RULEBOOK

FOREWORD

WHAT IS THE WORLD OF DARKNESS?

The **World of Darkness** looks just like our world, but in the shadows dwell ancient and inscrutable creatures. 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, monsters from the dawn of time sacrifice everything they have to save a world that would see their destruction.

WHAT IS WEREWOLF: THE APOCALYPSE?

Werewolf: The Apocalypse is a storytelling game about radical solutions, exploring an environmental apocalypse in which a range of injustices throughout the world provoke violence and savagery. It's a game about tearing apart your enemies... and living with the repercussions. It also is a game that explores the differences between people and the mutual sacrifices made to effect — or endure — global consequences. Werewolves are the unsung protectors of the world - Gaia - as well as its children. A dying breed attempting to save a dying world.

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 are sworn to fight the Wyrm, a primeval force of entropy. The Garou, as werewolves are known among themselves, all want the same goal, but interfactional differences often lead to bloody conflict between allies. And while the Garou fight each other, they let humanity and corrupted spirits called Banes, engineer Gaia's destruction, all in the name of increased earnings for the shareholders.

WHAT IS WEREWOLF: THE APOCALYPSE – RETALIATION?

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

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1 Rulebook

1 Storybook
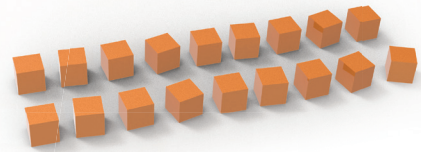
30 Scenarios booklets

20 Trackers cubes

1 Sandtimer

12 Miniatures

1 Caern board

4 Character boards

12 Character sheets

20 Trackers covers

15+ Hex bases
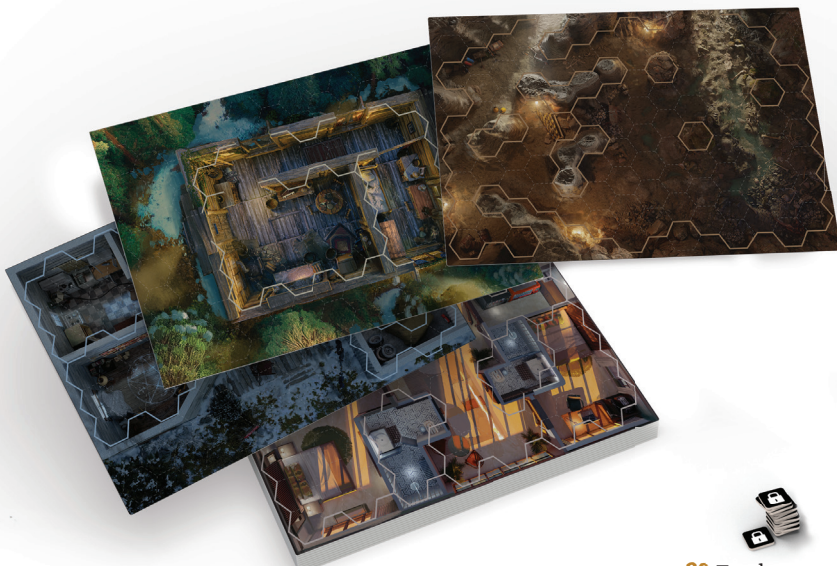
5 Rage dices

10 Double sided tiles

20 Trackers covers

10 Black dices

100+ NPC and allies tokens

60+ Caern events

90+ State cards

30 Pack strategy cards

12 Character cards

26 Tribe, Auspice and Backstory cards

180 Tribe and Auspice gift cards

100+ NPC combat cards

120+ Player combat cards

200+ Effect and item cards

2 Double sided moon tracker

120 Terrain and effect tokens

40 Trophies tokens

100+ Corruption cards

4 Construction tokens
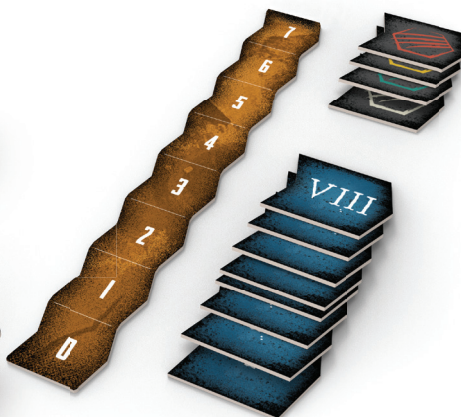
1 Initiative tracker

20 Initiative tokens

5 Secret enveloppes

OVERVIEW

Werewolf: the Apocalypse - RETALIATION is a co-op game where you play as a member of a pack of werewolves, powerful and righteous warriors that fight to protect Gaïa 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 less than 4 players, you may add **allies** (See **allies**, page 24) to help you during the scenario. While you do not have to be accompanied by allies, the game will always refer to you as a pack.

THE STORY

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

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

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

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

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

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

THE STORYBOOK

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

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

GAMEPLAY OVERVIEW

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

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

EXPLORATION SEQUENCE

During this sequence, the players take turns to move their character around the tile (sometimes in **STEALTH** mode, see page **44**), and initiate other sequences through various interactions.

COMBAT SEQUENCE

During this sequence, players and **allies** fight hostile **NPCs**. It is played in turns, following initiative, where each character plays a combat card to attack their target.

Combat can be initiated through a number of ways: from the choice of a player, to being detected by an NPC with the aggressive attitude, or even through events of a scenario. A combat sequence typically ends when either all hostile **NPCs** are defeated, or when all pack members are defeated.

INVESTIGATION SEQUENCE

An investigation sequence is triggered when a character on a **HEX** adjacent to an **investigation area token** decides to initiate the **investigation** sequence. You must then read the scenario's booklet page corresponding to the investigation, and follow the instructions from there. You might need to solve riddles, make deductions, or even communicate with spirits. Investigation sequences end when the scenario booklet indicates "RESUME PLAYING".

DIALOGUE SEQUENCE

A **dialogue** sequence is triggered when a character stands adjacent to a **dialogue NPC** and initiates the **dialogue**. **Dialogues**, like **investigations**, are found in the scenario booklet. The pack reads the conversation between the characters and the **NPC**, and makes choices, sometimes on how to respond to them, or what to ask them about, for example. There are some exceptions to this, pertaining to the various Garou forms, see page **9**. **Dialogue** sequences end when the scenario booklet indicates "**RESUME PLAYING**".

CREATE YOUR CHARACTER

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

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

CHARACTER BOARDS

The **character board** holds vital components for a pack member, as well as their current state.

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

GAROU FORMS

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

Besides having a unique appearance, each form has a different set of abilities and restrictions. A shorthand version of them is written on the back of each form card, but you can find the derailed rules about each form's ability below.

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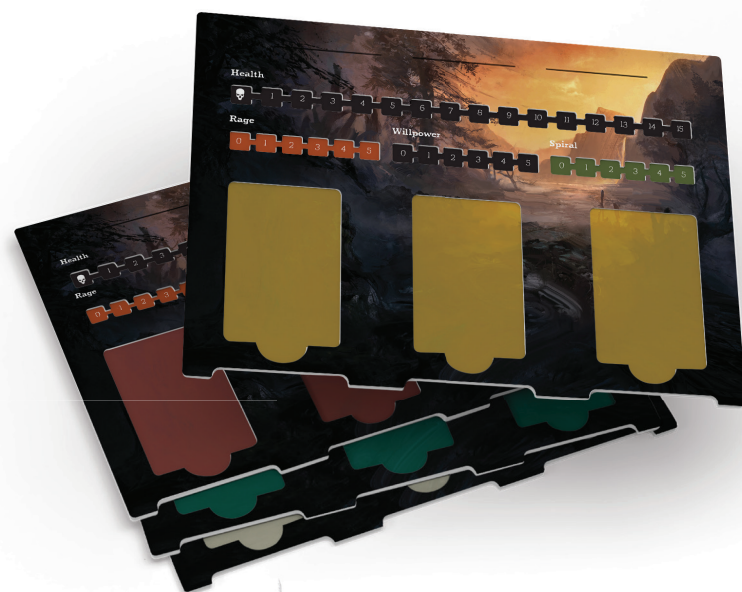
GAROU FORMS: ABILITIES AND RESTRICTIONS

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

HOMID

The **human** form of a Garou. While in this form, the player can initiate dialogues and use complex weapons and technology. While in this form, you can do the following:
• Can initiate **dialogues**.
• Can initiate **investigations**.
• Can use weapons in **combat**.
• Can lock pick **doors**.
• Can speak freely at the table.
• Can use 1 **Rage** per turn to add 1 **Rage** die to a check.
• Can enter **stealth** mode.

Homid pack members have a **movement** of 3, a base **Resistance** of 0, and a miniature size of 1 **HEX**.

LUPUS

The **wolf** form of a Garou. While in this form, the player can move very quicly and quietly. In Lupus form, you can do the following:
• Can initiate **dialogues**.
• Can initiate **investigations**.
• Can speak freely at the table.
• Can use 1 **Rage** to add 1 **Rage** die to a check.
• Can enter **stealth** mode.
• Must add 1 success to all **stealth** checks.

Lupus pack members have a **movement** of 5, a base **Resistance** of 0, and a miniature size of 1 **HEX**. However, they you have the following restrictions:
• Cannot use weapons in **combat**.
• Cannot lock pick **doors.**

CRINOS

Resembling most modern depictions of **werewolves**, the Crinos takes the best of **human** and **wolf** and combines them into a terrifying warrior aspect. In Crinos form, you must do the following:
• Must apply the **fog of war** when you speak.
• Must add as many **Rage** dice as your **Rage** Level to checks.

Crinos pack members have a **movement** of 3, a base **Resistance** of 1, and a miniature size of 2 **HEXES**. However, they you have the following restrictions:
• Cannot initiate **dialogues**.
• Cannot initiate **investigations**.
• Cannot use weapons in **combat**.
• Cannot lock pick **doors**.
• Cannot enter **stealth** mode.
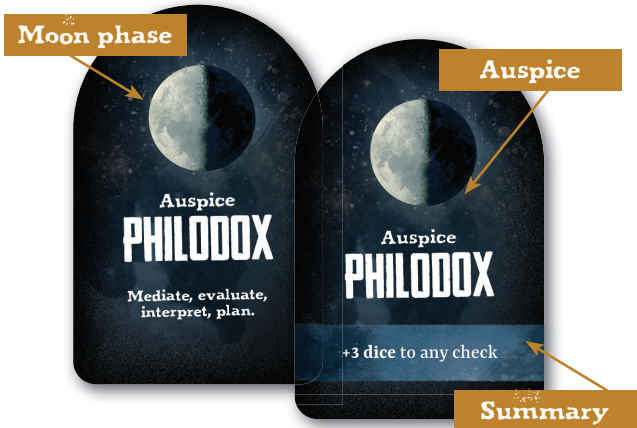• Cannot attempt **lock picking Door tokens**.

AUSPICES

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

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

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

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

Moon phase

Auspice

Auspice
PHILODOX

Mediate, evaluate, interpret, plan.

Auspice
PHILODOX

+3 dice to any check

Summary

RAGABASH

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

THEURGE

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

PHILODOX

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

GALLIARD

Born under the gibbous moon, the Galliard tell the history of the Garou through songs. Their responsibility is to keep and protect the oral record of the werewolves. They are renowned artists and an inspiration to other Garou.

AHROUN

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

TRIBES

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

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

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

Tribe
CHILDREN OF GAIA
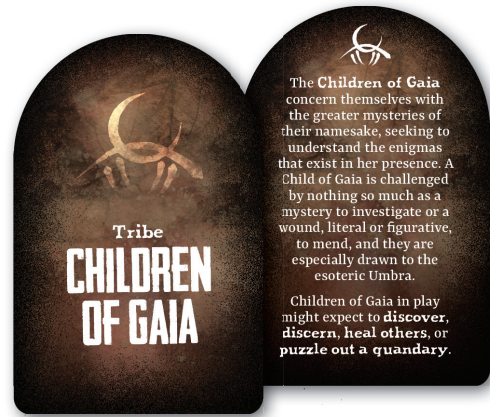
The **Children of Gaia** concern themselves with the greater mysteries of their namesake, seeking to understand the enigmas that exist in her presence. A Child of Gaia is challenged by nothing so much as a mystery to investigate or a wound, literal or figurative, to mend, and they are especially drawn to the esoteric Umbra.

Children of Gaia in play might expect to **discover**, **discern**, **heal others**, or **puzzle out a quandary**.

