Introduction

Complete Rules - April 2018 update

Welcome to the world of Rage, where the werewolves (also known as Garou) are fighting a losing battle against the forces of corruption (the Wyrm). These tribal warriors are ferocious in battle, but there are many battles to fight, and the Garou's forces also turn on each other in frustration. It is a time of desperation, a time of despair ... and a time for great heroes to do great deeds! The battle howl has sounded! When Will You Rage?

Overview

Rage was first produced as a [Collectible Card Game](#) (CCG) in 1995, based on the first edition of the [Werewolf: the Apocalypse](#) roleplaying game. This version of **Rage** is known as Rage: Apocalypse. Five sets of cards were printed by White Wolf. Since then, fan sets have been produced with permission of White Wolf, available as printable PDFs and online.

Each player has a pack which is trying to prove that it is better than the other packs. The pack achieves this by earning Victory Points (VP). The main method of acquiring VP is by killing prey or members of other packs, but packs can also gain VP from Quests, calling and winning votes and by other means. As well as the Characters they start with, players have their combat deck (used to kill creatures - or prevent death) and their sept deck (which contains resources, game altering cards and alternate methods of getting VP). Packs can serve either Gaia or Wyrm. Both allegiances play using the same rules.

Rules Versions

We have updated the rules at various points over the years. To help players focus on rules which may have changed, we have highlighted newer sections according to when they were updated.

W20th Junta 2018 --- Call of the Sea 2014 --- Revised 2007 --- Ahadi 2006 ---New England 2001-5 --- Early rulings (pre 2000)

Chapter 1: Areas of Play

1.1 Pack Home Ground

The Pack Home Ground is where your pack spends most of its time. It includes all members of your pack, their pack resources and their Pack Totem. All pack members within the Home Ground are available for pack actions, and can use pack resources and the pack totem. All of a player's decks, discard piles and their Victory Pile are considered to be in the Pack Home Ground. Decks are face down, discard piles are face up.
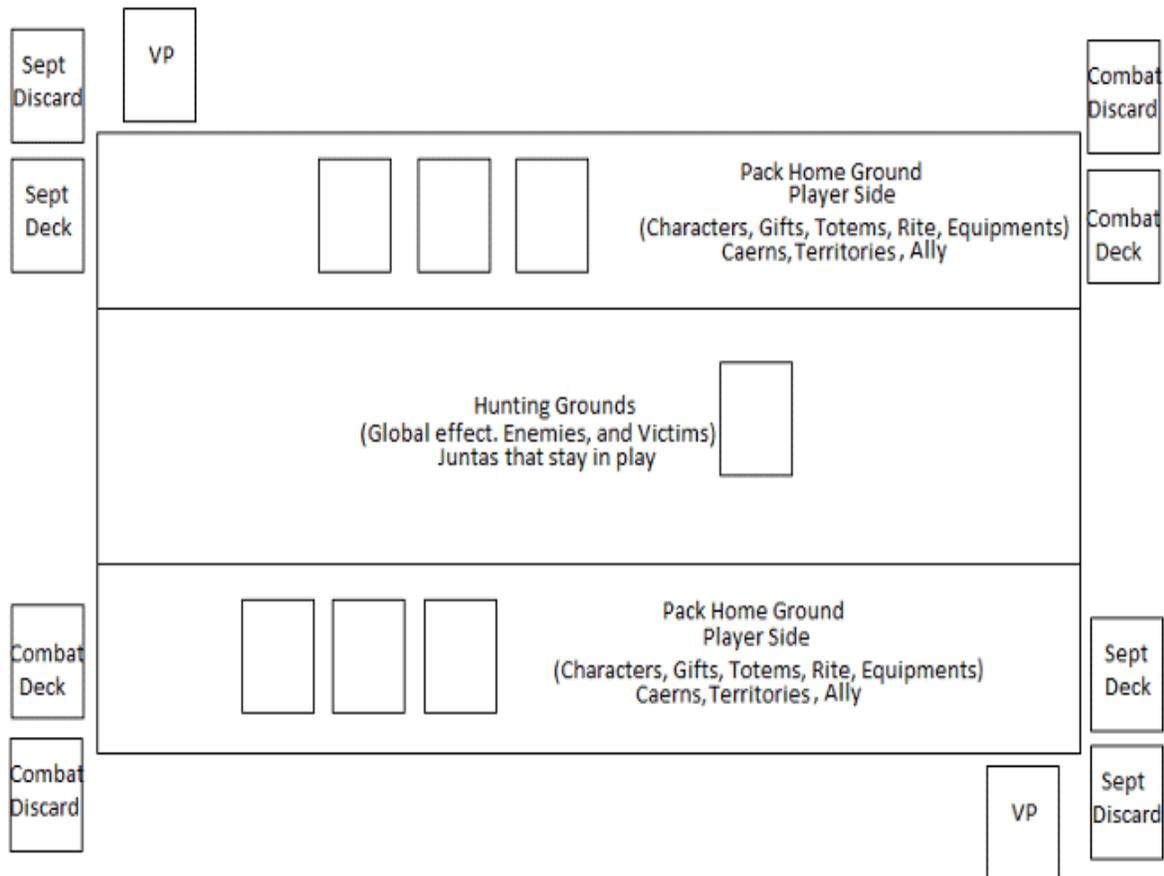
1.2 Hunting Grounds

The Hunting Grounds is the area in the center of the playing field between all of the players' packs. Enemies and Victims residing in the Hunting Grounds are waiting for Characters to goad them into battle. **Alphas are not considered to be in the Hunting Grounds, nor do they enter the Hunting Grounds when fighting other opponents.**

Characters temporarily in the Hunting Grounds are away from their pack but are still controlled by the same player - only that player can use the Character and play cards for it. The Character may still equip, use Rites or Gifts and attempt Quests; they cannot play, Allies, Pack Totems and pack resources; and they cannot be part of pack actions with the rest of their pack. Characters in the Hunting Grounds can be attacked by Alphas as their Alpha action.

1.3 The Umbra

The Umbra is the spirit world, a dreamlike reflection of the physical world that runs parallel to it. Packs may use the Umbra for a specific purpose, as an alternate fighting ground or to try and elude their foes. A section of the Hunting Grounds and each player's Pack Home Ground should be designated as an Umbral zone where creatures in the Umbra are placed. Alternatively mark creatures

Sept Discard / VP / Combat Discard

Sept Deck

Pack Home Ground Player Side
(Characters, Gifts, Totems, Rite, Equipments)
Caerns, Territories , Ally

Combat Deck

Hunting Grounds
(Global effect. Enemies, and Victims)
Juntas that stay in play

Combat Deck

Pack Home Ground Player Side
(Characters, Gifts, Totems, Rite, Equipments)
Caerns, Territories , Ally

Sept Deck

Combat Discard / VP / Sept Discard

in the Umbra with a token of some sort.

The barrier between the Umbra and the physical world is known as the Gauntlet and is difficult to breach. Most effects cannot work across the Gauntlet (that is, between the physical world and the Umbra, and vice versa). See Rules for the Umbra

1.4 VICTORY PILE

A player's Victory Pile is the record of the earned renown of the pack. Any kills the pack makes in combat are placed in their Victory Pile. Card abilities may place other cards in a player's Victory Pile. Creatures placed face up in your Victory Pile are always worth their printed Renown in VP, unless a card changes the amount of VP awarded. Cards are normally placed in the Victory Pile face up. Face down cards in a Victory Pile are always worth 1 VP. Turn cards that are worth zero VP sideways in your pile. See VP complications

Any player may inspect the contents of a player's Victory Pile at any time. Unique cards in a Victory Pile do not prevent a copy of that card from being played. The contents of the Victory Pile can only be targetted or affected by cards that specifically target it.

1.5 OUT OF PLAY

Certain abilities will temporarily place a creature out of play (also referred to as removing it from the game). The card which removed the creature will specify the duration. Cards that are Out of Play are not considered to be in either the Umbra or the Physical World, but return to the world they came from when they return to play.

While out of play, creatures cannot be targeted by any card or ability, cannot take any actions, cannot use their special abilities and cannot enter combat. Such creatures can still regenerate, and Characters and Allies are still considered to be part of their pack. Any cards attached to an out-of-play creature (e.g. equipment) are also out of play.

Any other card that is placed temporarily out of play is not affected by anything. The abilities on any out-of-play cards cannot affect the game. Cards that are out of play are still checked for uniqueness and similar restrictions - you cannot play a copy of a Unique Fetish that is currently out of play.

1.6 REMOVED FROM THE GAME

A card permanently removed from the game, including Characters that died outside combat, (see Death) has no effect on the game again. It is not considered for Global Effects, Uniqueness (or similar restrictions). Such cards are face up.

CHAPTER 2: THE BASIC GAME

2.1 PREPARING TO PLAY

2.1.01 DECIDE RENOWN LEVEL

At the beginning of the game, all of the players decide the Renown level that they wish to play. The Renown of all of the Characters in a single pack must be less than or equal to the Renown level of the game. Also, the Renown level dictates how many victory points are required to win the game. Players wanting a shorter game should choose a low Renown level; players wanting a longer and more involved game should choose a higher Renown level.

The standard Renown level of the game is 20.

2.1.2 SEPARATE YOUR DECK

Cards should be separated according to their types: combat, sept and Character. A player must have a minimum of 20 combat cards (maximum 2 of each card) and 30 sept cards (maximum 3 of each card), but there is no maximum deck size. Shuffle the sept deck, then shuffle the combat deck. A player may have any number of Characters as long as their Renown total does not exceed the Renown level of the game.

Characters should be set out breed form up (their "normal" form - i.e. not crinos or battle form; some Characters only have one form and are the same on both sides of the card). More than one player can have the same Character in their deck, but each player can only have one copy of a Character. Exception: you may have up to 5 copies of the same Multiple character in your deck.

Non-Character cards that begin in play must come from your sept deck and, once they are put in play, your sept deck must still contain the minimum number of cards. These cards are counted towards the maximum number of copies of a single card you can have in your deck. EXAMPLE: If your character starts with a Klaive, once it is removed from your deck, the sept deck must still contain the minimum AND it can only have 2 more Klaives.

2.1.3 HAND SIZES

The default hand size for both sept hands and combat hands is 5 cards. If a player's sept hand size is increased or decreased for any reason (e.g. Old Storm Chaser), when their player (re)draws their sept hand they draw to the adjusted sept hand size instead. Similarly with an altered combat hand size.

2.1.4 TURN SEQUENCE

Rage is played by all players simultaneously. Everyone shares all of the Phases and is considered to be acting at the same time. The only exception to this rule is the Combat phase, in which Alphas act in descending order of Renown.

The phases are (in order):

1. Redraw phase
2. Regeneration phase
3. Resource phase
4. Umbra phase
5. Moot phase
6. Combat phase

Thus, all players redraw at the same time, go through the regeneration phase at the same time, etc. Effects which state they automatically **end** at beginning of turn or end of turn occur outside the normal phases, so will happen even if a phase is skipped by a card effect.

2.2 PHASES IN DETAIL

This section describes the contents of the turn phases. While it summarises how cards are played within the phases, more detail on cards use can be found in the following chapters. Two terms, Closed play and Open play, are described in Timing. In brief, during closed play you can mostly only take actions listed in this section. In open play, you can play anything else that makes sense.

2.2.2. REDRAW PHASE

Closed Play. In the first Redraw phase of the game, all players draw their first sept hand (equal to their sept hand size). They also draw their first combat hand (equal to their combat hand size). No actions can be taken until all players have drawn these cards.

Closed Play. During each following Redraw phase, players may discard any cards from their sept hand that they wish to (up to their whole hand). THEN draw enough cards to fill their hand to their sept hand size. If a player's sept deck is empty, he does not draw any more cards but is otherwise unaffected.

Open Play. The rest of the phase is Open Play.

2.1.2 REGENERATION PHASE

Closed Play. Characters are hardy. At the beginning of the Regeneration phase, all Characters and regenerating Allies and Prey return the single non-aggravated, lowest damage card attached to them (if any) to the original owner's appropriate discard pile. Where there is a tie for lowest damage, the creature's controller (or prey's owner) decides which is discarded. No action can be taken or card played during this phase until all regeneration is completed.

Aggravated damage cannot be regenerated like this. See section on Healing Damage. If your lowest damage card is aggravated, you would regenerate your next lowest damage card instead.

Allies, Enemies and Victims do not, as a rule, regenerate. Most that do are marked with the note *(regenerates)* at the bottom of their statistics, but see Creature Classeses for further clarification.

Open Play. The rest of the phase is Open Play.

2.2.3 RESOURCE PHASE

Closed Play. At the beginning of this phase, players may play creatures (Allies, Enemies and Victims) and resources (Caerns, Equipment, Realms and Territories). Prey (Enemies and Victims) and Battlefields are played to the Hunting Grounds. Equipment is played on (and attaches to) a Character or Ally that meets the requirements. Other resources are pack resources and are played to the Pack Home Grounds.

All resources played during Closed Play are considered to be played simultaneously, and their effects do not take place until Closed Play is finished. If any Unique card is played by more than one player during Closed Play, the person who may keep it is randomly determined (all extra copies are returned to their player's sept hand).

Open Play. The rest of the round is Open Play. Players can still play creatures and resources, but they are not considered to be played simultaneously. Use Open Play timing instead. Equipment may also be traded to another Character or Ally that meets the requirements during this phase, although only once per item (see Equipment)

2.2. 4 UMBRA PHASE

Closed Play. At the beginning of the Umbra phase, Characters may use a Caern in their pack to step sideways (i.e. to move into or out of the Umbra).

