL SECTION

Even though the setups on which an **NPC's** patrol will be set always provide you with information about the **NPC's** movement, it is very likely that your progression within the scenario will lead you to navigate to other pages of the booklet, and you may very well no longer have the **NPC's** patrol path in front of you. Therefore, where concerned, you will find a "Patrols" section which contains all of the information you need regarding the **NPC's** movement.

**Note:** We advise you to refer to this section when you are looking for information regarding a **Patrol** instead of trying to find the setup on which it was set, as you may inadvertently spoil other setups for yourself.

## OUTCOMES SECTION

This section, always present on the last page of the **BOOKLETS**, allows you to easily find the outcomes of failed **Discretion** or **Sneak Attack checks**. It also indicates the outcome of a **Round Trackers** reaching **0**.

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

Other **Event** types may be found in the **Outcomes** section depending on the scenario.

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

# AFAXES

TBD





# GLOSSARY

TBD





# CREDITS

TBD