BLACK FURIES

The Black Furies are defenders of the weak and protectors against injustice. They will defend victims of others' violence, by tearing down obstacles, whether those be physical or social.

BONE GNAWERS

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

CHILDREN OF GAÏA

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

HART WARDENS

The Hart Wardens nurture and protect nature in all its forms. They aim to protect places to remain unspoiled by mankind, defending these places with unparalleled fervor when they are threatened. They will protect nature and cultivate it with the same passion.

GALESTALKERS

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

GHOST COUNCIL

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

GLASS WALKERS

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

RED TALONS

The Red Talons are defenders of the animal kingdom, those who cannot speak or use the tools of mankind. They will always try to diminish the influence of humans over other species, often resorting to violence.

SHADOW LORDS

The Shadow Lords aim to use their calculating minds to create schemes and strategies to undermine the Wyrm. As such, they analyze every angle, exploit weaknesses and strengths of both allies and foes, in order to meet their goal. This makes them somewhat suspicious, and terrifying, to other Garou.

SILENT STRIDERS

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

SILVER FANGS

The Silver Fangs are the noble lineage of Garou culture. They claim the mantle of leadership, and even tribes reluctant to the idea have to admit it: the Silver Fangs are capable of unifying all the tribes when it comes to it. They aim to inspire others and rally them to a cause, taking on the mantle of leaders, even accidentally.
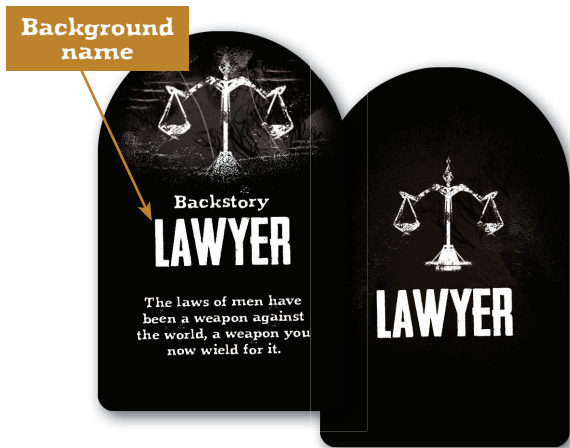
Choose 1 of the 11 **Tribe** cards available to continue with character creation. There is only 1 card for each **Tribe**, 2 players cannot be of the same **Tribe**. Place it on your character board on 1 of the slots at the top of the board.

BACKSTORIES

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 unique cards, each with a short description. Pick 1 of the 8 **Backstory** cards available. Two players cannot share the same **Backstory**, as each card is unique. Place it in the indicated slot on your character board.

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.

Background name

Backstory
LAWYER

The laws of men have been a weapon against the world, a weapon you now wield for it.

LAWYER

Character name

NAME:

ATTRIBUTES
◇ Give dice to checks

Attribute levels

Physical   Mental

SKILLS
✓ Give successes to checks

Skill levels

Awareness   Dialogue

Investigation   Occult

Stealth   Backstory

Backstory levels

XP

XP earned

XP COST PER ATTRIBUTE LEVEL						XP COST PER SKILL LEVEL					
Level	1	2	3	4	5	Level	1	2	3	4	5
XP Cost	5	10	15	20	25	XP Cost	2	4	6	8	10

XP cost

CHARACTER SHEET

The character sheet tracks the evolution of your character, specifically in terms of their raw talent and proficiencies. These are measured in **attribute** and **skill** levels.

ATTRIBUTES

Your character's general ease with a type of task is defined by an **attribute**. Your **attribute** level determines the number of black dice you roll when making **skill checks**. The more dice, the higher the chances of success.

- **PHYSICAL**
  A character's general physical ability (strength, dexterity, or stamina.) It also indicates the highest level of combat cards you have access to, as well as your character's maximum health. It is mostly used in combat sequences, or as a dice pool during some skill checks.

- **MENTAL**
  A character's general mental ability (intelligence, wits, and resolve.) Most skill checks are based on the Mental attribute and use them as a dice pool.

SKILLS

Skills represent how well a pack member can perform specific actions. This takes the form of **successes** during skill checks. Each level in a skill gives you 1 **success** to your check, which is called an **automatic success**.

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

- **DIALOGUE**
  The ability to communicate with others.

- **INVESTIGATION**
  The ability to look for clues and find evidence efficiently.

- **OCCULT**
  The ability to speak to spirits and your knowledge of the supernatural world.

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

XP

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

CHARACTER CREATION

• Pick a character sheet and write down your character's name at the top.

• Set one **attribute Mental** or **Physical** at 3 and the other at 2.

• Next, under each **attribute**, set **1 skill** at level 3, **1 skill** at level 2, and **1 skill** at 1.

INITIATIVE TOKEN

Initiative is the reaction speed of a character. It defines your turn order during the **combat sequence** (see page **25**). Your **Initiative** is tracked using colored tokens. Take 1 of the 4 available player **Initiative tokens**, with the same color as your character board.

TRACKERS

Character boards contain 4 trackers: **Health**, **Willpower**, **Rage**, and **Spiral**. Place the tracker covers on the unused slots of each one.

HEALTH TRACKER

A character's **Health** tracker represents the amount of **Damage** a character can endure before being defeated. Your character usually begins a scenario with their **Health** tracker full. The **Health** tracker decreases when the character takes **Damage**, and increases when the character recovers **Health**, or, in other terms, is healed. When you first take **Damage**, move the cube on the tracker 1 slot to the left. For each subsequent point of **Damage** taken, move the cube on your **Health** tracker 1 slot to the left. When your **Health** tracker is empty, meaning the cube is at the leftmost available slot, you are Defeated (See page **26**.) The character's Health tracker can never exceed its maximum value, even with all the healing in the world.

Your **Health** tracker maximum is determined by your **PHYSICAL** attribute level. Use the following table to determine your maximum **Health** level and insert tracker covers on slots above your maximum **Health** level.

Health trackers work exactly the same for NPCs, except their maximum is determined by the player count. See page 30.

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

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

WILLPOWER TRACKER

A character's **Willpower** tracker represents their ability to persevere in the face of adversity. Just like the **Health** tracker, your **Willpower** begins full and decreases by 1 slot for every **Willpower** point spent or lost. When it is empty, meaning the cube is at the leftmost available slot, you become **Fatigued** (See page **26**.)

You can spend a point of **Willpower** to:

• Reroll up to 3 black dice during a **skill** check.

• Recover every **combat** card you have played.

• **A**ctivate certain **gifts**.

• **Speak one word** to other players in **Crinos** form.

Your **Willpower** tracker maximum is always 5.

RAGE TRACKER

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

Just like **Health** and **Willpower**, **Rage** is represented by slots on the **character board**. Every character has the same amount of maximum **Rage**, which is 5.

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

• Add 1 **Rage die** to a check in Homid or Lupus form

• Recover up to **2 Health** points (see page **26**)

• Activate certain **Gifts** (See page **16**)

You can only use **1 Rage** point per turn, which means you cannot heal yourself, add a **Rage die** to your check, and activate a **Gift** with **Rage** in the same turn.

You begin each scenario with **3 Rage**. This amount may change. Such a case will be detailed in the scenario introduction.

When making an **attack** or a **skill check** in **Crinos** Form, you must add your current **Rage dice (as shown on your Rage tracker)** to your dice pool.

If your **Rage dice** yield more successes than your black dice, you enter **Frenzy** (See page **26**).

REGAINING RAGE AND WILLPOWER

You begin scenarios with your **Rage** at 3, and your **Willpower** and **Health** at their maximum.

When you defeat an enemy **NPC** (except for Swarm-type enemies), you may recover 1 point of your choice between **Rage** or **Willpower**.

COMBAT DECKS

During a **combat** sequence, pack members use cards from their **combat** decks on their turn to either **attack** or **defend** themselves. As such, they are a key element of **combat** (See page **33** for in-depth combat mechanics.)

Pack members have 3 decks of **combat** cards, one per character form (**Homid, Lupus, Crinos**). They can only use the cards from the deck of their current **form**. When they shapeshift, they can only use the cards of the deck of their new **form**, and no longer use the card of their old form. The pack member doesn't discard the cards from their old **form**. They simply can't use them now that they are in another **form**. To use them again, they need to shapeshift back to that **form**.

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

Additionally, each **combat** card is associated with a **Physical** level. You may only use a **combat** card if your corresponding **physical** level is equal to or greater than the value specified on the card.

Form   **Level**

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

GIFT CARDS

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

Although a Garou is technically able to learn every **Gift**, their **Auspice** and even their **Tribe** are known to grant them natural proficiencies with some **Gifts**. Also, since **Gifts** are taught by spirits, it is up to them to decide to whom they bestow their **Gifts**. Depending on the **Rank** of a Garou, which is its place in the hierarchy of their society (see page **18**), a spirit may deem them unworthy.

The pack begins the campaign at Rank 1. Therefore, each pack member begins the campaign with **2 Gifts**, and will be able to learn more at regular intervals in the story. At each one of these intervals, **2 Gifts** linked to your **Auspice** will be available for you to learn, while one **Gift** linked to your **Tribe** will be automatically given to you.

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

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

Gift associated with an Auspice


Gift associated with a Tribe

USING GIFTS

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

Using **Gifts** does not cost an action, but you can only use **1 Gift** per turn.

There are **2 types** of **Gifts**:

• **Instant**: The effects happen immediately when you use the **Gift**,

• **Active**: The effects apply from the moment you use the **Gift** and last until you dismiss them or use another active **Gift**.

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

- Tribe or Auspice
- Rank
- Gift name
- Effect
- Type
- Cost
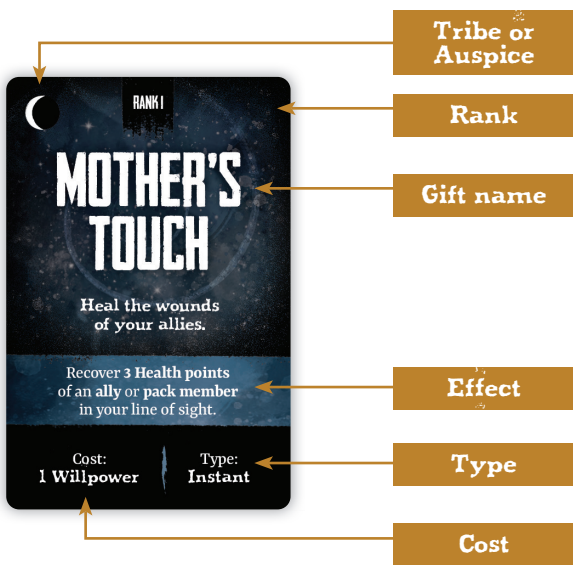
SPIRAL TRACKER AND CORRUPTION CARDS

The **Spiral tracker** shows how close a Garou is to succumbing to the Wyrm's influence.

If, during a **skill check**, at least **1 Rage die** shows a **spiral** symbol, increase your **Spiral tracker** by 1. Whenever your **Spiral tracker** overflows, you gain a permanent **Corruption** card. This card remains for the rest of the campaign until your **Spiral Tracker** overflows again, at which point you must take the Corruption card of the next level, and add its effect to the Corruption cards you already have. If you didn't have any Corruption card, take the level 1 card. Each **Corruption** card has its own impact on your character (See page **17**.)

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

> **EXAMPLE:** You had a **Corruption** level of 2, as indicated by your **Corruption** card. While playing a scenario, you roll **6 spiral** symbols. Your tracker is not only filled, but it overflows. You must therefore keep the level 2 **Corruption** card, and take the level 3 **Corruption** card.

- Level

YOU ARE NOW READY TO BEGIN THE CAMPAIGN!

SET UP

THE CAERN

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

CAERN BOARD

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

Event card holder

Moon tracker

Rank tracker

Buildings

Round tracker

0
1
2
3
4
5
6
7
8
9
10

BUILDINGS

The **buildings** that make up the **Caern** begin the campaign destroyed. As part of the upgrades you can bring to the **Caern** you can rebuild those buildings. Rebuilding the **Caern** will help you along the campaign, but will also better prepare you for the final battle. Here is what each **building** looks like.

Broken   **Repaired**

Armory

Barracks

Fortifications

Infirmary

RANK TRACKER

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

Each pack member has the same **Rank**, which will increase during the campaign, after they prove themselves to the Sept. Higher **Ranks** will unlock new **Gifts**, as spirits will be more inclined to teach them to you.