A creature can step sideways using the Caern in its pack if:

- it is a Character
- its Creature Class can step sideways
- AND its gnosis is equal to or greater than the Gauntlet of the Caern.

All creatures stepping sideways this way enter or leave the Umbra simultaneously, and a Character cannot use the Caern twice in the same Umbra phase to both enter and leave the Umbra. The Character can use other means of moving into or out of the Umbra.

Open Play. The rest of the phase is Open Play.

2.2.5 MOOT PHASE

Closed Play: no specific actions.

The rest of the phase is Open Play

Characters may call (play) Moots or Board Meetings at the beginning of the Moot phase.

Characters have a number of votes equal to their Renown and can use those votes in every Junta they are eligible to vote in. Juntas are voted on in order of Renown and, if they pass, resolve immediately. See Juntas for detailed timing.

2.2.6 COMBAT PHASE

Closed Play. At the beginning of the Combat phase, players may discard any cards from their combat hand that they wish to (up to their whole hand) and then draw enough cards to fill their hands to their combat hand size. If a player runs out of combat cards, simply reshuffle the discarded ones and proceed as normal.

Open Play. Each player then selects a Character or Ally from their pack to be their alpha, the pack member who will represent its pack during the current Combat phase (players **must** pick an alpha if possible). The player then pushes the alpha to the forefront of the pack. If, during the course of the Combat phase, that alpha is killed or otherwise lost, the player may not select another until the next Combat phase. A player may select a different alpha every combat phase, or use the same one repeatedly.

Werewolves - in fact most of Gaia's shapeshifters - defer to their elders, while the Wyrm's minions cower before those more powerful than them. As such, the alpha with the highest Renown takes his alpha action first (ties are decided randomly as soon as all alphas have been selected). Once the first alpha has finished their alpha action, the alpha with the next highest Renown takes his action, and so on.

As its alpha action, an alpha may do one of the following:
- Attack any other alpha in play.
- Attack any Enemy or Victim in the Hunting Grounds.
- Attack a Spirit in the Hunting Grounds AND in the umbra to bind it.
- Issue a challenge to a non-alpha pack member in play. That pack member may refuse at his option.
- Engage a Battlefield
- Attack another player's Territory
- Use a card or special ability that says it is done as an Alpha action
- Pass and do nothing.

See Combat for details of how attacks work.

> ### Sidebar: Quick combat summary
> For full details see Combat
> - Announce target of attack
> - Players may play Open Play cards
> and use special abilities
> - There follow a series of combat rounds:
>
> 1. Play-card step
> 2. Targeting step
> 3. Reveal step
> 4. Establish- bluff step
> 5. Resolution step
> 6. Withdrawal step
> 7. Between-rounds step
>
> Combat ends when the attacker withdraws, a round passes in which no combat cards are played or a card ability ends it.

2.3 Winning the Game

At the end of any Combat phase, if a single player has accumulated Victory Points (VP) equal to or exceeding the Renown level of the game, he has won. If two or more players have equal to or greater than the Renown level, the player with the most VP wins. In the event of a tie, the game continues for another turn (and more, until there is a clear winner). Players that are entirely out of sept cards may still win the game if they have enough VP.

A player that has lost all of their Characters is out of the game. All cards in their Pack Home Grounds, other than their combat deck and discards, are immediately removed from play; any cards he has in play outside of his Pack Home Grounds remain in play. The player may no longer play any sept cards. They may play combat cards for Prey in the Hunting Grounds. If the player has gained enough points to win on the turn he is taken out, he still wins, as his pack's heroic actions are still remembered in the tales of the Garou. A player with no pack may not be targeted by cards that affect packs, Victory Piles, etc.

Chapter 3: Timing and Rules overview

The game is divided into Closed Play (where only specific cards and abilities can be used) and Open Play. Because Open Play is mostly simultaneous, it uses Offensive Effect rules to organise it.

Definition: Closed Play
A period of the game where only specific plays can be made

During closed play, use the rules specified in chapter 2 or the combat section. You can only play cards or abilities as allowed by those rules, where specified on the card or to cancel a card used by an opponent.

Definition: Open Play
A period of the game where Open Play cards and abilities can be used. Not Closed Play. Open play defines effects as Offensive or non-offensive.

Definition: Offensive Effect
1. For members of a pack: any card or ability which could affect a card in the Hunting Grounds or another pack, including Unique cards (e.g. *Body Wrack*, *Spiritual Revelation*).
2. For creatures in the Hunting Grounds: any card or ability which does not target the creature that played it.

3.1 Timing etiquette
Most Rage games pass too quickly to be absolutely thorough with your timing. However, if you do play an Offensive Effect without following correct timing procedure - especially if you do not have their attention - they are well within their rights to say, "Woah…" and play stuff on their own pack. Similarly, if a player moves between Open Play and Closed Play before you are ready, you can ask them to take their actions back. Consistently leaping ahead when your opponents are not ready could be taken as cheating (although generally **Rage** is a friendly game).

It is bad etiquette, if another player asks if you are ready for him to play an Offensive Effect, to stay silent: if you are thinking, you should say so. Nor should you disturb your opponent if they are clearly playing cards or using abilities at the time.

3.1.2 OOPS…
If a situation occurs in which a past play condition would have abeen affected by something a player of Character has in play but failed to take into consideration, TOO BAD. For example, another player plays a Gift on one of your characters and you both forgot Dead Zone was out. If you realize next turn that you couldn't have been affected by that Gift, too bad. If you didn't catch it at the time it happened, continue on with game and don't try to back track to "fix" this misplay.

3.2 Open Play and Closed Play
Closed Play is a period of play in which most cards and abilities cannot be used. All other periods of time are Open Play. During Closed Play only the following cards and abilities can be used:

- Cards playable according to the rules (e.g. Resources, Combat Actions);
- Cards in play whose ability is always active (e.g. Weapons, *Survivor*);
- Abilities which are triggered by the effects of the Closed Play (e.g. *Medicine Bag*);
- Cards which negate other cards or abilities played (e.g. Gift cancellation, Iron Will);
- Cards or abilities who override timing rules with their text (e.g. Distractions, No Escape).

Each phase starts with a period of Closed Play. There is no Open Play in the phase before these periods of Closed Play. Steps 1-6 of each combat round are Closed Play and the Declaration and Pre-Combat steps during combat declaration are also Closed Play.

Any period of play which is not Closed Play is Open Play.

3.2.1 OPEN PLAY TIMING
During Open Play, you may play sept cards or use the abilities on sept and character cards at any time it is appropriate (according to the card type and effect). However, any time you play any an Offensive Effect (see definition above), YOU MUST HAVE THE ATTENTION OF ALL OTHER PLAYERS. Before you play an Offensive Effect, you must announce your intention to do so (without specifying any details, including the name of the card used/played). In response to this announcement, any player may play cards and/or use abilities that only affect or target their own pack. Only when all players are ready do you play your Offensive Effect (you may choose not to).

There can be multiple Offensive Effects declared at the same time, but each player may only declare one Offensive Effect at a time. Resolve each Offensive Effect in the order players asked to play them. If players announce they wish to play an Offensive Effect at the same time, decide randomly which player goes first. Note that if combat starts, existing Offensive Effects declarations are ignored until combat resolves.

Bringing into play a Unique item (or once per game item), or using an ability which might put it into play, counts as an Offensive Effect if used in Open Play.

3.2.2 CANCELLATION

Abilities which cancel other abilities/cards interrupt the timing sequence and may always be played in response to the ability/card they are cancelling. You MAY cancel effects used during Closed Play because cancellation interupts normal timing. If it is cancelled in this fashion, the cancelled card or ability never resolves. It IS still considered to have been played. Cancellers may also be used later, to cancel abilities or remove cards with permanent or ongoing effect, but cancelling this way is not retroactive: when abilities/cards are cancelled this way, effects they may have had previously are not reversed (e.g. cancelling *Eye of the Cobra* after the user has traded all the equipment from the Character they borrowed does not restore the equipment to the target).

You can respond to cancellation by cancelling the cancellation.

3.3 Playing Cards

Rage does not use expendable resources. If you meet the requirements to play a card (e.g. a Combat Action or Gift), it does not count against Rage or Gnosis later in the turn.

Some cards require prerequisites before they may be played. If you successfully meet the requirements of a card and bring it into play, you do not have to keep meeting the requirements for the card to remain in play. For example, if you recruit an Ally that requires a Theurge in your pack and the Theurge later dies, the Ally does not leave the pack. Likewise, if a creature's Gnosis drops below the Gnosis requirement of a Fetish/Bane Fetish, the Fetish/Bane Fetish continues to work.

Where cards list multiple possible prerequisities separated by commas you need only meet ONE of those requirements. If a Gift lists users as "Theurge, Child of Gaia" you only need to be a Theurge OR a Chid of Gaia. You don't need to be both.

Cards in Rage do not have "card memory". Each card is independent of any other copies of that card, either in play or played previously. A card which can only be played once per game can still only have one copy of it played per game, but a card which has a one-use ability (e.g. *Don Campisi*) may use its ability even if an earlier copy of the card has already done so. Similarly, if you use an effect that copies the text of a card or clones a card with a one-use effect, the copy/clone may still use that ability even if the card it copied/cloned has already used that ability.

Likewise, abilities that target one copy of a card only affect that copy - if you play a *Nemesis* on *Golgol* and *Mamu*, it only affects one distinct copy of each, not all *Golgol*s and *Mamu*s in play!

3.4 Card Supremacy and Versions

When the text on a card conflicts with these rules, the card takes precedence. These rules are a simple skeleton for the game's mechanics; the cards are the special circumstances that allow you to break the rules (temporarily).

The most recently produced version of a particular Rage card (not including those produced for Rage Across Las Vegas) is considered correct. Any errata is considered to replace or supplement the most recent printing of the card.

Chapter 4: The Cards in Depth

Rage is played with three different kinds of cards: Characters, sept, & combat cards.

4.1 Character Cards

Character cards are the two-sided cards which represent the individuals in the game. One side of the card depicts that Character's breed form, the form in which he goes about his daily business. The other side illustrates the Character's crinos - or battle - form, which is his combat ready killing machine form. Note that on some Characters, they are the same on both sides as they only have one form.

Each player may only put one of a given Character in their deck, but the same Character may appear in any number of packs. Multiple characters break this rule; a player can have up to five copies of a Multiple character in their starting pack.

During the game, two (or more) characters with the same name can be forced into a pack together by card effects.

4.1.1. Name

Like you don't know what a name is.

4.1.2 Set Glyph

Each release of Rage has a glyph in the upper left-hand corner. This glyph indicates which expansion the card is from.

4.1.3 Renown

Renown appears in the upper right corner. A Character's Renown is a reflection of how well-esteemed and able-bodied the Character is, and it dictates the amount of Victory Points that the Character is worth when killed. The Renown level of the game is also the limit of the combined total renown of your starting Characters.

4.1.4 Stats

Each Character in **Rage** has three statistics which define her abilities:

- Rage defines the combat prowess of the Character.
- Gnosis indicates the level of her spiritual attunement.
- Health reflects the Character's ability to withstand combat.

All Characters regenerate. Some older Characters whose creature class does not regenerate, have "*(Regenerates)*" written beneath their Stats.

4.1.5 Allegiance

All Characters cards released in PDF sets bear a glyph declaring their allegiance:
- Gaia Characters defend Gaia by cleansing the world of the Wyrm. They may only be put into Gaia packs.
- Wyrm Characters seek to destroy or corrupt the world around them. They may only be put into Wyrm packs.
- Some Rogue Characters are torn between their duty to Gaia and the lure of the Wyrm; other Rogues merely have an agenda that crosses into both camps. Rogues may be put into either Gaia or Wyrm packs.

Rage is a game of Gaia's servants against those of the Wyrm. When creating a deck, choose an Allegiance: Gaia or Wyrm. All characters put in the deck must be of that Allegiance, the resulting pack will always have that Allegiance and any Allies in the pack will also have that Allegiance.

Allegiance, like keywords, determines which cards creatures can play and benefit from.

- Gaia creatures can play Moots and Fetish equipment but not Bane Fetishes or Board Meetings.
- Wyrm creatures can play Board Meetings and Bane Fetish equipment but not Fetishes or Moots. Wyrm Characters cannot use Auspice Gifts. They can use Breed gifts.
- Card abilities can override these restrictions.

Creatures which change pack, either temporarily or permanently, lose their old Allegiance and gain the Allegiance of their new pack

(if they change pack again-including returning to their original pack- their Allegiance may change again.

All Enemies are considered Wyrm creatures. All Victims are considered Gaia creatures.

Characters from older sets, who do not have an Allegiance Glyph, have to be identified by creature class and faction. All 7th Generation, Pentex, Black Spiral Dancer and Bane Chararacters are Wyrm affiliated, as is any Character with a Wyrm Aspect listed (e.g. Morgan, Count Vladimir Rustovich). All other Characters, with the exception of Conrad, are Gaia Characters.

4.1.5.A ROGUES
Rogues were introduced in Ahadi, although *Conrad Walks-the-Line* from Legacy of the Tribes counts as a Rogue. Rogues may be used as either Gaia or Wyrm Characters during deck construction, although a pack must have at least one non-Rogue. There are no Rogue affiliated packs - packs can only be Gaia or Wyrm.

Once a game begins, Rogues gain the allegiance of their pack. They do not change creature class or tribe, and retain use of all their keywords, but follow the restrictions of their pack's allegiance (as above). So a Rogue Wendigo in a Wyrm pack becomes a Wyrm Character and could use Bane Fetishes and Wendigo Gifts but not the *War Lodge* (a Fetish); it does not become a Black Spiral Dancer. Rogue Characters do not have Aspects, although they may gain them through card abilities.