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

ROUND TRACKERS

The **Round** tracker is used to keep track of the passage of time. It takes the form of slots on the side of the **Caern** board. At the end of every round where it is in play, take a cube and move it up one slot. Events are sometimes triggered when the tracker reaches a certain number, as indicated in the scenario booklet when the tracker is initiated.

When a **round** tracker begins, it is given a name. Refer to the scenario booklet's table of contents. It will indicate which page to read when it reaches the appropriate numbers (most often 0).

A **round** tracker with a given name cannot start more than once in the same scenario. If you encounter an instruction to start it, but it is already active, then ignore that instruction.

MOON PHASE TRACKER

The **moon phase** tracker keeps track of the current phase of the moon, which has a great influence on a Garou. Since their **Auspice** is determined by the phase of the moon they are born under, the **moon** cycle holds a treasured place in the Garou's life.

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

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

CAERN EVENTS

Caern events occur before the introduction to each scenario, except for 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 after reading the conclusion of the previous scenario.
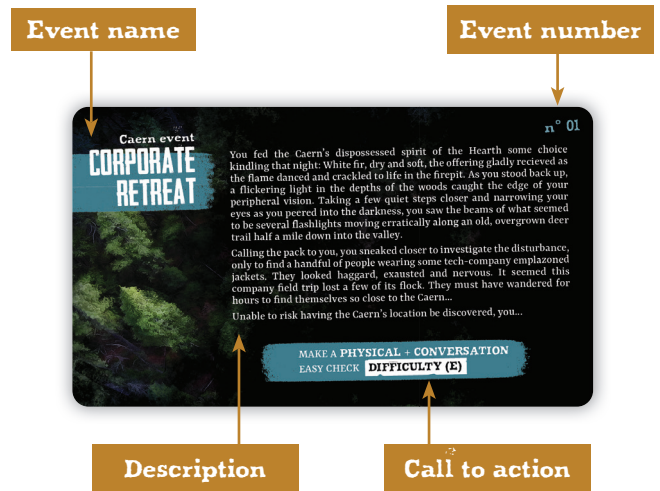
A **Caern event** is like a cutscene that takes place in between scenarios, often taking the form of a dialogue between characters, at the end of which the pack may be asked to make a choice. The result of that choice will impact the upcoming scenario.

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.

CLINGS-TO-DARKNESS – THE MERCHANT

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

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

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

TROPHIES

Trophies are spiritual proof of a Garou's glory, wisdom and honor, obtained after dispatching enemies in an especially spectacular way (see **Glorious Attacks** page **39**) or by advancing the goals of the **Caern** (at the end of a Scenario.) These act as currency shared by the entire pack, regardless of which pack member obtained them. Spend them wisely.

• **Bronze** Tokens are worth **1 Trophy**,

• **Gold** Tokens are worth **10 Trophies**

ITEM CARDS

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

- Item number
- Category
- Item name
- Effect description
- When to discard
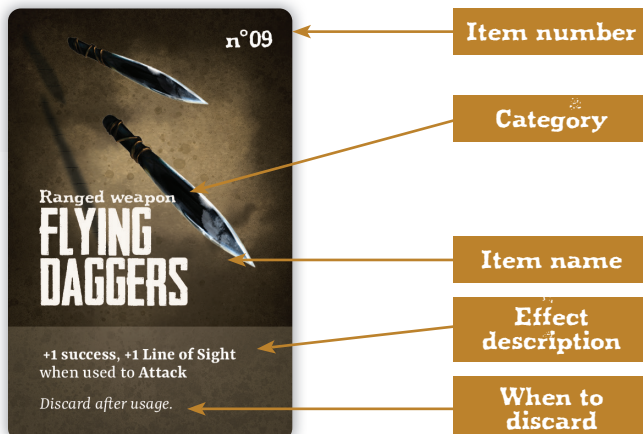
There are several categories of **Items**:

Equipment: Items that you can carry that will give you a bonus under certain circumstances, or open new paths in the game. **Equipment** is not used per say. Instead it grants its effect all the time.

Consumable: Use them during a scenario to benefit from their temporary effect. Such effects can be **Health** points recovery, **Movement** or **Initiative** boosts, or even summoning fire. You can carry a number of these items equal to your **PHYSICAL** level.

Ranged Weapon: Ranged Weapons can be used during **combat sequences**, in combination with a **combat** card that requires a **Ranged Weapon**.

Melee Weapon: Melee Weapons can be used during **combat** sequences, in combination with a **combat** card that requires a **Melee Weapon**.

Talismans: Not an item category per say. They are items of any category, more powerful then others, except that their use has a cost, in either **Willpower**, **Rage**, or **Damage**. Some rare **Talismans** offer passive bonuses that do not require an activation cost.

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

Items can be traded between pack members during a scenario, at the cost of an action (See pages **32** and **35**.) However, you must follow the rule for carrying items. A character with three or more regular **items** or with a number of **consumables** equal to or greater than their **PHYSICAL** level cannot accept new items from other players unless they give one in return.

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

SPENDING XP

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

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

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

NOTE: **XP** costs are cumulative. To increase a **skill** from level 2 to 4, you must first spend the **XP** for level 3 (9 **XP**), and then level 4 (12 **XP**), for a total of 21 **XP**.

SCENARIO BEGINNING OVERVIEW

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

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

• the **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 ENDING OVERVIEW

A scenario can end in 2 different ways, either success or failure. Success happens when indicated by the scenario booklet, generally when you complete the main objective described on the scenario's introduction page. Failure happens if the entire pack is defeated in combat, or when you reach the end of a path 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.

When a scenario ends, the pack must discard all **clue** tokens and **success** tokens acquired while playing. If you succeed, you keep any **item**, **effect**, and **corruption** cards, along with any **experience points**, you have acquired during the scenario.

If you have failed the scenario, you must discard any **item**, **effect**, and **corruption** cards, along with any **experience points**, you have acquired during the scenario.

SETUP IN DETAIL

Before you can begin a scenario, you must set up the required components on the table. Such components are: **tiles**, **terrain tokens**, **NPCs**, as well as **investigation area tokens**, and more. Here is a description of each component:

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** (see page 44).
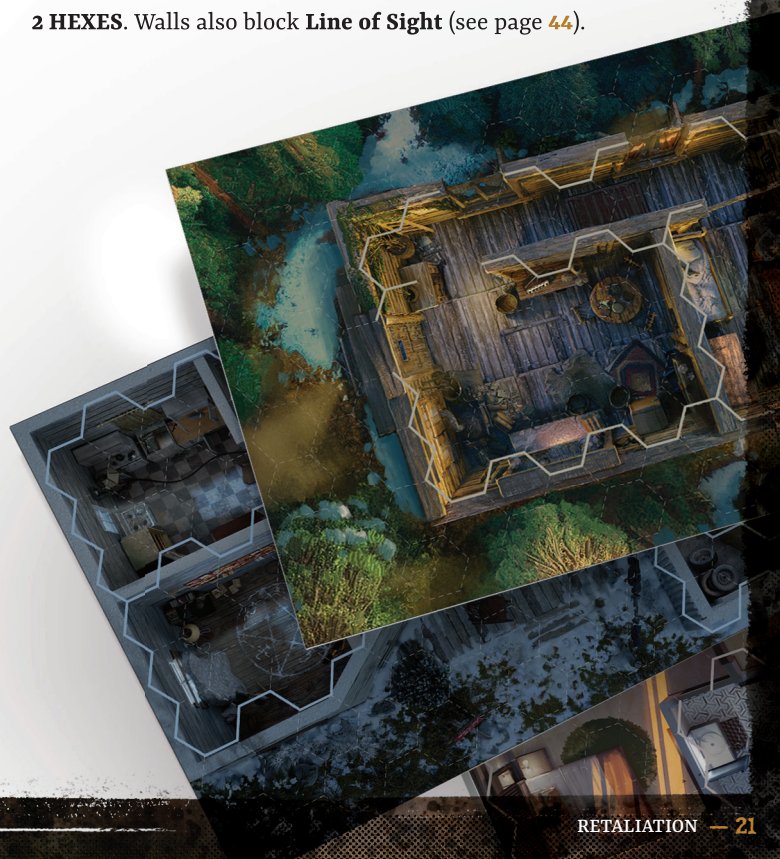
TERRAIN TOKENS

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

Obstacle tokens

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

Difficult Terrain Tokens

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

Investigation Area Token

Investigation Area tokens represent places or things the pack can **investigate**. When adjacent to one of these tokens, you can initiate an **investigation sequence** by taking an action. Any pack member also adjacent to it will be involved in the sequence. **Investigation area** tokens cannot be moved onto (or through) by any character, and they block **Line of Sight**.

Instant Token

Instant tokens represent an event that triggers automatically when your character reaches a **HEX** adjacent to it. It will sometimes be a new description of your surroundings, but it can also be a trap or a surprise that springs up on your character. Unlike **action** tokens, **instant** tokens do not cost an **action** and are triggered as soon as a **pack member** moves adjacent to it. This token also blocks **movement** and **Line of Sight**.

Action Token

Action tokens represent events that can be triggered by a **pack member** who is adjacent to it. When you trigger an **action** token, you must stop your movement and read the corresponding scenario **booklet** page. This token also blocks **movement** and **Line of Sight**.

Locked door

A **locked door** token represents a passage that is locked, for the time being. Characters (**pack members** or **NPCs**) cannot move through such tokens, and it blocks **Line of Sight**. **Locked door** tokens may be removed during the scenario through various means, the most common of which is a **skill check**. During setup, the list of possible **skill checks** you can make to remove a **locked door** token will be listed.

Fire tokens

If a character (**pack member** or **NPC**) steps on a **HEX** containing a **fire** token or begins their turn there, they immediately take **2 Unpreventable Damage**. At the beginning of every round, regardless of the sequence, the **fire** spreads. Another fire token must be placed on a **HEX** adjacent to the last **fire** token that was placed and towards the closest character or **NPC**. **Fire** tokens are blocked by **investigation area** tokens, **action** tokens, and **locked door** tokens.
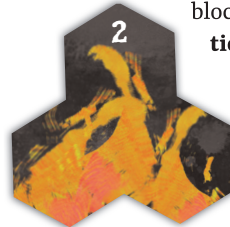
Fire tokens do not block **movement** or **line of sight**. Any character adjacent to a **fire** token when they finish their turn take **1 unpreventable damage**. When the character is on a **HEX** with a **fire** token, they take **2 unpreventable damage** instead.

Fire tokens spread before disappearing. Each fire token lasts **4 rounds** on the tile. When it first appears, place the **fire** token numbered 4 on the tile. At the end of the 1st round, flip the token, which now shows the number 3. Once that round is over, replace that token with the large fire token (which occupies **3 HEX**) numbered 2. After another round, flip that large token. Finally, after yet another round, remove the token. The numbers on the tokens are a countdown before the **fire** goes out.

FACING

Several tokens have facing direction **arrows** on them. These represent that when characters interact with them, that interaction will be different if they are in front of the token or behind it (according to the facing **arrow**).

NPC

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

> **EXAMPLE:** In the instruction: PLACE THE **"OLD LADY"** #14 NPC ON THE DESIGNATED **HEX**, form an **NPC** standee by inserting the cutout number 014 on a plastic base, and place it where indicated on the tile.
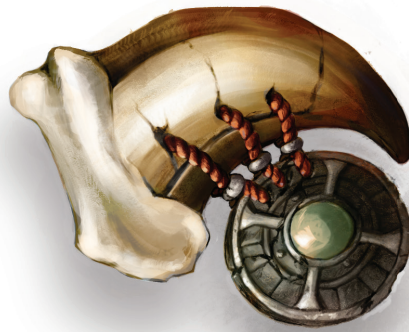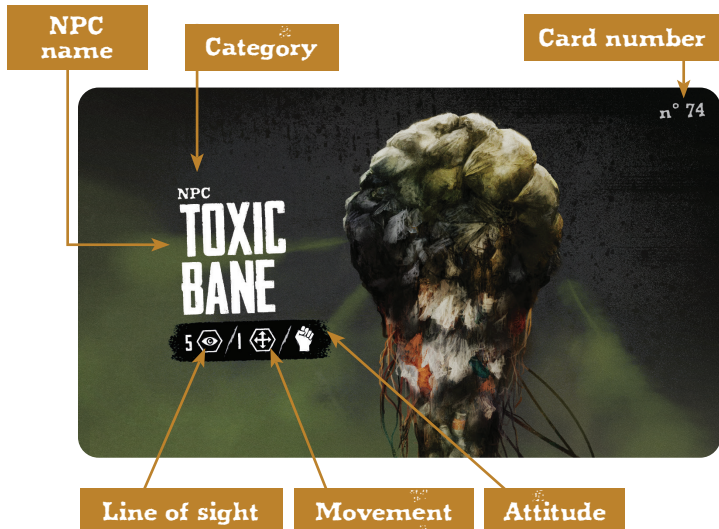
MOVEMENT

Movement determines the amount of **HEX** a character (**player** or **NPC**) can move during their turn. It is expressed in a number of **HEXES**. Unless stated otherwise, moving to an adjacent **HEX** costs 1 Movement. **NPCs** have a default Movement of 3. Some **NPCs**, especially those with a **State card**, will have more or fewer movement.