4.1.6 KEYWORDS

Definition: Multiple- You can start with up to five copies of a Multiple Character in your pack.

Each Character has keywords which define its creature class, faction, breed and spiritual role. These keywords are mostly found on the coloured strip above the Stats and Text Box, but additional keywords can be found at the beginning of the Text Box, a word or expression followed by a full stop (e.g. "Eater-of-Souls." or "Kailindo."). All keywords dictate which cards the Character can play or benefit from (for instance Kiss of Helios requires an Ahroun, while Ahrouns get an extra benefit when a Full Moon is in play). Additionally, the creature class determines whether the Character can frenzy or Step Sideways. Where a creature has more than one creature class, it has the abilities of both (e.g. an Abomination - Garou/Vampire - can step sideways because a Garou can step sideways, although a Vampire cannot). Garou can step sideways, although a Vampire cannot). See Appendix 1: keywords

When creatures with multiple Keywords or classes have conflicting abilities where one class can do something, and one class can not do the same thing, CAN takes precedence. So the Garou Vampire can step sideways. This breaks the general Can't vs must effect rule. See a chart of creature classes and their abilities

4.1.7 TEXT BOX
The text box consists of three elements:

- **Keywords:** These cannot be blanked or changed unless a card refers to keywords explicitly.
- **Special Ability:** Characters have unique benefits or flaws explained here.
- **Flavor:** Text which is neither a keyword nor a rules effect is flavor, and has no affect on the game other than to enhance its mood.

Most creatures carry an indication of their gender in their flavor text and special ability, and sometimes their creature class.

4.1.8 FORMS
The breed form is the natural form of the Character (normally Homid or an animal form), indicates the Breed of the Character (see keywords) and is the form that the Character starts the game in. In most cases, breedform stats are lower than crinos-form stats.

Most Characters are able to transform into a battle form, which is represented by having two-sided Character cards. One side is the crinos (for Shapeshifters) or battle form (some Wyrm Characters). To all extents and purposes these two forms are the same and the terms are synonymous. The other side of the card is the breed form, which varies from creature to creature.

Changing between forms is represented by flipping the Character card. Some Character cards are the same on both sides. In this case they only have one form and cannot change forms. Creatures who started as Allies or Prey cannot change forms.

4.1.9 EXPERIENCED CHARACTERS
Several Characters have versions at different renown levels. These Characters are more (or less) experienced versions, and may not be in the same pack as one of their earlier incarnations. For example, Renown 8 *Mari Cabrah* may not be in the same pack as

Renown 6 *Mari Cabrah*. Why? Because they're both *Mari Cabrah*!

Similarly, *Lord* and *King Albrecht* are versions of the same Character as are *Questor Treetalker* and *Questor*.

Definition: The Silver Pack

The Silver Pack is elected at the grandest of Garou moots, and they are a representation of the first pack. Usually Silver Packs number between five and 10 members, but there is always at least one member of each auspice. Characters who are members of the Silver Pack will never attack another member of the Silver Pack; they are considered to have Loyalty: SIlver Pack and can never be made Rivals of other Silver Pack members.

4.1.10 MODIFICATIONS TO STATISTICS

At times, a creature's Rage, Gnosis, Health or Renown scores are modified in some manner. For instance, Rage is frequently modified by combat actions, and Renown may be increased or doubled in moots by various abilities. In all cases, any multipliers (i.e., doubling) are applied first, then additions or subtractions.

A card ability (for instance, a firearm) that says "May play Rage X cards" does not give a creature a Rage of X. For instance, if a Character with a natural rage of 2 has a *Shotgun* (giving her the ability to play Rage 7 combat actions) is influenced by a *Battle Song* (+2 Rage), she does not gain the ability to play Rage 9 combat actions. Instead, she is now a Rage 4 Character with a *Shotgun*. Also, any card that lets you play Rage X combat actions also allows you to play combat actions of less Rage (so you can play a Rage 6 card with a *Shotgun*).

Other rules:
- No statistics have upper limits.
- Rage and Gnosis may never be below zero after all modifications.
- Any creature with a Health modified to zero is dead.
- You may only have one multiply effect (example: Quoting the Litany doubles your renown) applied to a stat at a time, but you may have multiple add or subtract effects applied.
- Renown modifiers on a creature never change the amount of VP that they are worth unless expicitly stated they do so. Other abilities may do so (e.g., *Scar Throat*'s +2 VP for Vampires).

4.2 SEPT CARDS

Sept cards are the resources of the Characters in your pack and game altering cards. The sept deck includes the Equipment, special powers and other benefits that the Garou may draw upon. There are many different types of sept cards. Once you are out of sept cards, you may continue to play, but you will obviously not draw any sept cards during the Redraw phase.

Creatures may never have more than one copy of any sept card attached to them, unless it is a damage card.

Definition: Restricted

Each player can only play one of these per game. If the card is cancelled it still counts as played.

Some cards have other restrictions on how many times they can be played. If one of these is cancelled it still counts as played.

Definition: Unique

Only one copy of each Unique card may be in play at the same time. A player may not play a Unique card if a copy of it is already in play. If more than one player tries to play the same Unique card at the same time, randomly determine which player plays the card (return other copies to their owner's hand). A second copy of a Unique card may be played once the first one leaves play. Cards in Victory Piles do not count when testing for Uniqueness, but cards temporarily removed from play do.

4.3 Sept cards: Resources

Resources are a class of sept cards that represent permanent fixtures that benefit a pack. They last until they are destroyed or you no longer want them. There are various types of resource but they share common rules.
- All resources can only be played during the Resource phase. This takes an action by one of your Characters (or Allies for equipment). All resources have one or more requirements (keywords) listed, and the Character playing the resource must meet one of those requirements. Note that cards can also contain additional conditions in the text box which must be met (e.g. the user must be a Character or be in homid form), meeting or ignoring the keyword requirement is not enough. These additional conditions are not considered keyword requirements.
- All resources can be voluntarily discarded from play during the Resource phase. This does not require an action.
- All resources other than Equipment are considered pack resources: they are played to your Pack Home Ground and their use is not restricted to the creature that played them.

4.3.1 CAERNS

Caerns are mystical places of power for the Garou; they provide doorways between the physical and spirit worlds, and allow most Characters to step sideways. A pack may only have one Caern in play at a time and all named Caerns are Unique. Caerns exist on both sides of the Gauntlet and can be played by a creature on either side of the Gauntlet. While Caerns primary use is to allow pack members to step sideways, all members of the pack can use and benefit from the Caern's special ability, even if they cannot step sideways. For more information on using Caerns, see Umbra Phase and Rules for the Umbra.

4.3.2 EQUIPMENT

Equipment grants additional abilities to the bearer. When played, equipment is attached to the creature that played it. The requirements of equipment are only checked when first played or when transferred (form restrictions on use do not count as a requirement). Only the creature carrying the equipment can use its benefits and abilities (although some equipment has effects beyond the creature using it). Creatures can choose not to use equipment attached to them. **A creature may normally only have one piece of Armor and one Weapon at a time.**

Equipment types

Equipment is divided into (Gaia) Fetishes, Bane Fetishes and mundane ("Non-Fetish") equipment.

- The mystical items known as Fetishes can only be played by Gaia Characters and Allies. Fetishes list a minimum Gnosis score for a creature to play them, as an additional requirement.
- Bane Fetishes are the Wyrm's equivalent, empowered by Banes rather than Gaian or Wyld spirits. They can only be played by Wyrm Characters and Wyrm Allies and are not considered Fetishes. Bane Fetishes list a minimum Gnosis score for a creature to play them, as an additional requirement.
- Non-fetish equipment (also known as mundane or Techno equipment) includes more normal items such as guns and can be identified by the fact that they do not have a Gnosis requirement. Many non-Fetish items have restrictions on their use.
- Certain Fetishes are also Bane Fetishes - they may be used by any Character or Ally, Gaia or Wyrm, and are affected by cards which affect either Fetishes or Bane Fetishes.

Trading

Characters and Allies may also trade or give Equipment (items) to another member of their own pack, or to a member of another pack if they agree. Equipment can only be traded during the Resource phase and only if the creature giving up the equipment had it at the beginning of turn. This is an action for the creature receiving the equipment, but not for the one giving it up. The creature receiving the equipment must also meet its requirements or it is discarded.

Prey and allies

Prey cannot normally be given Equipment, but if a creature receives equipment while a member of a pack and later enters the Hunting Grounds they do not lose the equipment and can continue to use it (see Prey). Equipment can be played by Allies providing they meet the requirements.

Built-in equipment

Certain creatures automatically have equipment (example: Kinfolk Soldier of Fortune has a shotgun). These pieces of equipment may never be traded away. Creatures with built-in firearms cannot have their Rage changed while armed. If the equipment is somehow disarmed, stolen or destroyed during combat, the creature no longer has access to that piece of equipment for the duration of the current combat (this does not affect Rage unless stated on the creature card). After combat, they automatically get a new copy of that equipment. If the built-in equipment is stolen or disarmed while the creature is not in combat, there is no effect - the creature immediately rearms itself. Creatures with built-in weapons cannot be given other weapons (similarly for armor, etc).

Weapons

A creature equipped with a weapon is assumed to be using that weapon.

4.3.3 TERRITORIES

Territories are special places that packs control and benefit from. They are similar to Caerns, though they are not as spiritual in nature and not as well hidden. Territory cards are instantly recognisable as they are laid out landscape rather than portrait. Packs may have any number of Territories in play at any point.

Using the special ability of a Territory is not considered an action, and may be done at any time unless otherwise specified. Territories exist on both sides of the Gauntlet and can be played by a creature either side of the Gauntlet. See rules for attacking Territories

4.3.3.A REALMS

Realms are a subset of Territories which represent connections to a pocket of the Umbra with different laws of reality.

They follow all rules for Territories except:

- The Character playing the Realm must be in the Umbra.
- Realms can only be attacked or targeted from the Umbra, but they effect both the real world and Umbra
- A pack can only have one Realm.

Note that Realms were previously their own card type.

4.3.4 BATTLEFIELDS

A Battlefield represents a skirmish with opposing groups that are not individually notable enough to warrant a character's notice. After all, a Garou can cut down a large number of Wyrm tainted humans with little to no difficulty. They are individually no threat. As a group however…

Renown: The Renown of a Battlefield is simply how many points you will acquire for defeating the Battlefield.

Engaging Renown is how many renown worth of creatures you can use to attack or defend the Battlefield. This is an automatic pack attack or defense (depending on which side you are on)

Battlefields can only be engaged as an Alpha action. See Battlefield Combat for more.

4.4 SEPT CARDS: CREATURES

Characters are not the only creatures that appear in Rage. Allies and Prey are all creatures too and have stats, keywords, and special ability just like Characters. **Allies and Prey may not frenzy or step sideways**. They regenerate or not depending on creature class.

- Played in the Resource phase
- Cannot be voluntarily discarded from play
- Characters play Allies
- Players play Enemies and Victims

The Rage FOO Rule: if it's a FOO, it can use FOO cards. Prey and Allies with keywords can use Gifts and Equipment which require those keywords. Remember that all Wyrm spirits are Banes. Prey and Allies may not play Actions, Past Lives, Rites, Totems or pack resources. Equipment cannot be played on or traded to Prey.

Definition: Cannot be bound

Creatures that cannot be bound cannot be attacked to bind and also cannot be commanded, controlled or made an Ally.

This is often found on Spirits. Spirits that can't be bound cannot be affected by any Gifts SPECIFICALLY targeting spirits such as Exorcism or Spirit Drain.

4.4.1 ALLIES

Allies are the friends and associates of your pack. Like resources, recruiting Allies is an action taken by a Character who must meet the requirements of the Ally and must be in the same world as the Ally being recruited (normally the physical world).

- Allies are like Characters in that they are independent, can fight in combats, equip, join pack actions, act as alpha, etc.
- Allies are considered pack members and can gain benefits from pack resources and Pack Totems. Abilities that affect an entire pack also affect its Allies.
- Allies may **not:**
  - vote on or call Juntas;
  - recruit Allies;
  - play Caerns, Territories, Actions, Rites or Totems.
- Allies are removed from the game if all of your Characters have died or been permanently removed from the game

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Sidebar: Adopting Allies

If you recruit an Enemy or Victim into your pack, it still retains all card text. For instance, if you pull a *Progenitor Mage* into a Wyrm pack, it will still attack at the end of the combat round, and you would get points for anything the *Mage* killed. While they are part of your pack, they are considered your Allies, not Enemies or Victims, so if they they are worth their full VP to anyone who kills them. Those that normally attack Characters will not target your Characters with their automatic attacks.

As a corollary, a creature is either a Character, Ally, Enemy or Victim. If something causes a creature to change its status, the creature is no longer its original type. For example, a Character who is voted a *Skindancer* is now an Enemy, and all relevant rules for enemies apply to it. Therefore, it may no longer frenzy (since only Characters can frenzy), but a Wyrm alpha may step in to defend it if it is attacked.

Abilities which change a creature's type cannot be used during during combat.

4.4.2 PREY: ENEMIES AND VICTIMS

Enemies are the Wyrm-tainted foes of the Garou, while Victims are the foes of the Wyrm's minions. Enemies and Victims are collectively known as Prey. Most Prey is played to be attacked for Victory Points, but some prey have useful special abilities. Unlike Allies and resources, Prey are placed in the Hunting Grounds when played and are do not become members of a pack.

- Prey cannot use Combat Events. They can use Gifts (see below).
- For combat involving prey, see Playing for Prey
- Enemies killed by Wyrm packs are worth 0 VP. Except during combat, their special abilities do not affect Wyrm creatures.
- Victims killed by Gaia packs are worth 0 VP. Except during combat, their special abilities do not affect Gaia creatures.

See VP Complications for more on Prey

Prey using Gifts

Prey, like Allies, can use Gifts which they meet the requirements for (see Gifts)

- Prey can only use Gifts during combat (although they do not have to be in the combat themselves).
- Any player may play gifts for them, unless the player has Characters or allies in combat against the Prey.
- These gifts may target anyone; for instance a *Progenitor Mage* might cast a *Distractions* on a combat he is not involved in, or *Mother's Touch* your wounds for you (as long as you are not fighting him).
- A Prey gift-caster will not cancel his own attacks or gifts, and will never affect himself with a detrimental gift.

Prey which attacks

- Some Allies, Enemies and Victims will attack creatures during the combat phase. Treat this as a declared attack from the Prey creature against its intended target.
- Prey will only attack valid targets. If the creature the Prey would normally attack is not a valid target (e.g. it is in the Umbra), it will go after the next available valid target.
- To determine the order of attacks where more than one creature is declaring attacks at the end of turn, use the Renown of the attackers to determine attack order. If tied, break the tie randomly.
- Creatures that attack for a specified duration (e.g. two rounds) will automatically escape after that many rounds.

Remember, an Enemy will not go after a Wyrm target, and a Victim will not go after a Gaia target - unless specifically noted on the card. Prey will never declare attacks against other prey.

4.5 SEPT CARDS: OPEN PLAY CARDS

The following types of sept card can be played at "any time", or rather during any period of Open Play (or as dictated by the card effect). Most also have keyword requirements which must be met by the creature using them. The effects of these cards cannot cross the gauntlet (except for Events).

Some of these cards have instant effects (and are discarded immediately), some stay around a lot longer. There are some common clues as to duration. "Discard after use" always indicates that the card has an instant effect, while "permanent until cancelled" means that it is permanent. There are also clues on when instant and ongoing effects can be played. If they refer to an "opponent", "combat" or "combat round" then they can normally only be played in combat. Such cards cannot be played ahead of time - their effects take place immediately they are played. Permanent effects normally do not have specific timing. These are, of course, generalisations.

Any card with an ongoing or permanent effect remains in play until the effect ends or the card is cancelled. If the card is cancelled or discarded, all its effects end immediately. Cards with a permanent effect attach to either the creature

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Sidebar: Actions and actions

There is a big difference between Action cards (with a capital) and actions (without). The former are a specific type of sept card that can be used by Characters. The latter refers to most things that creatures can do. It is important to note which effects are actions and which are not due to abilities which prevent creatures taking actions. These occurrences are considered actions. Those actions noted with asterisks may be taken at any time of Open Play (as limited by the card).

- Playing an Action card *
- Playing a Gift card *
- Playing a Rite card *
- Playing a Caern or Territory
- Equipping
- Bringing an Ally into play
- Stepping sideways
- Playing a Moot or BoardMeeting card
- Voting in a Junta
- Undertaking an alpha action
- Stepping in
- Defending a Territory
- Defending a Battlefield
- Playing a Combat Action

The following occurrences are **not** considered actions. Again, those noted with asterisks may be done at any time.

- Using a creature's special ability
- Playing an Event card *
- Playing a Quest card *
- Playing a Past Life *
- Using a piece of Equipment *
- Playing a Battlefield
- Bringing Prey into play
- Using the special ability of a Caern or Territory *
- Regenerating
- Playing, or being affected by, a Combat Event
- Being Alpha
- Withdrawing from a combat

that played it (e.g. Insightful Eyes) or the target (e.g. Whelp Body). Gifts and Rites attach under the left of their target so the picture is showing. Other cards attach above the creature so that the name is showing.

4.5.1 ACTIONS
Action cards are special effects that a Character physically undertakes. Only Characters may use Action cards.

- Playable by: Characters
- Duration: Instant
- Can be discarded voluntarily from play: N/A

4.5.2 EVENTS
Events are circumstances that occur in the world at large and affect the game to some degree.
- Playing an Event is not an action.
- Events affect both sides of the Gauntlet.
- Duration: Variable
- Can be discarded voluntarily from play: never

4.5.2A PACK TOTEMS
Pack Totems are a type of Event that, like resources, require a keyword on a Character to bring into play (but do not require an action to do so). Once a pack has played a Totem then every member of the pack may gain the benefit of that Totem.
- A pack may only have one Pack Totem in play at a time, but may discard it at will.

4.5.2B PERSONAL TOTEMS
A Personal Totem works like a Pack Totem, except that it is played on a single Character and only benefits that Character. This Character must meet a Personal Totem's requirement before it may be brought into play.
- A Character with a Personal Totem may not benefit from Pack Totems, but they can discard their Personal Totem at any time.

4.5.2.C LUNAR PHASES
Lunar Phases are another special type of event. Lunar phases may only be played at the beginning of the turn, during the redraw phase (after cards have been redrawn).

4.5.3 GIFTS
As inherent spiritual abilities, Gifts create powerful mystical effects.
- Playable by: any creature
- Timing: any
- Can be discarded voluntarily from play: never
- As well as keyword requirements, Gifts have a Gnosis requirement which the user must meet.
- Gifts require conscious effort to use though, so cannot be played while frenzied.
- A creature cannot be targeted by a Gift while under the effects of another copy of that Gift.

Triggered Gifts
A VERY RARE subset of permanent Gifts are triggered Gifts, which attach the user until the trigger occurs. When their ability triggers, they are targeting the creature affected by the gift. Therefore a *Gift of the Porcupine* will not be usable by someone wearing a *Heart of Midnight*, nor will it transfer as damage to someone wearing one, though it will trigger (and have no effect).

4.5.4 QUESTS
Quests are the special circumstances that garner additional victory points (or other benefits) for any Character or Ally that meets their criteria.
- Playable by: Characters or Allies
- Duration: variable
- Can be voluntarily discarded from play: open play
- A Quest may be played at any time, subject to the Quest itself; some Quests are

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> ### *Sidebar: X Gifts*
> The rules and many cards refer to <something> Gifts (e.g. "Bane Gifts"). This means any Gift requiring the <something> (e.g. *Airt Mastery* is a Bane Gift, because it has "Bane" as a requirement; so is *Eyes of Hate* even though it also has an Eater-of-Souls requirement).
>
> Sometimes effects will refer to broader groups of cards such as Tribe, Auspice, or Breed. See the Keyword section to see all the groups under each of those collective terms.
>
> Exception: "Wyrm Gift" or "Gaia Gift" refers to the affiliation of the creature that played it.
>
> Similar terminology works for other non-creature card types. For creatures, X refers to the keywords of the creature itself.

played after their requirements are fulfilled, while others must be played in advance.

- A creature may only undertake one Quest at a time

4.5.4A PAST LIVES

Past Lives are cards that represent a connection to a powerful ancestor. They are a subset of quests with the following additional rules:

- Past Lives have a requirement of a Character of the Tribe listed.
- Reduce your sept hand size by one for each Past Life in your pack.
- If a Character channelling a Past Life is killed, put the Past Life in its owner's Victory Pile where it is worth -3VP.
- All Past Lives are unique.

4.5.5 RITES

Special rituals used by the profoundly spiritual.

- Playable by: Characters and only if they are Garou, Fera or Cultists.
- Timing: any.
- Special: Rites cannot be used during combat.
- Can be voluntarily discarded from play: never
- Instead of a Gnosis requirement, Rites have a Renown requirement which the user must meet.

4.7 SEPT CARDS: JUNTAS - MOOTS AND BOARD MEETINGS

Moots are grave social gatherings of Garou and Fera where policies are decided. Board Meetings are the Wyrm's version of Moots, held in a mockery of human business. Moot and Board Meeting cards represent the issues called at these meetings. Collectively they are known as Juntas and largely follow the same rules.

- Playable by: Characters
- Timing: Any
- Can be voluntarily discarded from play: never

4.7.1 CALLING JUNTAS

- Each Junta has a minimum Renown level that must be met to call it. Only a Character with a Renown equal to or greater than that of the Junta may call it. Some Juntas have additional requirements as to who can call and/or vote in them.
- Gaia Characters can only call Moots.
- Wyrm Characters can only call Board Meetings.
- Juntas target who they say they target. If they do not specifiy, they may target anyone.
- Juntas cannot target creatures in the Umbra, but if passed, they will still affect the Umbra.
- Juntas affect who they say they affect. If they do not specifiy, they affect all packs and all creatures.

QUEST

PAST LIFE

RITE

GIFT

EQUIPMENT

DAMAGE (combat action)

4.7. 2 VOTES

- Creatures can use their votes in every Junta they are elligible to vote in, and vote seperately in each Junta.
- Wyrm characters are eligible to vote in all Board Meetings in a turn, but only ONE Moot. Gaia characters are eligible to vote in all Moots in a turn, but only ONE Board meeting.
- Characters have a number of votes equal to their Renown. Some card abilities can give Allies the ability to vote: they have a number of votes equal to their Renown unless the ability specifies otherwise.
- A Junta will pass if there are more votes in favor of it than against. Likewise, a Junta will fail if there are more votes against it than in favor, or if the vote is tied.

4.7.3 ORDER OF VOTING

Once all Juntas have been called, voting begins.

- The highest Renown Junta is voted on first, and further Juntas are voted on in order of descending Renown.
- Ties are decided in order of the Renown of the Character who called the Juntas (highest first).
- Further ties are decided randomly.

4.7.4 VOTING

- Creatures (including Allies if they have votes) vote on each Junta in order of Renown, from highest to lowest. All creatures of a specific renown are considered to cast their vote simultaneously.
- Each creature can either vote "yes", vote "no", or abstain. Creatures cannot change their vote once it has been cast.

4.7.5 VOTE MODIFIERS

- Abilities which affect a creature's vote (e.g. granting extra votes such as the discard ability of *Elder Stone*) must be used before or as the creature votes (you cannot affect a creature's vote after it has been cast).
- Any ability which doubles a creature's Renown for Juntas doubles the base Renown, not the Renown after any additions (or subtractions). Reminder: creature cannot have its renown doubled more than once.

4.7.6 VOTE RESOLUTION

- A Junta takes effect immediately that all creatures who can vote in it have done so. This means that if a Junta results in the death of a creature, removes its voting rights etc., it may not vote in any further Juntas this turn.
- After all immediate effects of the Junta have happened, the voting on the next Junta begins.

4.7. 7 MOOTS VS. BOARD MEETINGS

Abilities which give additional votes to a Character, or change a Character's renown during Moots/Boardmeetings, apply to any Junta the character can vote in. All other abilities referring to Moots or Board Meetings work as printed (noting that Moot, Board Meeting and Junta are not interchangeable), with some exceptions found in the FAQ.

Voting for Moots and Boardmeetings occurs in the same sequence. If an ability allows a creature to cast votes in a Junta of the wrong allegiance, it must do so at the appropriate time in the voting order, or it is assumed to have abstained. For example, the Pentex Executive and Limousine can cast votes in either Moots or Boardmeetings. It is 8 Renown, thus must cast its votes when other renown 8 creatures do, unless the controller opted to abstain.

Sidebar: Moot Errata

The following Moots can not be called in a two player game:

- Skindancer
- Tribal War
- Winter Wolf

Sidebar: speeding up voting

To speed up voting, you may wish to declare that all your characters vote the same way. However, this is merely a declaration of how they intend to vote. Their votes are not actually cast until they would do so in the voting order.

This means that even if you declared "all my characters vote for X", effects that force characters to vote a certain way or prevent them from voting entirely can change the way they vote up until they actually would cast their vote in the proper order.

4.8 COMBAT CARDS

Combat cards are the blue-backed cards that represent the physical punishment that your pack can dole out and their tactics for doing so. If your combat deck runs out, reshuffle your combat discards which becomes your new combat deck - and then continue drawing. If there are no cards in either your combat deck or combat discard, then you must play with your current combat hand.

Definition: Combat Restricted

Each side of combat cannot play more than one of a Combat Restricted card per combat. If cancelled it still counts as played.

4.8.1 COMBAT ACTIONS

Most combat cards in a combat deck will be Combat Actions. Combat Actions are the physical exchanges of combat and largely consist of ways to damage opponents or to avoid damage.

- Combat Actions can only be played in the combat sequence without a card ability.
- Playable by: any creature in combat
- Duration: special
- Can be voluntarily discarded from play: never

If a Combat Action is played and not dodged, blocked or otherwise prevented from doing damage, it becomes a damage card on its target (damage cards are placed under their target so the bottom of the damage card is showing). A Combat Action played but that does not deal damage is discarded. See Combat for more details

4.8.2 COMBAT EVENTS

Combat Events are special tactics that can be played in combat.

- Playable by: Characters and Allies while your pack is in combat
- Duration: Instant or Ongoing
- Can voluntarily be discarded from play: never
- Special: all Combat Events are Combat Restricted (see above).
- Combat events follow standard timing rules.
- Combat Events stay in play until their effects are over (e.g. *Frenzy* stays in play until the frenzy ends, while *Taking the Death Blow* is discarded immediately).

CHAPTER 5: RULES FOR THE UMBRA

The rules for interaction between creatures in the physical world, those in the Umbra and those in both is quite complex. However creatures in the Umbra can freely interact with each other as they would if they were all in the physical world.