A **player** character can move through a **HEX** occupied by another **player** character or allied **NPC**, but may not end its turn there. An **NPC** can move through a **HEX** occupied by another **NPC** of the same type (**allies** may move through **allies**, enemies may move through enemies), but may not end its turn there. In both cases, it is required that they end their movement on empty **HEXES**.

Your movement is written on your current form card. You can split your movement before and after your action.

For **standees** and **miniatures** that occupy more than **1 HEX**, count their movement only from the **HEX** that contains the facing arrow on their base.

You may split your **movement** during your turn. Meaning that you can, for example, move, take an action, move again. However, you can never spend more than your total **movement** during an entire turn. For example, if your **movement** is 3, you can move 1 **HEX**, then take an action, then move 2 **HEXES**. You cannot, however, move 3 **HEXES**, then do an action, then move 2 **HEXES**, because you would have spent 5 movement in total during your turn.

Unless indicated on their combat card, an **NPC** will never split their movement. They will use it all (as much as needed) before performing another action.

When a **combat** card gives additional **movement**, you are free to use that **movement** before making the **attack** on your turn (but you must use the card in that case). This goes for players and **NPCs**.

NPCs will always move towards their target, and never use their remaining **movement** to take cover, stay at a distance, or move towards another target (unless instructed otherwise).

BIG MINIATURES & STANDEES

Pack members in Crinos form as well as some **NPCs** (like Spider in scenario 5) occupy more than 1 **HEX**. They can take 2 **HEXES** like the Crinos, or more. Despite this difference, all miniatures and standees follow the same rules for **movement**. The only exception is, for big **miniatures** and **standees**, when they finish their **movement**, you are allowed to pivot the miniature / standee on the **HEX** where the facing arrow of the character is drawn.

For big **miniatures** and **standees**, they may move through areas smaller than them, but may not end their **movement** if one of their **HEX** overlaps with an obstacle, or anything else that blocks **movement** (see terrain tokens) at the end of their movement. You may also not pivot them onto something that would block their movement. The effects of **fire**, **difficult terrain**, **instant** tokens, and such apply for every **HEX** of the standee / miniature.

NPC name

Category

Card number

n° 74

NPC
TOXIC BANE

5

Line of sight

Movement

Attitude

STATE CARDS

NPCs may sometimes have a **state card** associated with them. These represent their strengths and weaknesses, by showing their levels in statistics such as **Attack**, **Resistance**, and **Initiative**. These statistics can vary depending on the player count (see page **31**.)

ATTITUDE

An **NPC's** Attitude determines how they will react to you or your allies.

Neutral: The **NPC** will detect players in **STEALTH** mode if they fail their **STEALTH** check, but won't begin combat. This is the default attitude for any **NPC** that doesn't have a state card.

Aggressive: The **NPC** will detect players in **STEALTH** mode if they fail their **STEALTH** check. The moment this type of **NPC** detects you or your allies, they immediately begin **combat**. When a **combat** begins, every **Aggressive NPC** on the tile joins in.

Hunting: The **NPC** acts Just like an **aggressive NPC**, but they will also, at the end of every round outside of **combat**, move towards the **nearest player** or their **ally**.

Oblivious: This **NPC** has, outside of **combat**, a **Line of Sight** of 0, and cannot detect characters in **STEALTH** mode. When entering combat, their **line of sight** goes back to its regular value. This attitude is most commonly reserved for sleeping **NPCs**, for example.

Delirium: These act just like **neutral NPCs**, but will **flee** the tile if they detect a player in their **Crinos** form. Such **NPCs** can be **enemies** or **allies** (in which case, better not scare them).

Target   Special attack

Damage tracker

ALLIES

If the pack is made up of less than **4 player characters**, you may bolster this number by choosing 1 or more **Allies** for a scenario. These **Allies** are special **NPCs** who will help the **pack** achieve their goals. Each **Ally** increases the player count, and you cannot have additional **Allies** if the player count has reached 4. (see page **31**)

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

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

Allies follow the pack during a scenario. In the **exploration** sequence, **allies** follow the pack narratively. They are not placed on the tile, and should not be on the tile at all. They are considered "with" the pack at all times. As such, they ignore **stealth** mode and detection.

Allies do not participate in **dialogues**, **investigations**, nor **skill** checks. They cannot suffer the consequences of a choice in a booklet either. For example, if the booklet asks to make a **skill** check, and that, if failed, it says to take damage, then the pack member who made the choice or skill check suffers the damage. Not the ally.

When **combat** begins, position your **allies** on **HEXES** adjacent to your characters, or on the nearest empty **HEX**. During combat, **allies** move like other **NPCs**. They have a given movement value on their **state card,** and it is up to the pack to move them around the tile, where they see fit. **Allies**, unlike **NPCs**, do not have to move towards an enemy. Instead, the pack chooses where to move them. **Allies** have **initiative** levels too, which defines when they take their turn during the **combat** round. When the **combat** sequence ends, unless another **combat** sequence immediately begins, remove the **ally** from the tile. It goes back to following the pack narratively.

SAND TIMER

Sometimes, the pack will be asked to set up the **sand timer** when reading the choices of a booklet page. If this timer runs out before the pack unanimously makes a decision, they will suffer a penalty in the form of an **effect card** (see page **30**.)

SCENARIO BOOKLET

Every scenario has its own **booklet**. These contain the different **dialogues**, **events** and **investigations** that are part of a scenario. They also contain table of contents, **enigma tables**, **setup pages**, and **glorious attacks**.

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.
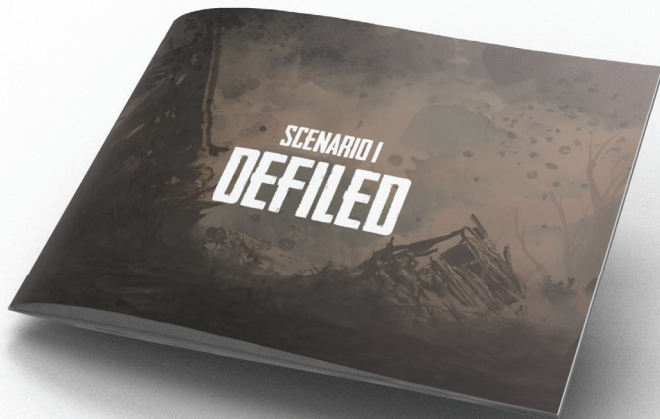
SCENARIO GAMEPLAY OVERVIEW

Scenarios are played as a series of different **gameplay** sequences.

Exploration sequence	During the **exploration** sequence, the **pack** moves around the tile and interacts with **tokens** and **NPCs**. When other gameplay sequences end, you will usually return to the **exploration** sequence. You can also enter **stealth mode** during that sequence.
Combat sequence	During the **combat** sequence, the **pack** fights one or more **NPCs**. This sequence is played in rounds, in order of **Initiative**. **Combat** may be triggered willingly by a **pack member**, if at least **1 NPC** with a state card is in their **Line of Sight**. Combat may also be triggered if an **NPC** detects a **pack member**. Finally, **combat** may be started or ended by events in the scenario booklet. **Combat** also ends when either all the enemy **NPCs** are defeated, or all **pack members** are defeated.
Investigation sequence	During an **investigation** sequence, the pack examines an area represented by **investigation area** tokens. This sequence is not played in rounds. It takes place in the scenario booklet. You can initiate an **investigation** sequence when you are adjacent to an **investigation area** token. It ends when indicated in the scenario booklet. **Investigation area** tokens are numbered from 1 to 5, and each begins a different **investigation** sequence. Also, any pack member adjacent to the token is involved in the sequence.
Dialogue sequence	During a **dialogue** sequence, the pack interacts with a **dialogue NPC**. This sequence is not played in rounds. It takes place in the scenario booklet. You can initiate a **dialogue** sequence when you are adjacent to a **dialogue NPC** token. It ends when indicated in the scenario booklet. Like an investigation, only those **pack members** adjacent to the **dialogue NPC** are involved in the **dialogue**.

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

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

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

Events can be triggered at any time, and in any sequence, by a **pack member** adjacent to an **instant** or **action** token.

INITIATIVE

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

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

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

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

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

INITIATIVE TIES

When 2 characters have the same **Initiative** on the **Initiative** tracker, follow this rule to know who breaks the tie:

1. **Pack members** always play before **Allies** and **NPCs**
2. **Allies** play before **NPCs**
3. If there is still a tie, the **pack** decides who plays first.

Has **not** played their turn yet.

Has played their turn.

SKILL CHECKS

Most gameplay sequences will ask you to make **skill checks**, to determine if you succeed at performing certain actions. A **skill check** is always an **attribute** and a **skill** (for example, **PHYSICAL + STEALTH**). To make the check:

• Roll a number of **black dice** equal to the required attribute and tally up your successes.

• Add these to the required **skill** level, if you have any. These are called **automatic successes**.

• If the total number of **successes** are equal to or greater than the **DIFFICULTY**, you succeed. Otherwise, you fail.

When you are in **Homid** or **Lupus** form, and your **automatic successes** are equal to or greater than the **DIFFICULTY**, you do not need to roll dice. You **automatically succeed** on the check.

When a **skill check** is asked in the booklet, the difficulty will always be specified (for example, **MAKE A MENTAL + AWARENESS CHECK DIFFICULTY 3**).

Some **skill checks** can have more than just the pass / fail outcomes. For **combat checks**, all successes are converted either to **damage** or **resistance** tokens. For **investigations**, depending on the total **successes**, players get different clues and hints on the situation.

Skill checks usually involve 1 pack member, but you may also encounter group **skill checks**. The typical group skill check takes the following form: **ALL INVOLVED PACK MEMBERS MAKE A PHYSICAL + AWARENESS CHECK DIFFICULTY 4(1P), 6(2P), 8(3P), 10(4P)**. Then, all involved pack members must roll dice and add their **skill** level together. They pass if the total of successes is higher than the **difficulty** for the player count.

When you are in **Crinos** form, add **1 Rage die** per **Rage** level you currently have. These **Rage dice** give more successes on average, but if they yield more **successes** than your **black dice** and **automatic successes** from **skills** combined, you enter **Frenzy**. When you **Frenzy**, you lose control of your character and will **attack** the closest target to you each round.

> **Example:**
> • You are in **Crinos** form during combat. You have a **PHYSICAL level of 3** and roll 3 black dice + 1 rage die. You get **2 successes** from your black dice + **1 automatic success** from your combat card, and 2 from your Rage die. You don't enter **Frenzy**, although you are close to.
> • You have a **PHYSICAL level of 2**, roll 2 + 1 (because of combat card) black dice + 3 Rage dice. You get **2 successes** from your black dice, plus your **2 automatic successes** from your combat card, but get **5 successes** from your Rage dice alone. Your total is **9 successes**, but because more than half came from your Rage dice, you enter **Frenzy** AFTER completing your action.

DICE

| No mark:
0 successes | 1 claw mark:
1 success | 2 claw marks:
2 successes | Wyrm marks:
**3 successes +
1 spiral** |

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

For each **Rage** die that shows the **spiral** (wyrm) symbol after a roll, you must increase your **spiral tracker** by 1.

CONDITIONS

Conditions are states you can be in, that will drastically impact gameplay. They generally last until the end of the scenario, and can even impact the next one, unlike effect tokens. When a scenario ends, remove all conditions from **characters** and **NPCs**.

FRENZY

When a **pack member** has accrued more **successes** on their **Rage dice** than regular successes (black dice + skill) in **Crinos** form in combat, the **character** enters **Frenzy**, loses control and becomes unpredictable.

You can only enter **Frenzy** during the **combat** sequence. When **Frenzy** occurs:

• You can no longer decide who to target. You will always **target the closest character**, be it an **ally**, a fellow **player**, or an **NPC**.

• Shuffle all of your **combat** cards and draw 1 at random when making an attack.

• You cannot use **Gifts** or Items. Any **Active Gift** you had ceases.

• At the end of each round, lower your **Rage** by 1.

When you reach **0 Rage**, **Frenzy** ends. Similarly, you leave **Frenzy** when combat ends. In such a case, if you had any Rage left, reduce it to 0.

DEFEATED

When their **health tracker** is empty, a character (**player** or **NPC**) is defeated. For **NPCs**, this usually means death (but not necessarily). For player characters though, it means you have been taken out for a while, at least until you can mend your wounds, which usually means the beginning of the next **scenario**.

A character that is defeated can no longer interact with the scenario. Their **miniature** or **standee** must be removed from the tile.

When all pack members are defeated, they fail the **scenario**, unless instructed otherwise during the scenario.

When all enemy **NPCs** are defeated during combat, the combat sequence ends. If the pack was instructed to do something when they "won" the combat, they must do so now.

FATIGUE

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

SHAPESHIFTING

You can change your current form to another (i.e. going from **Homid** to **Lupus**) during the exploration and combat sequences. This uses your action for the turn. You cannot perform another action during that turn.

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

Shapeshifting in a **dialogue** or **investigation** can only be done when the option is available to the pack members involved. Sometimes, it will even be forced by an instruction in the booklet. When the shifting happens in the booklet, it does not count against using your action for the turn. If all involved pack members are asked to shapeshift to a specific form or to resume playing, then they must all do so. The ones who refuse must leave the sequence.

Some **combat** cards, and even **items,** will allow pack members to "**Quick Shift**". This means that, during the turn, they can shapeshift without spending their main action for the turn. **Quick Shift** is a rare but powerful strategic move.

EFFECT TOKENS

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

The following tokens do not stack, meaning any extra token of the same type gained after the first is immediately discarded:

- **IMMOBILIZED**
- **STUN**
- **STEALTH**

ADVANTAGE

You can discard 1 **ADVANTAGE** token to either:

- gain 1 **black die** to a dice check (**skill check** or **PHYSICAL check** in **combat**).
- gain 1 extra **movement** during their turn.

While pack members choose when they use their **ADVANTAGE** tokens, they must discard them after use or at the end of the scenario, whichever comes first. You do not have to use all of your **ADVANTAGE** tokens at once, meaning if you have 2 **ADVANTAGE** tokens, you could spend both on a check, or just 1 and keep the other for later.

An **NPC** with an **ADVANTAGE** token has +1 extra **movement** during their turn and deals +1 **Damage** with their **attack** that turn. This means that, if they have 3 **ADVANTAGE** tokens, they gain 3 extra **movement** and deal 3 more **damage** during their turn.

For **NPCs**, the **ADVANTAGE** token grants its effect during their turn, then must be discarded at the end of their turn.

ADVANTAGE tokens are cumulative.

DISADVANTAGE

Pack members with a **DISADVANTAGE** token must remove as many **black dice** as they have **DISADVANTAGE** tokens when attempting a **skill check** or a **PHYSICAL** check in **combat**. For each dice removed this way, discard one **DISADVANTAGE** token. If you end up with 0 **black dice**, but still have **DISADVANTAGE** tokens left over, keep them, as they will carry on to your next check. Only regular **black dice** are removed this way.

An **NPC** with a **DISADVANTAGE** token deals 1 less **damage** and has 1 less **movement** during their turn per **DISADVANTAGE** token they have, to a minimum of 0. **NPCs** discard all of their **DISADVANTAGE** tokens at the end of their turn. **DISADVANTAGE** tokens do not carry over for NPCs.

EXAMPLE: You have 3 **DISADVANTAGE** tokens. You must remove 3 **black dice** on your next check. Your next check is a **PHYSICAL** check, and you only have 2 **black dice** because your **PHYSICAL** attribute is 2. You must remove your 2 **black dice,** and discard 2 of the 3 **DISADVANTAGE** tokens you have. Keep the remaining one for your next check.

RESISTANCE

When you are attacked, you can spend 1 or more of your **RESISTANCE** tokens to reduce the **damage** of the attack by 1 per token. You can do so right before applying the **damage** of the **attack**. If you have enough tokens, you could even reduce the **damage** to 0.

Spending **RESISTANCE** tokens is a choice for players. You can choose not to spend any, nor do you have to spend them all against a single **attack**. You may split them against several **attacks**.

If, at the end of a **round**, you have at least 1 **RESISTANCE** token remaining, you must discard all of them, and increase your **initiative** by 1, regardless of the number of tokens you discarded.

For **NPCs**, the same rules apply, except they do not choose to when spend the tokens.

NPCs with **RESISTANCE** tokens must spend them when they are attacked to reduce the incoming **damage**. They must spend as many as possible to reduce the **damage** as much as possible. If they reduce the **damage** to 0, they do not spend any more tokens, and keep the remaining ones to use against future **attacks**.

If, at the end of the round, the **NPC** still has at least 1 **RESISTANCE** token left, then they must discard all of them and increase their **initiative** by 1, regardless of the number of tokens they had left.

RESISTANCE tokens can only be gained or spent during a **combat** sequence.

RESISTANCE tokens are cumulative.

IMMOBILIZED

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

BLEED

BLEED tokens make a character take 1 **Unpreventable damage** at the end of their turn, for each **BLEED** token they have.

The only way for pack members to discard a **BLEED** token is to shapeshift to another form. **NPCs** will in most cases keep these tokens until they are defeated, except for boss **NPCs** and special cases.

BLEED tokens are cumulative, meaning that if a character has 2 **BLEED** tokens, they must take 2 **Unpreventable damage** at the end of their turn.

POISON

POISON tokens make a character more vulnerable to **attacks**. When attacked, a pack member or **NPC** with a **POISON** token takes an additional 1 **damage** per **POISON** token they have, in addition to the **damage** of the attack itself.

POISON token are cumulative. For example, if the character getting attacked has 3 **POISON** tokens, then they take 3 more **damage** with this attack.

POISON tokens must be discarded as soon as the character recovers **health**.

STUN

A character with a **STUN** token must skip their turn, and cannot take any action nor move. The token is discarded at the end of the character's turn.

STUN tokens are not cumulative. If a character already has one, simply ignore any instruction to give them another.

Boss **NPCs** and **leaders** are immune to **STUN**, in most cases.

STEALTH

STEALTH tokens indicate that a pack member is in **stealth mode** during the **exploration** sequence.

Pack members with **STEALTH** tokens are not detected by **NPCs** as long as they succeed on their **stealth check**.
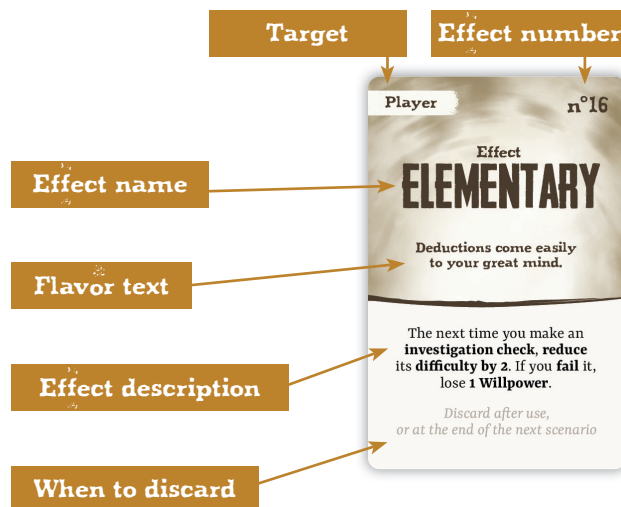
Pack members can choose to discard their **STEALTH** token at any time. They must discard it if they start another sequence (**dialogue, investigation**, or **combat**) or if they fail their **stealth check**.

NPCs cannot have **STEALTH** tokens.

STEALTH tokens are not cumulative.

EFFECT CARDS

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

Target — **Effect number**

Effect name →

Flavor text →

Effect description →

When to discard →

Player   n°16

Effect

ELEMENTARY

Deductions come easily to your great mind.

The next time you make an **investigation check**, **reduce** its **difficulty by 2**. If you **fail** it, lose **1 Willpower**.

Discard after use, or at the end of the next scenario

CONSEQUENCES

Booklet pages may give **effect** cards (positive or negative) and other rewards to the pack members involved in the sequence. If it targets a single character, that reward goes to the pack member who last acted in the sequence. Here is the list of what counts as "acted" in the sequence:
• Making a choice.
• Making a **skill check**.
• Using an **effect** card, **item** card, **auspice**, **backstory**, **tribe**, or **Gift**, to enter a specific branch of the booklet (IF YOU HAVE …)

In case of ties, the pack members choose who gets the reward or penalty. You can use the game's dice to break ties.

If the reward or consequence targets the whole pack, it affects every pack member, regardless of whether or not they were involved in the sequence that led to earning that reward, or suffering that consequence.

OVERVIEW

FIRST ACTION

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

The campaign begins with Scenario 1, and follows a specific order. You must play the scenarios in order.

PLAYER COUNT

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

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

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

TURN ORDER

Most of Retaliation is played in **turns**, sometimes following a definite order, sometimes letting pack members decide.

EXPLORATION SEQUENCE

During the **exploration** sequence, pack members take **turns** in the order they want, but every player can only take 1 **turn** per **round**. A **round** is completed when all pack members have played their **turns**. In some scenarios, certain **NPCs** may **move**, or take other actions. Finally, round trackers and special rules may apply. Here's the sequence order:

1. Round begins.
2. Special rules for the beginning of the round apply.
3. Each pack member plays their turn.
4. Patrolling NPCs move.
5. NPCs with special behavior (such as Hunting) move.
6. Special rules for the end of round are applied.
7. Round tracker is decreased.
8. Round ends.

COMBAT SEQUENCE

In combat, pack members, allies and NPCs follow initiative to determine their turn order. The higher the character's initiative, the sooner they will take their turn. Only when 2 characters have the exact same initiative can the pack decide which goes first. Here's the sequence order for a round:

1. Round begins.
2. Special rules for the beginning of the round apply.
3. Characters play their turn following initiative order.
4. Special rules for the end of round are applied.
5. Round tracker is decreased.
6. Round ends.

When characters are tied for **initiative**, pack members must take their **turn** first, then **allies**, then **NPCs**.

Swarm NPCs must all play their **turn** together, even if their **initiative** is tied with another **NPC**. However, they can all play their turn either before or after the **NPC** (but not a mix of both).

DIALOGUE & INVESTIGATION

In **dialogue**, **investigation** sequences, and **events** read in the booklet, the game is not really played in **turns**. Only pack members involved in the sequence or **event** can actually play, by making choices on each page, and use mechanics such as **Rage, Willpower, Items,** or **Gifts**.

While there aren't turns in booklets, booklet pages divide the sequence, and players can do the following for each page of the booklet they read:

- Spend a **Rage** point.
- Use an **Item**.
- Activate a **Gift**.

INTERRUPTIONS

It may happen that, in any sequence of the game, turn order is overridden. This usually happens when switching between a **combat** sequence and any other sequence. This is the case in the following situations:

• When a pack member steps on a **HEX** adjacent to an instant token, or reads an event that triggers a **combat** sequence.
• When a dialogue or investigation leads to a combat sequence.
• When the pack starts a new exploration sequence after a combat.

In such cases, the current turn of the pack member ends immediately, even if they didn't perform every action they are allowed or used their maximum movement. A new turn order is established for the new sequence.

EXPLORATION SEQUENCE IN DETAIL

During the **exploration** sequence, the **pack** moves around the tile and interacts with **tokens** and **NPCs**. On your turn during the **exploration** sequence, you can do one of the following actions, as your main action:

• **Shapeshift** to another form (see page **28**).

• Begin a **combat** sequence with an NPC with a state card in your **Line of Sight**.

• Begin the **investigation** sequence of an **investigation area** token on a **HEX** adjacent to you

---

• Begin the **dialogue** sequence of a **dialogue NPC** on a **HEX** adjacent to you.

• Give or take an **Item** card to/from another **pack member** on an adjacent **HEX**. The other **pack member** can still perform another action during their turn.

• Do nothing.

Additionally, during your turn, you can Enter **STEALTH** mode, if you are outside every non-allied **NPCs Line of Sight**. You can also spend **Rage** during your turn. Both of these do not take up an action.

In addition to your main action, you can move around the tile a number of **HEX** indicated on your form card.

• During your turn, you can also freely turn your character to face a different direction, even if you are in **Crinos** and occupy more than **1 HEX**.