- Any time a creature crosses from the physical world to the Umbra (or back), they are Stepping Sideways.
- Creatures can only cross into or out of the Umbra using a card ability or, for Characters, a Caern. Some Characters cannot step sideways (see Creature class) which prevents all Caern or other means of doing so.
- Actions, Gifts, Past Lives, Quests, Rites, Combat Actions and the special abilities on Equipment and Creatures may not target creatures on the other side of the Gauntlet, and have no effect on creatures the other side of the Gauntlet.
- Events, including totems, affect both sides of the Gauntlet. Caerns and Territories are considered to be on both sides of the Gauntlet.
- Creatures only in the Umbra may not be targeted by Juntas, nor call or vote in them. Creatures in both worlds can call, vote in and be targeted by Juntas as normal. Juntas which do not target a specific creature work across the Gauntlet.
- Alpha actions are determined across the Gauntlet, and abilities which interrupt the order of Alpha actions work across the Gauntlet.

Cards played by creatures are considered to be on the same side of the Gauntlet as their target, unless they have no target (or the target exists on both sides of the Gauntlet) in which case such cards exist on whichever side(s) of the Gauntlet the creature that played the card was.

5.1 SPIRITS

Spirits are considered to be both in the physical world and the Umbra. If an ability makes a Spirit step sideways, typically because of Umbral Escape, or it is forced out of one world or other, it moves fully into the Umbra (or physical world if appropriate); at the beginning of the next turn it returns to both worlds.

5.2 UMBRAL COMBAT

Creatures can only declare attacks against creatures they can interact with. Usually, this means that creatures in the Umbra can only targets things in the Umbra, and creatures in the physical world can only target things in the physical world. Creatures may not step in to replace another creature in combat if the creature stepping in cannot interact with both the replaced creature and the attacker.

Pack Actions, however, can cross the Gauntlet although this has its limitations (see below). Only the attacking creature and the target of the attack must be valid targets.

At times, creatures involved in a combat will end up on different sides of the Gauntlet, for instance from the use of pack actions or because a creature played an Umbral Escape. In these cases, several rules apply:

- A creature may only play a Combat Action during a round of combat if it has a valid target, or it plays a non-damaging combat action. The target of a Combat Action must be valid both when targets are declared and when the Combat Action is due to land, otherwise it is discarded for no effect. A valid target is one in the same world or one that the creature is able to attack across the Gauntlet.
- If a creature had no valid targets this round and does not have any valid targets during the Withdrawal step, remove it from the combat.

Interaction across the Gauntlet

Some cards will allow creatures to interact with things across the Gauntlet. For instance, if a creature equipped with an *Incarna Sigil* (and in the physical world) played *Strange Rain*, it would affect all creatures, not just those in the physical world. Cards played across the Gauntlet can be cancelled from either world.

Targets attacked in the Umbra from the physical world (for instance, by someone using an Incarna Sigil) may fight back as normal: their Combat Actions can target the attacking creature, and Gifts played by the targeted creature affect and can target the attacking creature. Note that both sides can use pack actions normally, although this does not grant any ability to play cards across the Gauntlet to creatures joining the pack combat.

Chapter 6: Combat

Definition: Opponent

A creature one (or more) of your pack are in combat against. An ability which only targets or affects "opponents" can normally only be used in combat.

Definition: Attack

1. The instigation of combat between the attacking creature and its target (e.g. *King Albrecht* attacks *Zhyzhak*).
2. A Combat Action which has a damage value (e.g. *Dis-Arm*, *Dry Gulch*).

Definition: Challenge

A request to enter combat with a member of another pack not eligible to be attacked (i.e. not an Alpha). May be refused. If accepted, it becomes an attack. You may only challenge creatures. You can not challenge Territories or Battlefields.

Definition: Attacker

In a combat, the creature who made the attack or a creature in pack combat with another attacker.

Definition: Defender

In a combat, any creatures fighting against the attacker(s).

Definition: Escape

Leave combat (it doesn't return without a card effect). If a creature escapes, only that creature leaves combat - it has no effect on other participants. If a creature leaves combat but will return (e.g. *Nerve Agent*), it does not imply that it escaped.

6.1 Combat declaration

Combat begins when an alpha declares an attack against another alpha, an Enemy or a Victim. It can also begin after an alpha attacks a Territory or challenges a non-alpha pack member. Certain sept cards can also initiate combat (e.g. *Sneak Attack*). In no circumstances can a pack member attack a member of its own pack. A creature in the Hunting Grounds can not attack another creature in the hunting grounds.

General combat timing:

- In each step of combat except the Declaration step, and where cards and abilities are playable, first the attacker, then the defender, then other players have an opportunity to play cards and use abilities.
- The cycle repeats until all players pass in sequence, then the combat moves to the next step.
- Where multiple other players wish to play, decide the order randomly.

1. Declaration Step: Closed Play.
- Declare attacker and (intended) target.
- Attacker uses abilities or cards played during the attack declaration (including certain Combat Events such as *Hunting Party*).
- Defending player, if any, uses abilities or cards played during the attack declaration (*Shieldmate* is the only card at present).

2.. Pre-Combat step Closed Play.   Each player may play cards which change the participants in the combat.
- This includes announcing Pack actions, defense of Territories, redirecting the attack, stepping in for Prey, defending a Battlefield, combat cancelling, etc. This step continues until no players wish to use any more cards or abilities at this step.
- Changing the target of the attack has no affect on pack attacks already in effect.
- Changing the target of the attack does not cancel pack defences already played. If the target is changed to a creature not participating in the pack defence, all members of the pack defence are removed from combat; however cards drawn for the pack defence remain in the player's combat hand until played or discarded normally (e.g. at the end of combat).
- Cards and abilities which create pack attacks or defences can be used later, in the beginning- of-combat step or between-rounds step, except where restricted on the card.

3. Beginning-of-Combat step: Open Play.
- Each player may play relevant Open Play cards and abilities.
- This includes other before-combat events (such as a beginning-of-combat *Frenzy*), Gifts to heighten the combat (Spirit of the Fray, for instance), and so forth.

6.2 COMBAT ROUNDS

Combat is divided into combat rounds, during which each player involved in the combat plays a Combat Action for their creature(s). The cards are simultaneously revealed, and most will do a certain amount of damage to the opponent. If a Combat Action causes damage to an opponent, place that Combat Action under the affected creature as a damage card. If a creature has damage greater than or equal to its health, it dies (see damage and Death). Steps 1-6 of the combat round are Closed Play.

The rigourous timing of combat rounds is:

1. Play Card step Each creature in combat **may** play a combat card face down.
- Players declare if creatures are using any weapons at this point; if nothing is said, it is assumed that creatures will use any weapons they are carrying.
- Players do not have to play combat cards for all (or any of) their creatures in combat unless affected by Forced Play

2. Targetting Step Targets of combat cards are declared.
- Targets can be assigned to all combat cards, even if they need no target.
- Targets must both be in the same world (see rules on Umbral combat).

3. Reveal Step All face down combat cards are revealed.
- Creatures that are Feinting may play a card
- Instinctive cards can be played.

4. Bluff Step determine if cards will be discarded or will resolve in next step
- Discard all illegal cards.
- Check for whether bluffs succeed or fail and discard failures
- At the end of this step, the only combat cards left on the table should be ones that will be resolved in Resolution

5. Resolution Step
1. Fast Striking Actions resolve. Creatures removed from combat (e.g. killed) discard any unresolved Combat Actions they were playing.
2. Normal actions resolve. Creatures removed from combat (e.g. killed) discard any unresolved Combat Actions they were playing.
3. Slow Striking Actions resolve.
   - Cards which redirect or prevent damage are used when the damage would hit. Cards which heal damage cannot be used here.
   - Where a creature takes damage at the same speed, the opponent decides which order the damage lands.

- Non-frenzied creatures killed in combat are immediately removed from combat and sent to the appropriate Victory Pile or discard pile.

6. Withdrawal Step: The attacker may announce a withdrawal, unless a creature is frenzied.
- Any effects which take effect (or end) "at the end of the round" happen (or end) now, before withdrawal.
- If the attacker announces a withdrawal, combat ends. If not, combat continues to the Between-rounds step.

7. Between-rounds step: Open Play.
- Each player may play relevant Open Play cards and abilities.
- After this step, start a new combat round at step 1.

6.3 ENDING COMBAT

Combat ends when:

- no creature played a Combat Action during the current combat round;
- there are no attackers or no defenders in the combat;
- the attacker withdraws from combat;
- or a card that forces combat to end is played.
- If one full round of combat passes where a creature has no valid targets, it is removed from the combat. See also Umbral Combat

After every combat, all players refill their combat hand back up to their combat hand size (but cannot voluntarily discard any cards before doing so). If a player runs out of combat cards in his combat deck, he immediately reshuffles his discarded combat cards and may continue drawing from the deck.

6.3.1 WITHDRAWING

An attacker in combat may break off the attack (end combat) during the Withdrawal step of any combat round (including during the first round of combat). Withdrawing is not an action. Withdrawing ends the whole combat, and abilities which force or prevent withdrawal affect all attackers (e.g. *Maim* will prevent any attacker withdrawing, no matter how many attackers there are). It is not possible to withdraw in this fashion while any creature is in full frenzy. A defender cannot withdraw.

6.4 DAMAGE AND DEATH

Whenever a card - Combat Action or otherwise - damages a creature, it becomes a damage card on that creature. Damage cards are placed under the creature so that the bottom of the card is showing. If the damage value of a damage card is increased or decreased from its printed value, it should be marked in some way. Each damage card on a creature takes it closer to death. When the damage on a creature equals or exceeds its health*, it dies. No amount of healing will bring the creature back at that point.

* Characters in breed form do not die at this point if they have a crinos form they can flip to. If a Character in Breed form takes damage and its total damage is equal to or greater than its printed Rage or its printed Health, it flips to its crinos/battle form (unless prevented from doing so). It only dies if its damage equal or exceeds its crinos-form Health.

If a Character is forced into breed form, and has suffered more damage than his breed form health, he is dead. If a Character is forced to change forms, he can use a card that allows him to change back in order to cancel the change (e.g. *Shapeshift, Fang Necklace of Fenris*): this acts as a cancellation of the effect. This does not include abilities which do not explicitly state on the card that you may change forms.

6.4.1 HEALING DAMAGE

Definition: Aggravated damage- Aggravated damage is damage that cannot be regenerated, although it can be removed and healed. Aggravated damage cards should be marked in some way.

Most Characters regenerate their damage card with the lowest damage during the Regeneration phase, but other cards can heal or remove damage. When a damage card is healed, all ongoing effects caused by the damage end (e.g. *Head Wound, Maim*). However, effects which have already taken place are not reversed (e.g. destroyed equipment), nor are effects cancelled if they are not caused by the damage (e.g. *Hamstringed, Body Wrack*). Once a card resolves and becomes a damage card, it no longer counts as its original card type and cannot be cancelled.

6.4.2 Death

Whenever a creature dies and is not in Full Frenzy:
- Discard all cards except Past Lives that are attached to dead creatures
- Take Past Lives and put them in the dead character's owner's Victory Pile
- Discard any Gifts or Rites with ongoing effects that only affect the deceased. Other ongoing and permanent effects played by the deceased remain in play.

- Creatures killed in combat are placed in the Victory Pile of the player that killed them. If they were killed by Prey, treat them as if they were died outside combat

6.4.3 VP COMPLICATIONS

Normally you earn VP equal to the renown of the creatures you kill. However, Wyrm creatures normally gain 0 VP for killing Enemies. Gaia creatures normally gain 0 VP for killing Victims. They WILL earn full VP if the Prey initiated the attack against them. Effects which grant bonus VP to a kill (or reduce its VP) occur AFTER you determine whether you received VP equal to the renown of the creature or not.

If you killed a creature but it was worth no Victory Points for some reason, it is still placed in your Victory Pile. Some effects can also modify the value of kills in your Victory Pile. If a separate card is not placed in the card to show you how the value is modified, mark the modified card in some way to remind you how it was modified. See sidebar on suggestions of how to mark this.

When determining who killed an creature, there can not be more than one killer. Whoever dealt the damage that killed it is the killer. (see Resolution Step) You can also have circumstances where a creature died in combat but no creature directly killed it.

If a creature dies while fighting against your pack, gain VP as if your pack killed it. However only if one creature kills another by dealing it damage (as opposed to reducing its health or other means) does it count as a kill for that creature. Example: If *Scar Throat Leech-Killer* is fighting a vampire and something is played that reduces the vampires health so it is now dead, Scar Throat does NOT gain bonus victory points for the vampire because he did not kill it.

6.4.4 DEATH OUTSIDE COMBAT

If a creature dies outside combat, it is not worth Victory Points unless a card effects says otherwise. Characters killed in this way are removed from the game. Other creatures are simply discarded to their owner's sept discard pile.

6.5 COMBAT DECLARATION OPTIONS

A member of a pack may NEVER declare an attack or challenge against another member of his own pack, regardless of any card text. Nor may Prey attack other Prey. Similarly, a player may NEVER play combat cards for creatures on both sides of a combat.

6.5.1 ATTACKING A CREATURE

Combat will begin between the attacker and defender. Use the combat declaration sequence. An attack cannot be declared except as an Alpha action or with a card ability. An attack can only be declared against valid targets: for alpha actions, that is (normally) another alpha or Prey; valid targets for other attacks are determined by the card ability; a target becomes invalid if it cannot be attacked across the Gauntlet or if the attacker is prevented from attacking it by some other effect (e.g. it is forced to attack something else).

6.5.2 CHALLENGING

An alpha may challenge a member of another pack who is not their alpha. This is counted as an attack except that creature can normally decline the challenge (in the defender section of the Declaration step). If the challenge is declined there is no combat and the challenger's alpha action is over.

6.5.3 ATTACKING A BATTLEFIELD

Battlefields can normally only be attacked as an Alpha action.