• **Movement** may be affected by **effect** tokens, such as **Immobilize** and **Advantage**.

• **Movement** can be split before or after your main action during your turn, as long as the total number of **HEX** traveled is lower or equal to your **Movement** value.

During the exploration sequence, the turn order is the following:
1. **Players**.
2. **NPCs**.
3. (Decrease the Round tracker if active).

Players choose which of them takes their turn first, same with **allies** and **NPCs**.

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

When the pack reaches a "**RESUME PLAYING**" instruction while reading a scenario booklet page, they fallback to the exploration sequence, unless a combat sequence has started.

COMBAT IN DETAIL

A **combat sequence** begins when:

• A **pack member** declares one during their turn in an **exploration** sequence

• An **NPC** with an **aggressive attitude** detects a **pack member**

• An instruction in the **scenario booklet** triggers it.

Combat ends when:

• An instruction calls for the **end of combat**

• All **NPCs** have been **defeated**

• The entire **pack** is **Defeated** (see page **26**.) In this case, the scenario ends in failure.

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

HOLDING INITIATIVE

When your turn is about to begin, you can "hold your initiative" and move your intiative token down the tracker, so as to play after other characters. You can only move your token down the initiative tracker, as long as you haven't reached the bottom. You cannot move your token up by holding initiative.

You can't hold their initiative if you have already moved or performed another action during your turn. You also can't hold your initiative after your turn.

NPCs cannot hold their initiative at all, including allies.

COMBAT CARDS OVERVIEW

There are 4 types of Combat cards:

• **Attack**
They can be used to inflict **Damage** to a target.

• **Defense**
They can be used to absorb **Damage** from an Attack.

• **Mix**
They can be used as either **Attack** or **Defense** cards, but not both. Only pack members use these cards.

• **Special**
Only **NPCs** use these cards. Theye represent the **Special actions** written on the **NPC's state card**.

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

RANGED ATTACKS

Most **attacks** require that the attacker be **adjacent** to its target, unless the **combat** card specifies a range.

The given range will also specify how many targets it can affect with the attack. For example: "Range: 1 target in Line of Sight", "Range: all targets in a range of 2 HEX" or "Range: 2 targets adjacent".

When the range affects more than one target, pack members can split the total damage of their attack amongst the targets. Any other effect is applied to all targets, such as effect tokens. When NPCs use ranged attacks, however, they apply the same damage to every target, and do not split it like pack members do.

NPCs using a ranged attack will move during their turn only to get their target in their range, and not more. If there's already a target in range, they won't move. They also won't move away from the target with the remaining movement, unless specified otherwise.

PLAYER COMBAT CARDS

The **combat** cards **pack members** use have additional information. They typically show a bonus the character gets to their **PHYSICAL** check - the number of **Black Dice** you need to roll to determine how much **damage** your attack inflicts.

Pack members can play their combat card to use its effects, or use it simply to sprint. In either cases, the player must then discard the combat card. Pack members do not have to use their combat card during their turn, if so is their wish. In that case, they can keep it in their deck and not discard it.

Some combat cards have costs to their use. For example, 1 willpower, 1 rage, 1 initiative, etc. The pack member must pay the cost at the moment they play the card, right before applying its effect.

A few combat cards affect the movement of their user. When that happens, the pack member may use the extra movement granted by the card before actually using the combat card. However, they must use the card on a valid target if they used the movement, otherwise their turn is invalid and they should re-do it.

COMBAT DECKS

Each **pack member** has a **combat** deck for each of their forms. They can only use cards from their form's deck.

Pack members can recall their **combat** decks when it's depleted (player has used all their **combat** cards in this form.)

Players can also spend **1 Willpower** point to either recall all their **combat** decks (of all forms) by putting their discarded **combat** cards back into their hand of the appropriate form. However, that willpower point must be spent uniquely for recovering their card, and not to, at the same time, reroll dice.

Level

Form

Combat
LUPUS

Card name

Attack or
Defense

Successes

BITE

Attack: +2 ◇
Successes: +1

COMBAT CHECK

When using a combat card, pack members will need to do a PHYSICAL check, sometimes referred to as a combat check. These are almost the same as skill checks, except the player doesn't add a skill level as successes to their attack.

The resulting successes of their check gives players the amount of damage they deal, for attack cards, or the number of Resistance tokens they gain, for defense combat cards.

Pack member combat cards always give a bonus to the PHYSICAL check that the pack member must do when using the card. These bonuses come in 2 kinds: a dice bonus, or a success bonus. They must be applied immediately when playing the card and making the check.

For example, an attack combat card gives a bonus of 2 dice and 1 success to the check. If the pack member's PHYSICAL attribute level is 3, they must roll 5 dice, and add 1 success to their total.

The bonus dice given are always regular dice, never rage dice.

STATE CARDS IN COMBAT

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

When combat begins, the NPC must begin at maximum health, unless indicated otherwise. This maximum, just like most levels of the state card, is dependant on the player count.

Outside combat, state cards will usually show their backside, which has less info, keeping some mystery as to the behavior of the NPC in combat. When combat begins, all state cards set on the table, must be flipped to show their front face. This means that all NPCs on the tile (that have a state card) participate in combat when it starts.

When NPCs take effect tokens, players must place these tokens on their state card. The effect tokens must remain there until the NPC is defeated or until it dissipates, which is never in most cases.

Some NPCs have unique special effects to apply in combat. These are refered to as passive. They may be written on either side of a state card as well.

NPCs have a set **Movement**, **Initiative**, **Attack**, **Resistance**, and **Health** values. These differ according to the player count (see page **31**).

When an **NPCs Health** has been depleted (the tracker reaches the skull), they are removed from the tile and any tokens it had are discarded along with its **combat** cards.

Line of sight

Movement

Targeting

Special attack

NPC name

Combat stats

⬡ 8 / ⊕ 0 / ⬖ Closest   n° 74

NPC
TOXIC BANE

1–2P	3–4P	
1	2	INITIATIVE
1	2	ATTACK
0	1	RESISTANCE

EXPLOSIVE: When this **NPC** is defeated, all **adjacent NPCs**, **pack members**, and **Allies** take **1 Unpreventable Damage**.

🏹 **1. FUME CANNON**
(Target) **+1 Damage**
+1 Immobilize token
(Self) **+1 Movement**
⬖ Highest Initiative

🏹 **2. SMOG**
Range: All adjacent
(Target) **+1 Poison Token**

| 💀 | | | 1–2P | 3P | 4P |

Health tracker

NPC COMBAT CARDS

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

The different natures of **combat** decks are:
- HUMAN
- AUTHORITY
- ANIMAL
- GAROU
- BANE
- FOMORI
- BOSS*

* : this deck is composed, see page **36**.

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

When an NPC uses a combat card named "SPECIAL 1" or "SPECIAL 2", they refer to the NPC's special attacks, written on their state card.

These attacks work the same way as a combat card would, giving an effect, and sometimes a new target.

Sometimes, an NPC only has 1 special attack. In such cases, if they draw a SPECIAL 2 card, they use their only special instead.

DAMAGE

The quantity of health points a character loses, and whether to apply resistance or not. When a character suffers damage, they must decrease their health tracker of a number of points.

If the damage is said "unpreventable", then no resistance is applied. However, in all other cases, the character can reduce the amount of damage they take by their resistance.

There are 3 types of damage:
- **Damage**, or regular damage, to which **resistance** must be substracted before being applied.
- **Unpreventable Damage**, which must be applied directly.
- **Silver Damage**, which must be applied directly for players in Crinos form and Crinos NPCs, but which behaves like regular damage for all other characters.

For pack members, their base **resistance** is determined by their form, plus any **resistance** tokens they wish to use.

For **NPCs**, their base **resistance** is on their **state card.** That value may be boosted by a **combat** card or **resistance** tokens.

During **combat**, when **NPCs** attack, they deal damage equal to their attack level. The **attack** level is one of the main stats written on the **NPC's state card**. To that **damage**, players must add (not replace) any bonus damage written on the **NPC's combat card**, or on their special attack. In many instances, **combat cards** will mention the following effect: "(target) +1 damage." This means that the target of the attack suffers damage equal to the **NPC's** attack level (state card) + 1 (**combat card**). It does not mean that the **NPC** only deals 1 **damage**.

If and only if a **combat card** says explicitly that the **NPC** deals 0 damage that turn, then must their attack level be ignored, and 0 **damage** dealt.

Type

Form

Name

Effect
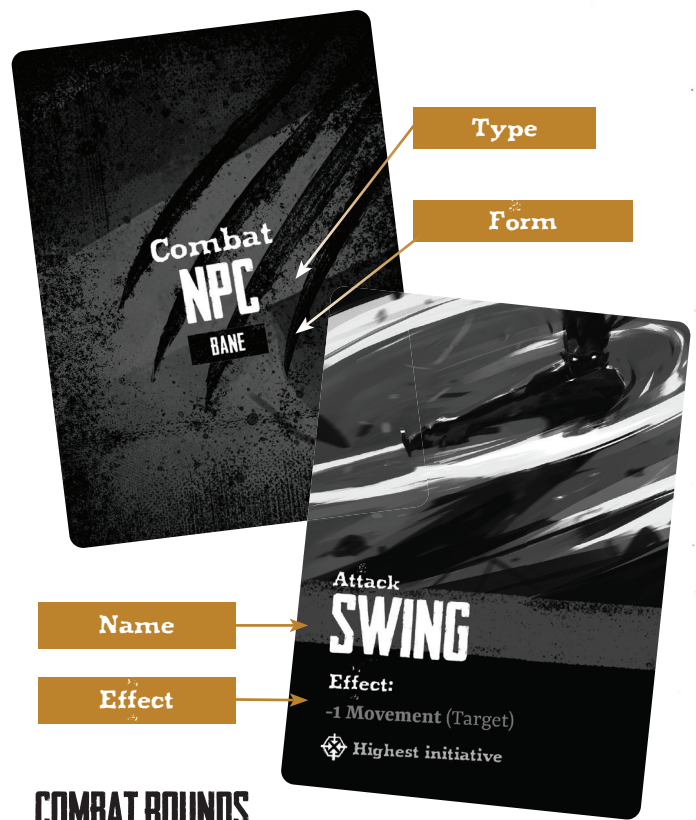
COMBAT ROUNDS

A **combat round** is divided into **2 major parts**:

- **Combat Turns**. Each character and **NPC** takes their combat turn in the order given by the **Initiative** tracker.

- **End of Round**. All **Initiative** tokens must be moved to the **left** side of the tracker, discard any **IMMOBILIZED** or **STUN**, and update round trackers, if any.

PLAYER TURN

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

- **Shapeshift** to another form (see page **28**).

- Use your **combat** card for **Attack or Defense** (**Mix** card included). The target must be within range (adjacent **HEX** or **Line of Sight** for **RANGED Attacks**).

- Use 1 Consumable Item card.

- Sprint (see page **36**).

- Trade an **Item** card to/from another **pack member** on an adjacent **HEX**. The other **pack member** can still perform another action during their turn (if they play after you). You do not have to give anything in return.

- Do nothing.

In addition to your **main action**, you can move around the tile (see page 32) and can split that **movement** before and after your **main action**. Additionally, you can use **Gifts** during your turn, limited only by the **Gift's** cost (see page 17.) However, some **Gifts** will cost you your **main action**.

During your **combat** turn, you can also freely turn your character to face a different direction, even if you are in **Crinos** and occupy more than **1 HEX**.

You can also spend **1 Rage** point to heal yourself of 2 points of **damage**. Remember that you can only use your **Rage** once per Round.

SPRINT

During their turn in **combat**, pack members can choose to **sprint** as their main action. To do this, they must discard their **combat** card (but not use it to attack or defend). They then gain 2 extra **movement** for the turn.

Sprinting can only be done during a **combat** sequence, as it requires sacrificing a **combat** card.

Lupus pack members cannot use the **sprinting** mechanic (they move already quite a lot without it).

NPCs also **sprint**, but not by choice. Instead, they will always **sprint** when there is no valid target in range of their **attack** this turn. When the **NPC** sprints, they also get 2 extra **movement** during their turn.

Pack members must be careful as to not apply any effect from their **combat** card, or that of the **NPC**, when they sprint, especially regarding **movement** bonus. The **NPC** should not gain movement via their card and via sprinting. It's either the former if they can have a target in range with it, or the later in any other case.

HOW PLAYERS ATTACK

When you **attack** an **NPC**, play a combat card and make a check with your **PHYSICAL attribute** , adding bonuses written on your **combat** card (see page 33.) The total number of successes you get is the number of **Damage** you inflict on your target. Before applying this **Damage**, it must be reduced by the **Resistance** level of the target.

An **NPC's Resistance** level is written on their **state card**, but it may be modified by **effect** tokens. Meanwhile, a **pack member's Resistance** level is the number of **Resistance** tokens they have, if any, plus any other modifier. An **NPC's combat** card may increase their **Resistance** level further. Resistance bonuses given to an **NPC** lasts until the round ends. However, **RESISTANCE** tokens give a bonus of **Resistance** only for the current **attack** if used, and must be discarded at the end of the Round if not used.

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

INFLICTING EFFECT TOKENS

If a **combat** card's effect gives tokens to its target, then the target must at least have suffered **1 Damage** from the attack to receive these tokens.

For example, in order to give a **BLEED** token to an enemy, your attack needs to have at least dealt **1 damage** to that enemy.

HOW PLAYERS DEFEND THEMSELVES

Defense combat cards (or **Mix** cards used to **Defend**) can be played either during the **pack member's combat turn**, or in reaction to an **attack** (if you haven't played your **combat** turn yet). Regardless of which, when it is played, the **pack member** must make a check of their **PHYSICAL attribute** adding the bonuses written on the card. The total number of **successes** they get represent the number of **+1 RESISTANCE** tokens they take, and each token can be used to absorb **1 Damage** (see page 27.) If you play a **Defense** card in reaction to an **attack**, you cannot play another main action during your **combat** turn.

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

NPC'S TURN

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

1. Draw the **combat** card of this **NPC**.

2. If the NPC's combat card targets the NPC itself, it will not move, and use the card on themselves directly.

3. Try to have a target in range.

4. Use the combat card if reach a target.

5. Sprint if they can't reach a target.

NPC'S TARGETING

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

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

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

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

HOW NPCS ATTACK

When an **NPC** has a valid target in range, they perform the **attack** on their **combat** card. The **Damage** they inflict is equal to their **Attack** level, found on their **state card**, plus any modifier, such as effect tokens or those from the **combat** card.

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

Then, discard the **combat** card of the **NPC**. You may want to keep it there if it gives a Resistance bonus, as a reminder. Even then, do not forget to discard it at the end of the round.

NOTE: If the **combat** card of the **NPC** has an additional effect (such as a bonus to **Movement**), it must be applied before the **Attack**. It will last until the current round ends.

DIFFICULTY MODIFIERS

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

EASY MODIFIERS

Unprepared
All **NPCs** have -1 **Initiative** level.

Vulnerable
All **NPCs** have -1 **Resistance** level

Weak
All **NPCs** have -1 **Attack** level.

Sociable
All **pack members** can communicate however they like, no matter their current form.

HARD MODIFIERS

Prepared
All **NPCs** have +1 **Initiative** level.

Resistant
All **NPCs** have +1 **Resistance** level.

Strong
All **NPCs** have +1 **Attack** level.

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

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

1 hard modifier
+1 **Trophy**

2 hard modifiers
+1 **XP**

3 hard modifiers
+2 **Trophy**

These rewards are cumulative. For example, if you used **3 hard modifiers**, you gain **3 Trophies** and **1 XP** when the scenario ends.

NOTE: If an enemy **NPC** is the last to play, their **defense** is essentially negated as the bonuses do not carry over to the next round.

PACK STRATEGIES

A Garou may be a formidable warrior on its own, but a **pack** of Garou granted special abilities by their patron spirit becomes unstoppable.

When a round begins, the **pack** can decide unanimously to activate a **Pack Strategy**. These are represented by cards, and describe a set of moves that 2 or more **pack members** must execute, in order to gain immense advantage over their foes.

Pack Strategy cards show their requirements on the front, and their bonuses on the back. When the pack decides to activate a **Strategy**, they must place the corresponding card face up on the table. Once it is successful, the card must be flipped and the bonus applied. Regardless of whether it is successful or not, the **pack strategy** must be discarded at the end of the round.

Only one **Pack Strategy** may be activated per round. Once a **Pack Strategy** has been discarded, it cannot be reattempted until the scenario ends.

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

Pack strategy
SILENT OWL

REQUIREMENTS: At least 1 player is outside the **Line of Sight** of **every NPC** on the...

Strategy name

Requirements before success

Effects

✓ **SUCCESS**

At the beginning of their turn, **all players** outside the **Line of Sight** of NPCs gain **2 Initiative** and deal **3 more Damage** when attacking an NPC from behind (this includes **Sneak Attacks**).

ATTACK FROM BEHIND

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

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

GLORIOUS ATTACK

Glorious Attacks are vicious blows you deal to your enemies with debilitating results. Your **attack** brings glory to the pack, who revel in the carnage. Galliards of the Sept will want to hear all about your fights, and the trophies you bring back.

Enemy NPCs you can attempt a **Glorious attack** against have a prerequisite written on their **state card**. When one of your **attacks** against them meets these criterias, your **attack** becomes a **Glorious attack**. An example of prerequisite can be: **DEAL 4 DAMAGE WHILE IN LUPUS FORM**.

When you succeed at making a **Glorious Attack**, read that **NPC's** section in the scenario booklet. The section contains a narrative description of how gruesome and violent your **attack** was, and what the additional effects are. Some **Glorious Attacks** might lead to the **NPc** being killed outright regardless of how much **Health** they had left, or it could give them massive penalties, or even alter how they will act in **combat** from now on. The most common reward for performing a **Glorious Attack**, however, is to gain extra **trophies**.

Only one **Glorious Attack** can be performed successfully on a given **NPC**. If you fail, another **pack member** may attempt it on their turn, but if you succeed, even if the **NPC** is still alive, no other **Glorious Attacks** can be attempted on them.

LEADERS

Leaders are special **NPCs**, much stronger than regular foes. **Leaders** have a shared **combat** deck, composed of special attacks, and a unique **combat** deck, that you must shuffle together.

Leaders each have a unique deck, composed of their own unique cards (per leader) and the shared leader combat cards. When **combat** with a **leader** begins, the pack must shuffle together the **leader's** unique cards and the shared leader cards to form that **leader's combat** deck.

The shared **leader** deck contains only **special 1** and **special 2** cards, whereas the **leader's** unique deck contains unique attacks.

When **combat** ends against the **leader**, the pack must separate the cards into the shared **leader** deck and the **leader's** unique cards, so that everything is ready for the next fight against the leader.

It is not uncommon for **leaders** to occupy more than 1 **HEX**, and as such, use tokens rather than **standees**. Rules on **movement** are the same, though.

Some **leaders** may be immune to certain **effect** tokens. This will be indicated in their passive effect if they have any immunity. For example: "Immune to Poison and Immobilize."

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

BOSSES

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

Bosses have their own unique **combat deck**, and each of its cards is numbered and must be played in that order, creating a pattern. You do not shuffle these cards. When a **Boss NPC** joins a combat sequence, the pack must form its unique combat deck by shuffling together the cards from the two decks mentioned above. When **combat** with a **Boss** ends, the **pack** must separate the different decks again.

PHASES

When a **Boss NPC's Health tracker** is empty, the **Boss** is not yet defeated. Instead, it is entering its next phase. The pack may then have to read a designated page in the scenario booklet (which will be indicated during the **combat** setup, and on the **Health tracker** of the **Boss**.) That page will ask the pack to flip the current state card of the **Boss**, which is the **state card** for its next phase.

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

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

ALLIES IN COMBAT

When combat begins, the pack must position their allies on HEX adjacent to them, or on the nearest free HEX to them. During combat, allies move like other NPCs. They have a given movement value on their state card, and it is up to the pack to move them around the tile, where they see fit. Allies, unlike NPCs, do not have to move towards an enemy. Instead, the pack chooses where to move them. Allies have initiative levels too, which defines when they take their turn during the combat round. When the combat sequence ends, unless another combat sequence begins, the pack must remove the ally from the tile. It is now following them.

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

The **pack** controls together **Allies** in a limited but specific way, deciding where the **Ally** moves and what action they take during their **combat** turn.

Players decide how an **Ally** moves, what's their target and what action they undertake.

Allies have special actions printed on their state card that can be chosen by players on the **Ally's** turn. It can be a defense, attack or special ability.

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

Some allies will offer **passive** effects, written on their state card.

Allies do not have a combat deck, unlike **NPCs**. Instead, each **round**, the pack gets to decide which one of their 2 **special attacks** the allies perform this turn. The pack also decides the target or targets of the special attack. Briefly, here's what allies can do in combat :
• Move.
• Take their main action to either:
  • Use 1 of their **special attacks.**
  • Sprint. (see page 36)

Some **allies** have 2 levels, one on each side of the state card, kinda like a boss' phases. Until half of the campaign (roughly around chapter 18), the pack must use the side marked level 1. After that, they must use level 2.

Allies' state cards do not feature a default target for attacks, nor a specific **attitude**, as the pack control these aspects of the ally.

PERMA DEATH

Some **allies** are subject to perma death, one of the global **difficulty** modifiers of the game. Such **allies** will be considered dead if defeated. If the **ally** dies, it cannot join the pack in later scenarios.

At the end of the scenario, if the **ally** died, you will need to read a specific **caern event,** which is specified in the **storybook**.

Allies subject to perma death specify so on their state card.

SWARM

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

Swarm NPCs have **Movement**, **Target**, **Initiative**, **Attack** and **Resistance** Levels, similarly to other **NPCs**, but they differ in a few ways.

- **Swarm NPCs** share the same **state card** with each member of the **Swarm**.

- **Swarm NPCs** do not draw **combat** cards. Instead, they use the **attack** written on their **state card**. Most of the time, this attack will deal more damage the more swarm tokens surround the same target.

- **Swarm NPCs** are defeated after suffering **1 Damage**, you only need to pass their **Resistance** to defeat them.

- **Swarm** uses **Swarm** Tokens instead of standees.

- **Swarms** are immune to all **effect** tokens.

- The total number of **Swarm** tokens to place on the tile may vary depending on the **player count**.

Swarm NPCs cannot **sprint**, as they do not play **combat cards**.

The **state card** of a **Swarm NPC** does not show any **Health tracker**, because a **Swarm** individual (token) is defeated after taking 1 Damage. There is, therefore, nothing to track.

👁 3 / ⚔ 3 / ◈ Closest		n° 09
Swarm **SPIDER**		**ATTACK**

1–2P	3–4P	
1	2	INITIATIVE
1	2	ATTACK
1	2	RESISTANCE

+1 Damage for each swarm token **adjacent** to the target, **excluding** the one attacking.

Token defeated after taking **1 Damage**.

INVESTIGATIONS

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

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

Having more than 1 player in an **investigation** can be very useful, as you can be more prepared for the **skill checks** to come, and often **investigations** will lead to **events**, or **dialogues**, in which more than 1 player will be useful. Some **investigations** will also reward packs who remain together.
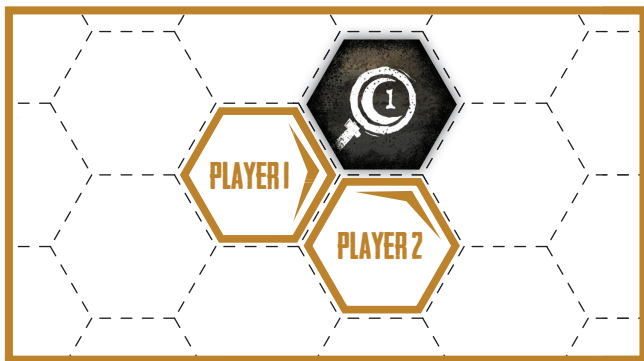
INVESTIGATION CHECKS

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

CLUE TOKENS

Clue tokens represent elements that the **pack** learned, discovered, or carries, that can affect the rest of the scenario. They often unlock new paths in **events**, **dialogues**, and **investigations**.

Clue tokens are numbered from 1 to 5, and can represent a variety of different things. These tokens belong to the pack, regardless of which **pack member** obtained them.

When the scenario ends, discard all of **your** clue tokens, except if indicated otherwise.

SUCCESS TOKENS

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

Success tokens may be acquired when making a good guess or succeeding a particularly difficult investigation check. They can also be given for a number of reasons, specific to scenarios, but they will always be an indicator of success in some way.

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

Having many **success** tokens may unlock new options in **events**, **dialogues**, and other **investigations**.