6.5.3.A ATTACKING A BATTLEFIELD

Battlefields can be attacked from either side of the Gauntlet but are assumed to exist only on the side they are attacked from for the duration of the combat. When a Battlefield is attacked, it can be defended by another alpha or, if none is eligible or volunteers, it will defend itself.

Defense by an alpha. Any Alpha that matches the Defender conditions may defend. This is considered a type of stepping in. It may defend with a total renown of pack members, including the Alpha, up to the Defender Renown. This counts as a pack defense.

Self-defending. If no alpha defends the Battlefield, a single player will play for the Battlefield.

- The Battlefield will have Rage, Gnosis and Health equal to its Renown.
- The Battlefield automatically has the Keywords listed for the Defending Alpha (choose one if there are options).
- The defending player may also choose ONE additional creature Keyword to give the Battlefield. Examples of Keywords: Black Fury, Ahroun, Spirit, Kailindo (but not Fast or Slow Striking).
- Selecting the Spirit keyword allows the Battlefield to exist on both sides of the Gauntlet.

6.5.3.B BATTLEFIELD COMBAT

Once defenders have been chosen, both sides draw the number of additional combat cards listed against the chosen attacker/chosen defender and follow any special rules listed for attacker and defender. You cannot use additional cards to draw in more renown of creatures or draw additional cards, unless they specifically mention Battlefields.

- Combat Events can be used as normal, but they will not add creatures or draw additional cards unless they specify they work on the Battlefield. Their other effects will still take place. Example: if you play Frenzy, the frenzied creature still fights until "hacked apart" but draws no cards for the frenzy.
- Any cards that refer to "yielding a Battlefield" means the attacker is withdrawing, as per normal Withdrawal rules..

6.5.4C VICTORY POINTS

- **Self-defending:** *If you defeat the Battlefield* put it in your Victory Pile where it is worth VP equal to its Renown. *If you do not defeat the Battlefield*, any damage on it is healed at the end of combat.
- **Defense by an alpha:** Normally you only score VP for the creatures you kill in this combat except...
- **Defense by an alpha, where one side sweeps the battlefield:** that side puts the Battlefield in their Victory Pile where it is worth VP equal to its Renown. You sweep the Battlefield if, at the end of the round, you still have creatures on the Battlefield but your opponent does not. This includes if the attacker Yields the Battlefield or withdraws

6.5.4 ATTACKING A TERRITORY

Use the combat declaration sequence normally: combat will result if a pack member defends their territory.

If an alpha chooses to attack another pack's Territory, that pack's alpha may choose to defend the Territory. **Defending** a Territory is an action. Either side may use pack tactics.

If the attacker kills the defender, or all defenders leave combat before the attackers, the Territory is destroyed and discarded. A Territory is likewise destroyed if the pack controlling it does not choose to defend it or cannot do so (e.g. they have no alpha). If the combat is ended prematurely, or the attacker withdraws, the Territory is not destroyed.

Territories exist in both worlds. If your alpha is in the Umbra and attacks a territory whose alpha is in the physical world, the opposing alpha cannot defend the territory, and the territory is destroyed. (and vice versa) See Umbral combat.

6.5.5 ATTACKING TO BIND

When you attack a Spirit in the Hunting Grounds, if the attacker is in the Umbra, you may announce that you are attempting to bind it instead. If you kill the Spirit while it is in this combat, instead heal all damage on it, including any damage that was on it from previous combats, and it becomes an Ally of your pack. While it remains an Ally of your pack, the bound Spirit is worth half its Renown (round up) in VP. The bound Spirit is worth VP as normal if it is killed by an opponent. Players only get victory points for binding Spirits if they bind them as a result of attacking them to bind.

Binding a spirit does not actually kill the spirit and no effect that is triggered by killing a creature will be triggered by binding a spirit.

If you attempted to bind a spirit and did not do enough damage to "kill" it, the damage remains on it after combat ends.

Wyrm creatures can get VP for binding Spirit Enemies. Gaia creatures can get VP for binding Spirit Victims.

6.5.6 FORCED ATTACKS

In some cases, an effect will force an attacker to declare an attack against a particular target. The attacker may not be forced to attack a non-valid target (see Attacking a creature). If the attacker is forced to attack multiple targets, he may select which of the targets to attack (alphas do not get multiple alpha actions to attack each one). In most cases, alphas can choose to pass or take an alternate Alpha action that does not involve attacking rather than make a forced attack.

If an ability prevents an otherwise forced attack (e.g. that alpha you have a rivalry with has a *Flower of Aphrodite*), the creature is no longer forced to attack that target as it is not a valid target. (see attacking a creature)

See also Rivalry and Can't vs Must effects

6.5.7 ATTACK RESTRICTIONS

Various card effects and rules effects (such as Loyalty) can prevent you attacking a specific creature or other target. When the attacker can't attack a target, it means:

- They cannot declare attacks against the target.
- They cannot voluntarily join a pack attack against the target (but will do so if the effect is "automatic" or brings in your whole pack).

It has no effect on playing Combat Actions or choosing targets for Combat Actions.

Challenging is a type of attack. You can not challenge things you can not attack.

6.5.8 PACK COMBAT

Cards and abilities which let you pack attack or defend can be played and used in the precombat step, beginning-of-combat step or a between-rounds step, except as limited by the card. (E.g. Cub's Cry can be used "between rounds of combat", i.e. only in a between-rounds step.) Notable exceptions Hunting Party, Attacking the Wyrm and Ass Whuppin' Lynch Mob which can only be played during the Declaration step.

Some creatures can automatically join pack combat or draw others into combat. An ability which says *this* creature can pack attack or defend with *that* creature means that, as per the circumstances on the card, *this* creature can join in pack attack or defence (e.g. Dreams-of-Wonder can join in pack attack or defence in any combat in which one of her Spirit Allies is already fighting). These abilities can be used even if *that* creature was brought into pack combat by some other means. E.g. if *Blood-on-the-Wind* pack attacks with *Allison Kachina* and *Dreams-of-Wonder*, *Allison* can bring her brother, and *Dreams* can bring in her Spirit buddies.

Creatures pack defending in the Hunting Ground works the same way.

You cannot bring creatures from outside your pack into pack combat nor pack defend with creatures in the Hunting Ground unless specifically stated on a card. Similarly, if a card does let you bring in creatures from outside your pack, you cannot bring in creatures such that a creature is in a pack with the target of its Rivalry. See also Pack Actions in Play-Cards Step Options

6.5.9 STEPPING IN

A Gaia Alpha may, at his option, step in place of a Victim when an attack has been declared against that Victim. Likewise, a Wyrm Alpha may step in and defend for an Enemy when an attack is declared against that Enemy. It is not considered the creature's Alpha action to "step in" in this manner but it is an action.

If two alphas want to step in and defend, the creature with the highest Renown gets to do so (decide ties randomly). See Umbral Combat for how that affects stepping in.

6.6 PLAY-CARD STEP OPTIONS
6.6.1 MULTIPLE CARDS

Sometimes a creature will be able to play multiple Combat Actions during a round. These are considered separate Combat Actions, and may be targeted at different opponents.

When one side has multiple combat cards played at the same time, the controlling player may determine the order that the blows land when they damage their targets. This is particularly important when the damage would kill a creature (due to death blow abilities such as *Taking the Death Blow* or the VP bonus of *Scar Throat Leech-Killer*). A creature is considered killed by the creature who played the fatal damage card.

6.6.2 PACK ACTIONS

Certain cards allow groups of creatures to enter combat as packs, much like normal wolves. A pack action is any combat in which you have more than one member of your pack in combat at the same time (or, if playing for prey, when prey pack defend). In a pack action, you have multiple creatures on your side of combat, and each is able to play Combat Actions. A pack defence is a pack combat for the defending side (creatures which automatically pack defend join the defender in a pack defence). A pack attack is a pack action for the attacking side (creatures which automatically pack attack join the attacker in a pack attack).

In pack combat, each creature in combat may play a combat action, although they do not need to do so (unless compelled to do so by forced play). The player must select which card is being played by whom (while they are face down).

6.6.3 PLAYING FOR PREY

Whenever a prey creature needs to play a Combat Action, a player not in combat against it plays for it from their combat hand. Only one player can play for prey each round, but which player that is can change between rounds. If the available players cannot agree between themselves, decide randomly between those that want to play for prey.

When an Enemy or Victim can play multiple Combat Actions (e.g., *Pentex Forestry Team*, *Zmei*), all combat actions it plays during a single combat round must come from the same player's hand. If prey is in a pack action, all the cards for creatures in the pack action must come from the same player.

6.6.4 UMBRA-ONLY COMBAT ACTIONS

Combat Actions which must be played in the Umbra require both the creature playing the card and the target (if any) to be in the Umbra. Spirits normally exist in both the real world and Umbra simultaneously, so may play Umba-only combat actions against things in the Umbra or other spirits. See Umbral combat.

6.6.5 ALTERNATE COMBAT ACTIONS

Certain non-combat cards (i.e. sept cards) are played as combat actions, or played in place of combat actions. If you can play Multiple Combat Actions in a round, you may Alternate Combat actions for all or some of them, up to the total allowed.

- A card or ability that is played as a Combat Action (e.g. *Wasp Talons*, *Wanchese's Bow*) is considered a legal Combat Action. It can be dodged, or *Distract*ed, and bluffs will not work against the user.
- Alternative Combat Actions are played at the end of the Reveal Step. Choose a target as they are played.
- All Alternative Combat Actions are considered **Instinctive**.

6.6.6 RESTRICTED, FORCED AND RANDOM PLAY

6.6.6A RESTRICTED PLAY

If a card restricts a creature to playing Combat Actions which meet certain Rage restrictions (e.g *Catfeet*, *Drattosi*), any other Combat Action played by the creature is illegal. The restrictions are absolute: a creature that is restricted to Rage 1 Combat Actions cannot play Combat Actions without a Rage requirement (or rather, such cards are illegal).

Restricted Play does NOT require you play a card in a given round. It does mean if you play anything, it must meet the restriction (else be considered illegal).

If you have no cards you can play legally due to the requirements of Restricted Play, this does NOT count as being prevented from playing a combat action for abilities like Gloom-at-Midnight or for playing Instinctive Combat Actions.

6.6.6B FORCED PLAY

Forced play requires you to play a card every round you are forced to play, if you have **any** Combat cards available. (see also Can't vs Must effects) This can force you to play an illegal card.

- You cannot play Alternate Combat Actions while affected by Forced Play effects.
- If you are part of a pack action, you may select cards for creatures unaffected by Forced Play effects first, then for all creatures affected by forced play. If multiple creatures are affected by forced play, you may have them play their forced cards in any order.
- You can be affected by multiple Forced Play and Restricted Play effects. If the revealed card does not meet ALL the conditions of the Forced Play and Restricted Play effects, it is illegal.

6.6.6C RANDOM PLAY

- Random play is a specific type of forced play. For each card a creature must play randomly, a random card is picked from the player's combat hand. Targets will be chosen as normal in next step.
- Random cards can be illegal cards (including Combat Events) and are handled normally in the Establish-bluff step
- If a prey creature is made to play randomly, also decide randomly which player (excluding the opposing player) will play for all prey this round, even if that player has nothing the prey can legally play.

6.7 TARGETING STEP OPTIONS

Each combat card played in the previous step is assigned a target. Where one side has pack combat, the opponent of the pack

combat declares which creature his Combat Action(s) target. When both sides of combat are using pack actions, targets are assigned in order: the attacking pack chooses targets for one of its creatures, then the defending pack chooses one of its creature's targets, and this repeats until all creatures in combat have been given a target.

6.8 Reveal step options

At the end of the Reveal Step, after normal Combat Actions have been revealed, there is an additional ministep in which Feinting, Alternative Combat Actions and Instinctive Combat Actions can be played (if available to creatures in combat). All additional cards played during Reveal are played face up.

If creatures can play multiple Combat Actions due to another effect, those additional actions may be played via Feinting or as Instinctive Combat Actions when allowed.

Forced and Restricted play effects still apply to card selection for Feints and Instinctive cards.

The order is:

1. Any creature which can and chooses to use feinting plays a combat card
2. Any creature which can and chooses to use an Alternative Combat Action plays it now
3. Any creature which is prevented from playing Combat Actions (either specifically or prevented from taking any action) may play an Instinctive Combat Action if one is available to it.
4. Targets are chosen for cards played during this mini-step

6.8.1 Feinting

An ability which allows a creature to play a Combat Action after other creatures have revealed their Combat Actions. E.g. *Feint, Dr. Spencer.* After you have seen your opponents cards, you do NOT have to play a card unless another effect requires you to do so. If you choose to play a card, you may play as many Combat Cards as you may do so. Normally that is one. See Playing Multiple Combat Actions.

All cards are played face up during Reveal step, so playing another Feint during Reveal will not allow you Feint a second time.

6.8.2 Instinctive combat action

A Combat Action which can be played if the user is "stymied" (prevented from playing actions or Combat Action). Alternate Combat Actions may all be played as Instinctives. You can only use Instinctive Actions if you were **prevented** from playing a combat card, NOT if you voluntarily played no card in the normal play sequence.

You may only play an Instinctive Action if you are the target of a card. Reminder: blocks/dodges have no target at this step, so do not count as targetting you.

If you choose to play a card, you may play as many Instinctive Combat Cards as abilities let you. Normally that is one. See Playing Multiple Combat Actions.

Cards that they are Instinctive Combat Actions may be played as normal combat cards following the regular combat card timing. You are not required to use them ONLY as Instinctive cards.

6.9 Bluff step options

All Combat Actions have requirements. Normally this is a Rage requirement, although some cards have instead a Gnosis requirement and there may also be additional conditions (e.g. "crinos form only"). See also Restricted Play. If those are requirements are not met, Combat Actions may be discarded in this step.