The pack may also begin a scenario with a number of success tokens, that they would lose after unique actions (specified in the scenario). The less success tokens they have, the less chance they have of figuring out the main mystery of the scenario, and dire can be the consequences.

CHIMINAGE

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

In scenarios where interactions with a spirit may occur, you will find boldened words or given coordinates on the **Enigma Table** as a reward for skill checks. These words will inform you of the spirit's message, but it will be up to you to decipher what the spirit means.

The **enigma table** is the last page of the scenario booklet and shows a table of 7 rows and 7 columns, filled with different words. Using the coordinates gained with your **skill check**, you will find words corresponding to the message the spirit is trying to send you, or what they require of you.

|	A	B	C	D
1	Wyrm		Humans	
2		Gaïa		Garou
3			River	
4		Danger		

EXAMPLE:

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

You will still need to interpret the spirit's message. The correct interpretation gets easier the more words you get, but it is possible to make the correct deduction even if you find a few words.

DIALOGUES

A **dialogue** sequence can be initiated when you stand on **HEXES** adjacent to a **dialogue NPC**. These are listed in the scenario's setup, as well as in the table of contents of the scenario booklet. Only **pack members** also adjacent to that **NPC** are involved in the dialogue.
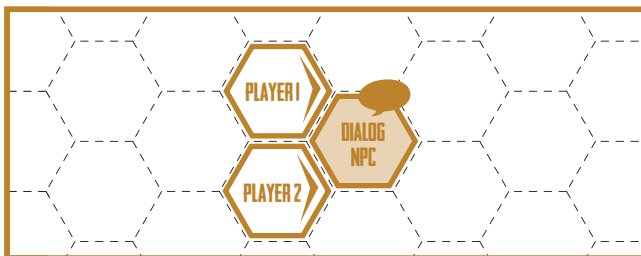
A dialogue takes place entirely in the scenario's booklet. Open the booklet on page D.1 of that **NPC's dialogue**, and follow the story and instructions there. You may be asked to make choices and **skill checks**, which will have consequences on the scenario. These can only be done by **pack members** involved in the **dialogue**. Those **pack members** who are not involved in the **dialogue** may not interact with those who are until the **dialogue** sequence has ended.

When a **dialogue** calls for a **skill check**, only one **pack member** gets to try. If the consequence of the **skill check** gives a reward (or a penalty) on the subsequent page, this consequence falls solely on the **pack member** who attempted the **skill check**. However, in some instances, a consequence might affect the whole **pack**. This will be written on the card (in the case of an effect card), or instructed directly in the scenario booklet.

Similarly, when asked to choose between several options in a **dialogue**, choose one pack member as the one to make the choice and thus suffer the consequences (or reap the rewards). Imagine this is the character who replies in the **dialogue**.

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

A **dialogue** sequence may only be initiated by **pack members** in **Homid** or **Lupus** form.

EVENTS

Events are a section of a scenario's booklet, in which actions that are neither specifically **dialogue** or **investigation** take place. They are linked to **action** tokens as well as **instant** tokens and, sometimes, **round trackers**.

Events are similar to **dialogues** and **investigations**, in that they take place in the scenario's booklet. Navigation is the same in **events** then in **dialogues** and **investigations**. However, the similarities end there, and they do not belong to any particular gameplay sequence.

Many aspects of the game can trigger an event, and thus, make the pack read event pages. Here's the list of triggers:

- **Action** tokens.
- **Instant** tokens.
- **Round trackers**.
- Being detected by an **NPC**.
- Special interaction with a **locked door**.
- Special when **combat ends**.
- Special when a **boss** goes from **phase I** to **phase II**.
- Special **interaction / rule** in a scenario.

These triggers lead to events only when instructed by the booklet prior, during setups for example.

STEALTH MODE

During the **exploration** sequence, the **pack** may attempt to move through an area undetected. This process is referred to as "**STEALTH** mode." When you are in **STEALTH** mode, you may attempt **Sneak Attacks**.

When entering **STEALTH** mode, take a **STEALTH** effect token (see page **30**.) You remain undetected while you have the token.

When you have a **STEALTH** token and you enter an **NPC's Line of Sight**, you must succeed on a **STEALTH** check or lose your token and be detected. The difficulty of this **STEALTH** check depends on the **NPC's Line of Sight** and your distance, in **HEX**, from them.

> **NOTE:** You do not lose your **STEALTH** token when interacting with **Instant** and **Action** tokens, unless specified otherwise.

You also lose your **STEALTH** token if you begin a dialogue with an NPC or a **combat sequence** begins.

So long as you have a **STEALTH** token, you remain undetected by **NPCs** on the tile. You cannot enter **STEALTH** mode in **Crinos** form. If you shift to **Crinos**, you automatically exit **STEALTH** mode and lose your **STEALTH** token.

> **NOTE:** A pack member may not enter **STEALTH** mode during a **combat**, **dialogue**, or **investigation** sequence.
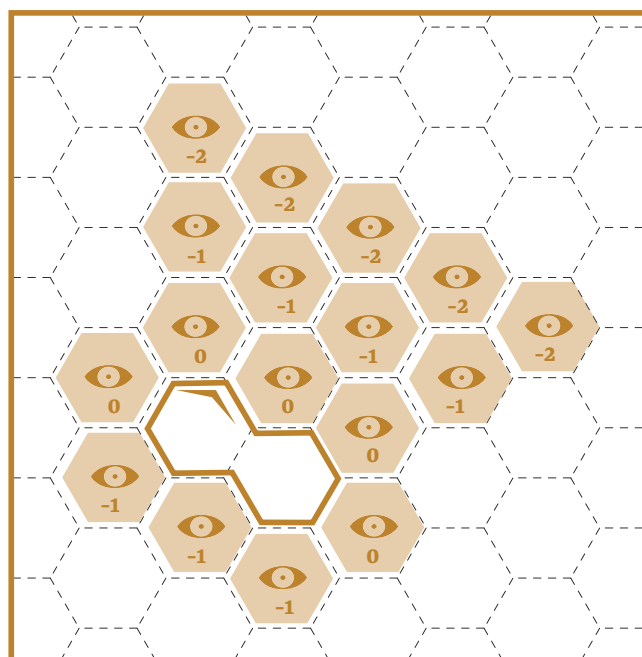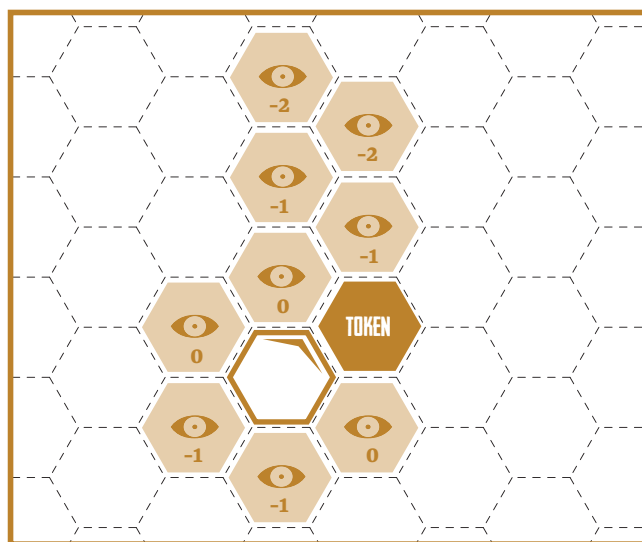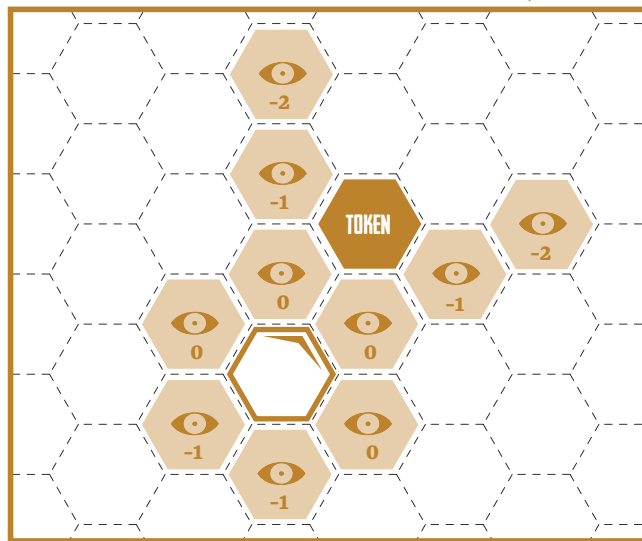
LINE OF SIGHT

Each **NPC** has a **Line of Sight**, the area within which they can see others. The default **Line of Sight** is always a triangle of **3 HEXES** extending outward from the front of each **HEX** they occupy in the direction they're facing. An **NPC's Line of Sight** value is indicated on the **NPC's state card**. If an **NPC** has no **state card**, their default **Line of Sight** value is **3**.
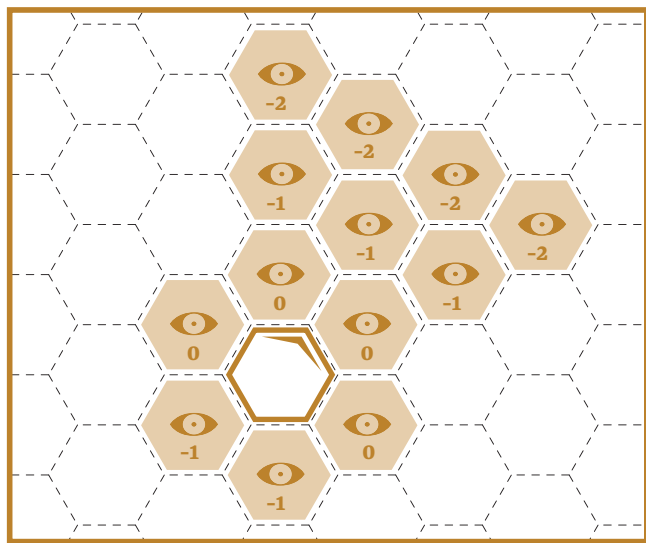
An **NPC's Line of Sight** extends for a number of **HEXES** equal to that **NPC's Line of Sight** value, but does not go through **walls**, **characters**, or other **NPCs**.

> **NOTE:** The direction an **NPC** is facing is indicated by the arrow on their base.

In addition to this triangle, the **NPC's Line of Sight** extends to every adjacent **HEX** around them. **Walls**, **difficult terrain**, **investigation area**, **action**, and **instant** tokens all break **Line of Sight**; as do **doors** and **obstacles**, and other **characters** and **NPCs**.

STEALTH CHECK

While you have a **STEALTH** token and move through an **NPC's Line of Sight** during your turn, you must make a **PHYSICAL + STEALTH** check to determine whether or not the **NPC** detects you. If they do, you lose your **STEALTH** token, and the **NPC** will react according to its **Attitude** (see page 24).

The difficulty depends on where you are in the **Line of Sight** of an **NPC**:

• If you are anywhere in its **Line of Sight**, the difficulty is equal to twice the **NPC's Line of Sight** value, -1 for each **HEX** between you and the **NPC**.

• If you are on a **HEX** directly behind the **NPC**, the difficulty is equal to the **NPC's Line of Sight** value -1 instead.

NOTE: For example, you cross the **Line of Sight** of an **NPC**, but you are **2 HEXES** away from it. The **NPC's Line of Sight** Value is 3. The difficulty for your **STEALTH** check is 5 (6, twice the **LoS** value, minus 1, the number of **HEXES** between you and it.)

• If you want to move closer to an **NPC** and want to remain undetected, use the highest difficulty to determine if your **STEALTH** check is successful or not.

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

When you are detected during your movement, complete it before adjudicating any **NPC's** reaction.

SNEAK ATTACK

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

To attempt a **Sneak Attack**, you must have a **STEALTH** token, and stand on a **HEX** directly behind an **NPC**. Only **NPCs** whose **State card** is already on the table can be the target of **Sneak Attacks**.

Then, make a **PHYSICAL** check, and inflict the rolled successes as **Unpreventable Damage** to the **NPC**. If this doesn't reduce them to 0 Health, or if the NPC is in another **NPC's Line of Sight**, combat begins immediately. Otherwise, remove the **NPC** from the tile, as it has been neutralized silently.

Any additional character on a **HEX** immediately behind the **NPC** can contribute to the **Sneak Attack** by making a **PHYSICAL** check and adding their successes to the damage inflicted. As with the main character attempting the **sneak attack**, contributing pack members must have a **STEALTH** token in order to contribute to the **Sneak Attack**.