Special abilities of Combat Actions do not resolve if they were discarded in this step unless they specifically state they occur at a different time.

6.91. Illegal cards

Illegal cards are determined in the Establish-Bluff step: nothing after this point can change whether a card is legal or not. Any Combat

Actions which the user does not meet the non-Rage requirements and conditions for are considered illegal Combat Actions. It is also possible to play Combat Events face down, and these are considered illegal cards too. Illegal cards are immediately discarded when revealed. Illegal cards are NOT considered "cards played" for purposes of frenzy, ending combat etc.

Anything that is NOT Rage and is REQUIRED to play a combat action is a non-Rage requirement. This includes cards that require Gnosis instead of Rage. Some cards may state that they will do effect Y if you meet X requirement. Those are not requirement for determining if the card can be played at all. They will just provide the additional benefit if you meet X requirement.

If you failed to meet the requirements of Restricted or Forced Play effects, that will also make a card illegal.

Discard all illegal cards before determining if bluffs will succeed or fail.

6.9.2 BLUFFS

Creatures can try to perform mighty feats in combat beyond their normal abilities - specifically it is possible to play Combat Actions which require more Rage than a creature has. This is known as bluffing.

A bluff succeeds if:
- it has a target and the target also bluffed OR target played no legal cards
- **OR** it has no target and no creature targeted it with a non-bluffed Combat Action this round

Otherwise the bluff fails and it is discarded. **Nothing after this point can change whether a card is bluffed or not.**

6.10 RESOLUTION STEP OPTIONS

6.10.1 FAST STRIKING & SLOW STRIKING

Fast Striking and Slow Striking are keywords applied to Combat Actions. If a Combat Action has neither of these keywords, it resoves at normal speed.
- Fast Striking Combat Actions resolve before normal Combat Actions, which resolve before Slow Striking Combat Actions.
- There is no opportunity to use card effects between resolution, except for those which trigger off damage dealt.
- A creature removed from combat (including killed) must discard any unresolved Combat Actions they played this round.
- Combat Actions are unaffected by Combat Actions slower than themselves (e.g. a Fast Strike cannot be dodged by a Fancy Footwork - unless that Fancy Footwork was itself Fast Striking due to, for instance, Spirit of the Fray).

Combat Actions cannot be given more than one of each of these keywords. Combat Actions with both Fast Striking and Slow Striking act at normal speed.

6.10.2 DODGES AND BLOCKS

Dodges and Blocks are ways of preventing damage from Combat Actions (they do not work on damage from other sources). If you dodge an attack, all damage from it is prevented. Blocks prevent a specified amount of damage, up to the total damage dealt. Note that Combat Actions that dodge or block do not prevent damage from attacks at a faster speed. They may prevent damage from slower actions.

Definition: Unblockable - Blocks have no effect on this attack.

Definition: Undodgeable - Dodges have no effect on this attack.

Dodges and blocks that do no damage have no target. You decare one during targeting (so it is not obvious you are playing a block or dodge), but they are not actually targeting those creatures. You do not choose what card you will Dodge or Block until you would resolve your card.

Some cards both attack AND block/dodge at same time (example: Evade and Strike). When you declare targets for these types of cards, they DO have a target who will be affected by the damage when the card resolves. You do not have to dodge/block the target of the attack portion of the card, you may still choose what card you block/dodge when it resolves.

6.10.3 REDIRECTING ATTACKS

Some abilities allow you to redirect an damage card from one creature to another as it resolves . Redirect abilities will specify when they are used and who the damage is redirected to.

- Redirection effects are not considered attacks by the creature using them. The attack is still considered to come from the creature that initially played it, even if the damage is redirected back onto the creature that played it. Effects on the damage card which are not reliant on damaging its target take effect normally.
- Redirection takes place after dodges, blocks. It takes place before other cards which affect Damage Cards.
- The same damage can be redirected more than once in a combat.
- Redirected damage cards do not damage their original target. Ignore all damage effects on cards until the damage will not be redirected again.
- Some redirection abilities substitute the new creature for old. This has no effect if both creatures are in combat. If the new creature was not originally in combat, the original target is removed from combat: if this removal is prevented, the new creature still joins combat and the damage is still redirected.

6.10.4 PARTING SHOTS

A creature using a Combat Action that removes it from combat (or makes it step sideways) is still affected by Combat Actions targeting him that resolve at the same time.

6.11 FRENZY

Frenzy is when a character loses rational control of his combat instinct. There are several types of frenzy in Rage:

- Frenzy (aka, a full frenzy): a creature is totally consumed by bloodlust and the desire to kill.
- Limited frenzy (e.g., a Battle Fervor): the creature has at least a little control over his actions.
- Fox frenzy: the creature instinctively flees the combat.

Cards that just say they send a creature into frenzy mean "full frenzy" unless otherwise specified in the text or errata of the card.

6.11.1 COMMON RULES

Limited frenzies and Fox frenzies are limited to the abilities listed on the card and the effects common to all frenzies. Those effects are:

- Unless a card specifically states otherwise, Allies and Prey may not frenzy. Card abilities which incite frenzies will not work on them, unless the card specifically says it will work on Allies or Prey.
- A creature may not "double-frenzy" and draw multiple frenzy cards; a creature may only be affected by one frenzy at a time.
- When a creature frenzies, any cards drawn for the frenzy are placed in your combat hand. They may be used both by the frenzied creature and any packmates in a pack action with him.
- A frenzied creature may not play Gifts. Gifts played before the creature frenzied are not affected.
- If a frenzied character is forced back into Breed form, frenzy continues in that form. They will flip to Crinos as normal when they take additional damage.

6.11.2 ENDING A FRENZY

- Frenzy ends either when the frenzy is cancelled, combat ends, the frenzied creature is removed from combat (by death or otherwise) or it is out of playable Combat Actions (see below for longer explanation).
- When a frenzy ends, the player must immediately discard a number of combat cards equal to the number of cards drawn for the frenzy. The cards discarded are randomly selected from the player's combat hand. If this is more card than are currently in your hand, just discard the whole hand. Nothing additional happens.

For purposes of ending a Frenzy, one of your pack is deemed out of playable Combat Actions if:

1. the creature did not play a combat action this round AND
2. you do not have a Combat Action in your combat hand that the creature can play next round.

This is checked at the end of each round, just before the attacker decides if they will withdraw or not; if this effect will end a frenzy, reveal your hand to all opponents for confirmation.

6.11.3 FULL FRENZY ADDITIONAL RULES

The following effects apply to full frenzy only. Sept cards which incite Frenzies will incite a full frenzy when used on creatures. The *Frenzy* Combat Event sends a creature into full frenzy.

- The creature immediately changes to crinos or battle Form (if possible).

- At the start of the frenzy, the creature draws a number of additional combat cards equal to her current Rage score in crinos or battle Form.
- Attackers may not withdraw from a combat when any creature is fully frenzied.
- A fully frenzied creature must play every Combat Action that it can, including bluffs. This is a type of Forced Play.
- If a fully frenzied creature is flipped to Breed form and dies as a result, it will flip back to Crinos the next time it takes damage. It's still dead, regardless.
- A Fully frenzied creature who takes enough damage to kill it is dead, but it is just too angry to realize it. Cards which trigger on a creature's death must be played at the moment it dies, even though it may keep fighting. Healing the damage after a creature is dead will not stop the creature dying. Once the Combat or frenzy ends, the creature will fight no more (and will go into the Victory Pile of the pack that killed it, if any). The creature also stops fighting if it has total damage equal to its Health plus Rage, taken from when the creature frenzied (after flipping to crinos): this is referred to as the "hacked apart" level (i.e. when the creature is in too many pieces to fight on). The amount of damage needed to "hack apart" a creature is determined when the frenzy starts. If its Rage or Health is reduced or increased during the combat, it won't change how much damage is required to hack it apart.
- Abilities which directly increase Rage will increase the number of cards drawn in frenzy and how much damage it takes to hack apart a creature. (e.g. *Might of Thor*, *Beast-of-War*) Abilities which state the creature plays "cards at +X Rage" (e.g. *battle Song*, *Gibbous Moon*) do not increase the number of cards drawn for frenzy or raise the hacked apart level. Similarly, items which allow a creature to "play combat actions of X Rage or less" (e.g. most Firearms), do not affect how many cards the creature draws for frenzy nor increase its hacked apart level.

Appendix 1: Keywords

Definition: Creature= A Character, Ally, Enemy or Victim

A1.1 Creature classes

All creatures have one or more "creature classes". Creature class defines elements of what Characters and Prey/Allies can do. If a creature has more than one class, they gain the abilities of each. If a creature belongs to multiple classes that disagree on whether it can or can not do something, CAN always takes precedence (this is esception to the general can't vs must rule)

- **Regenerate**: all Characters can regenerate; Ally and Prey regenerate if their creature class regenerates
- **Frenzy, step sideways and use Rites**: only Characters can frenzy, step sideways and use Rites; and only if their creature class can

Creature class	Regenerates	Frenzy	Step Sideways	Use Rites
Garou	Yes	Yes	Yes	Yes
Bastet	Yes	Yes	Yes	Yes
Other Fera	Yes	Yes	Yes	Yes
Banes	NO	Yes	Yes	NO
Chulorviah	NO	NO	NO	NO
Cults	NO	NO	NO	Yes
Fomori	Yes	Yes	NO	NO
Vampire	Yes	Yes	NO	NO
Animal	NO	NO	NO	NO
Faerie	NO	NO	NO	NO
Human	NO	NO	NO	NO
Monster	Yes	Yes	NO	NO
Spirit	NO	NO	NO	NO

A1.1.1 SHAPESHIFTERS
Definition: Shapeshifter, Shapechanger = Any creature with a different form on each side.
Definition: Fera Any were-creature that is not a Garou. Includes Bastet and all those listed under "Other Fera".

A1.1.1A GAROU

Garou (werewolves) consist of 13 Gaian tribes and the Black Spiral Dancer (BSD) tribe (affiliated to the Wyrm), as well as Ronin (tribeless) Garou. Garou Characters do not have their creature class on their card, but a Character of any of the 13 tribes, the BSDs or ronin (including skindancers) is a Garou.

A Garou's tribe is a direct reflection of his lineage. The 13 tribes of Gaia Garou have both allied and warred throughout the course of history. Packs often include members of multiple tribes during these days of the nearing Apocalypse.

- **Black Furies** -Fierce and deadly warrior women who defend the wilderness
- **Bone Gnawers** -City dwellers, often mistaken for bums.
- **Children of Gaia** - They seek to bring peace between the other tribes and remind them they are all Gaia's children.
- **Fianna** - Of Celtic descent, the Fianna are fun-loving and rambunctious.
- **Get of Fenris** - These proud warriors are largely of Norse descent.
- **Glass Walkers** - Shrewd businessmen, this tribe has made the city their new territory.
- **Red Talons** - These brutal, bloodthirsty wolves hate humans and their cities.
- **Shadow Lords** - Power-hungry and ominous, these Garou are intent on gaining control of any situation.
- **Silent Striders** - Travelers and wanderers, this tribe is originally from Egypt.
- **Silver Fangs** -Descended from kings, these Garou are the natural leaders of the 13 tribes.
- **Stargazers** - Originally from the East, these Garou seek wisdom and enlightenment.
- **Uktena** - These Garou dabble in many mysteries and know more about spirits than most other Garou.
- **Wendigo** - Fiercely proud, these Garou are descendants of Native Americans.

Other Garou
- **Black Spiral Dancers (BSDs)** -Wyrm. The BSDs are the Wyrm's elite troups in its fight against the Garou, although most are largely insane.
- **Skindancers** - Garou who became Garou through a magic ritual requiring killing and skinning multiple Garou
- **Ronin-** Garou with no tribe. They may have once had one and are outcast, or may have chosen to leave and live alone.

> ### Sidebar: White Howlers
> Is *Angus, the White Howler* a Garou? Is there a White Howler tribe? Angus is a Garou, but is actually a ronin (tribeless). The White Howler tribe became extinct when they fell to the Wyrm and became Black Spiral Dancers

A1.1.1B BASTET

Werecats are Gaia's Eyes, though they prefer to keep secrets rather than tell their allies. Bastet divide themselves into tribes.
- **Bagheera** - leopards the Bagheera are the most balanced of the Bastet
- **Balam** -jaguars, found largely fighting Pentex in South America
- **Bubasti** - Sorcerors and dark sages, the shadowcats linger in Egypt where their cat kin once lived.
- **Khan**- tigers, honorable warriors, are almost extinct from prolonged conflict
- **Pumonca** -cougars patrol the wilds of North America
- **Qualmi** - Lynxes enigmatic masters of riddles, they live almost exclusively in North America.
- **Simba** - lions- They believe they are the rightful leaders of the fractious Bastet
- **Swara-** cheetahs- these are the most restless of the Bastet and often serve as messengers
- **Hellcats** - Wyrm. The Hellcats are Bastet who have fallen to the Wyrm, mostly consisting of the lost Caelican tribe and corrupted SImba. Any Bastet that has fallen to the Wyrm is known as a hellcat.

A1.1.1C OTHER FERA

- **Ajaba-** Hyenas- They serve much the same function as Garou in subSaharan Africa.
- **Ananasi -** spiders- the werespiders split themselves over the whole triat, working towards their Queen's hidden agenda.
- **Corax** - ravens- Spies and gossips, the Corax are better talkers than fighters.
- **Gurahl** - bears - Gaia created them as healers of the land, although there are not enough left to do much healing.
- **Kitsune** -fox - sorcerors and trickers from the East.
- **Mokole** -The werelizards are the memory of Gaia, carrying memories from the times of the Dinosaur-Kings. Non-homids tend to have Crocodiles or Alligators as breed forms, although many are born of other large lizards.
- **Nagah**- snakes - secret assassins that most Garou & fera believe are extinct
- **Nuwisha** - coyotes- Tricksters and masters of the Umbra. They are sometimes so clever they outsmart themselves
- **Ratkin** - rats- They seek to keep the human population in check, often through disease
- **Rokea** - sharks- protectors of the oceans, they have outlived many species and will outlive many more

A1.1.2 WYRM CHARACTER CLASSES

BANES -Malignant entities that can possess host bodies or manifest in the physical world, Banes are the Wyrm's vanguard in the Umbra. Bane characters are some of the most powerful of these creatures in existence because they have the will to act freely. All

Wyrm spirits are also Banes. **Bane CHARACTERS are not considered spirits.**

CHULORVIAH- Deep beneath the waves, Qyrl grew giant, warped cephalopod-like-creatures to dominate. Smaller Chulorviah are cephalopod-human hybrid creatures.

FOMORI- Possesed humans (or occasionally animals) with supernatural - and often disturbing - powers. These creatures often have vile deformities, although the more powerful Fomori can hide them. There are many types of Fomori, including the following (any Fomori without one of these types listed is considered not to have a type):
- Iliad "Project Iliad" specializes in manufacturing foot soldiers with potent and disgusting physical powers to work for Pentex. These physically distorted fomori are humanlooking at first. Their battle forms are truly horrible.
- Odyssey "Project Odyssey" focuses on research and the development of mental and psychic powers. Careful use of these powers can be devastating. Odyssey Fomori tend not to have a battle form.

VAMPIRES Vampires have existed for millenia and are largely unwitting servants of the Wyrm, sometimes very powerful ones.

ABOMINATIONS -Abominations are rare Garou who have become vampires, driven mad by Rage and bloodlust. They are both Vampires and Garou.

A1.1.2A HUMANS
Characters of the following factions are Human unless they have another creature class given.

EXECUTIVES -Executives call the shots of their organisation, usually from behind the scenes. Most Executive cards are also members of Pentex.

CULTS- Cults are human groups dedicated solely to serving some face of the Wyrm. They are often manipulated by supernatural beings, such as Vampires, Demons or powerful Banes. The Cults faction is divided into smaller cult subfactions.
- 7th Generation -The 7th Generation is composed of occult conspirators dedicated to transmitting corruption between generations as a way of accumulating personal power and extending their lifespans. In Ahadi, 7th Generation became the first subfaction of Cults, and all 7th Generation Characters are considered to have the Cult keyword.
- Chulorviah (see above)
- Infernalist- servants of literal demons granted great powers by their masters
- Walid Set- A society of decadent corruption created by a group of Followers of Set, a clan of vampires.

Cult Prey include Cult Leader and Cultist.

A1.1.3 NON-CHARACTER CLASSES
There are many other creatures that appear in Rage but only on prey or allies.

ANIMAL- mundane animal. Animals are considered to be in animal form (Lupus form and animal form are considered identical). Animals include (but are not limited to) wolves, dogs, pets, etc. Animal also includes Wolf Kinfolk, Cannibal Slug, Family Pet, Iglanotti the Wise, Song of the Great Beast and Wild Animals.

FAERIE- A member of one of the fae races. Faerie cards include Faerie Kin, Childling, Sidhe Knight, Surly Redcap, Yunwi Amai'yine'hi, and Unseelie Troll.

FOMORI- Fomori Prey/Allies and creatures that can use "Fomori" Gifts can use both Iliad Fomori and Odyssey Fomori Gifts.

GAROU- Garou include are Shadow Walker, Siberakh Relation, Arkady, Nightmaster and Lost Cub. It does NOT include Garou Kinfolk or Renegade Werewolf Hunter.

HUMAN- Humans include Pentex Allies/Prey which do not have another creature class, Cultists, and many Kinfolk. They also include A Bus Full of People, Beat Cop, Bob Goldstein, Brazilian Bureaucrat, Candomble Witch Doctor, Corporate Security, Detective Jourgensen, El Guapo, Enticer, Environmental Action Group, Family of Five, FBI Agent, Granola Pete, Greenpeace Assault Team, Hapless Villagers, Happy Tourists, High School Athlete, Honest Senator, Joseph Herlech, Liberal Pop Singer, Mad Scientist, Mail Man, Man in Black,

But what if I make it a character? Or change a character into Prey?

If you manage to turn an Ally into a character through a card effect, use the table at the top of the creature class section to determine what they can do now that they are characters. Similarly the character turned into Prey will only have the abilities of the Non-character version of its creature Class

Moon Sisters Cult, Movie Star, Neighborhood Watch Group, Newspaper Vendor, Playground Full of Kids, Priest, Psychotic Stalker, Red-headed Stepchild, Renegade Werewolf Hunter, Street Bum, Suburban High School Kid, Survival Nut, Swat Officer, The Cleaner, The Piper, Tourist Litterbug Lout, Twilight Operative, Tribal Warriors, Unwitting Ghoul, Vigilante and Zlogar the Unrepentant.

MONSTERS- some creatures defy normal classification and these are classed as Monsters. Monster Allies/Prey are all Unbound. Monsters include Ewaipanoma, Griffin Avatar, Meat Puppet, Pumpkin Man, Pup Pid, Scarecrow, Skull Pig and Zmei

SPIRITS-Natives of the Umbra which normally can interact with the physical world as well. Unless stated otherwise, a spirit is treated as being in both the physical world and the Umbra, and can affect and be affected by creatures in either. Spirits are considered to be in crinos form, except Faerie Spirits and Wraiths (which are in homid form).

Spirits include Wraiths, Jagglings, Gafflings, Celestines and Incarna. **All Wyrm spirits are also Banes.**

WRAITHS the ghosts of the dead are a type of spirit but are in homid form.

VAMPIRE- Vampire Allies/Prey are considered to be in homid form. Vampires include Tremere Warlock

A1.2 FACTION

Any keyword denoting membership of an organisation is a Faction keyword, although the term has no strong meaning. Tribes, Cults (and its sub-factions) and even creature classes are considered Factions. Breeds, spiritual roles and ability keywords are not generally considered Faction keywords.

KINFOLK- Relatives of Garou or Fera that are not shapeshifters. Kinfolk are either Human or Animal.

MAGE -A worker of true magic. Mages are always considered to be Human. Mages include El Dorado.

PENTEX- A huge multinational holding company, Pentex works to despoil the earth and befoul all that is pure. Pentex has both Executives and Fomori within its ranks. First Teams are elite shock troops for Pentex. Pentex creatures who are not also another creature are considered to be human.

UNBOUND- Long before Pentex existed, the Wyrm had powerful servants who served their masters in their own special ways. Such creatures still exist, free of the Pentex hierarchy. They are the Unbound. Note that Unbound is not a creature class. Any Unbound creatures which don't have a Creature Class printed on the card (e.g. Fara'un Shark is a Fomori) are Monsters (e.g. Zmei).

A1.3 SPIRITUAL ROLES
A1.3.1 AUSPICE
Garou are greatly influenced by the moon, which they call Luna. The auspice of a Garou, the phase of the moon under which she was born, outlines that Garou's role in society. Ajaba also have Auspices, although they are determined by other means.
- **Ragabash** New Moon: The Trickster.
- **Theurge** Crescent Moon: The Seer.
- **Philodox** Half Moon: The Judge.
- **Galliard** Gibbous Moon: The Moon Dancer.
- **Ahroun** Full Moon: The Warrior.
Only Garou and some Fera have Auspices. Characters in Wyrm packs cannot use Auspice Gifts unless they are allowed to by a special ability or another card, although they can gain other benefits from their Auspice.

A1.3.2 ASPECT
Most Wyrm Characters have an Aspect, a tie to one of the three heads of the Wyrm.
- **Beast-of-War** the face of calamity.
- **Defiler** the face of corruption.
- **Eater-of-Souls** the face of consumption.

Is it in Crinos form?
For single sided creature cards here is a quick rundown of which creatures are in what form.

Homid
- Faerie
- Humans
- Vampires
- Wraiths

Crinos/ Battleform
- Bastet
- Fera
- Fomori
- Garou
- Monsters
- Spirits other than Wraiths

Animal form
- Animals

If a creature has multiple keywords that don't agree on form, assume it is in both at the same time.

A1.3.3 CASTE
Human Cultists each belong to a Caste which designates their role in the organisation.
- **Business Caste** The financiers of the cultists, often skilled at obtaining resources.
- **Government Caste** The leaders of the cults who normally have infiltrated local government.
- **Medical Caste** Skilled in not only healing but also developing "medical solutions" to problems.
- **Snatcher Caste** Different cults have different rituals but they all need victims, and this caste obtains them.
- **Warrior Caste** Skilled in fighting and military tactics. Treat the Military Caste (on The General) as Warrior Caste.

A1.4 BREED
A Character's breed indicates which form she considers to be her most natural; it also identifies whether she was born into the world of humans or some other creature. Note that Characters with a crinos/battle form do not have their Breed listed on the crinos/battle form side of the card, but they are always considered to have their Breed keyword present..
- **Homid**- Most Characters are Homid, born of human parents. Their breedform is Homid.
- **Metis**- Some Shapeshifters are Metis, flawed, cursed offspring of two werecreatures. The breed form of Metis is crinos, and so they only have one form - both sides of their Character card are the same (they cannot flip).
- **Lupus and other animal breed** Shapeshifters and other Characters born of animal parents. Each animal breed and breed form has its own name (see right). When cards refer to "animal Breed" any of the animal forms listed in sidebar count as "animal Breed"

Sidebar: Animal Breeds
Bear- Ursine
Cat- Feline
Coyote- Latrani
Crocodile/Lizard -Suchid
Crow - Corvid
Fox - Kyubi
Hyena - Hyaena
Rat - Rodens
Shark - Squamus
Snake- Vasuki
Spider Arachnid
Squid/octopus- Cephalopod
Wolf- Lupus

There are other Characters with only one form. These are not considered Metis, and their only form is considered their breedform.

A1.5 ABILITY KEYWORDS
Ability keywords indicate a skill learned.
- **Iksakku** A stick-fighting martial art taught by some Children of Gaia and various Fera. A creature with Iksakku can use combat cards with an Iksakku requirement.
- **Kailindo** A fighting style that combines natural shapechanging with Eastern martial arts, perfected by the Stargazers. A creature with Kailindo can use combat cards with a Kailindo requirement.

A1.6 RIVALRY AND LOYALTY
Rivalry and Loyalty are creature keywords. Rivalry and Loyalty may be referenced by other cards but also have inherent effects. Rivalry and Loyalty do not affect who they can target with cards and effects.

If they have both a Rivalry and a Loyalty that apply to a single creature, they cancel out and they may act normally. See forced attacks.

A1.6.1 RIVALRY
Certain creatures have Rivalries with other creatures (or creatures with specific keywords). A creature will never be in the same pack as another creature with which it has a Rivalry; they cannot even join the same pack temporarily due to another card effect (like Master of the Pack or Eye of the Cobra). If two creatures with Rivalry do somehow end up in the same pack, choose one and discard him. If a creature with Rivalry declares an attack, and a creature that he has Rivalry with is among the valid targets, the character MUST declare an attack on the Rival. This includes Alpha attacks as well as attacks outside of the normal alpha sequence (eg, Sneak Attack). It does not include challenges.

A1.6.2 LOYALTY
Loyalty is the opposite of Rivalry. A creature loyal to another creature may not attack that creature, though he may defend himself if attacked.

A1.7 OTHER KEYWORDS
Other keywords exist which have no effect in themselves but are referenced by other cards. These include:
- **Aquatic -** A creature that is at home, and thrives, in deep water.
- **Dark Trinity** - A triumvirate of powerful Banes dwelling in Central Park, New York
- **Firearm -** A gun.
- **Ghoul** - A human (or animal) servant of a Vampire, bonded and given powers by blood
- **Hengeyokai** - A garou, fera or other creature that is part of Eastern shapeshifter society

- **Klaive** - A Fetish blade used by Garou and some Fera, normally made of silver.
- **Lunar phase** - The phase of the moon affects Garou and sometimes other creatures
- **Moon Bridge**- An umbral road that provides quick, easy access between two Caerns. Usually used for communication and aid, it can also be used to attack the unwary.
- **Motley Crew** - A ragtag bunch of sailors
- **Ship** - An ocean-going vessel, always manned (or womanned)
- **Sign of the Apocalypse** - an omen of the end times
- **First Team**- A team put together by Pentex for specific tasks. First Teams also include a number.

There are others mentioned elsewhere in the rules.

APPENDIX 2: DEFINITION SUMMARY

- **Aggravated damage:** Damage that cannot be regenerated.
- **Attack:**
    1. The instigation of combat between the attacking creature and its target (e.g. King Albrecht attacks Zhyzhak).
    2. A Combat Action which has a damage value (e.g. Dis-Arm, Dry Gulch).
- **Attacker:** In a combat, the creature who made the attack, a packmate or a creature in pack
- combat with another attacker.
- **Cannot be bound:** Cannot be attacked to bind or otherwise controlled.
- **Challenge**: A request to enter combat with a member of another pack not eligible to be attacked (i.e. not an Alpha). May be refused. If accepted, it becomes an attack.
- **Closed play** -A period of the game where only specific plays can be made.
- **Combat restricted**: Each side of combat cannot play more than one of a Combat Restricted card per combat.
- **Creature**: A Character, Ally, Enemy or Victim
- **Defender**: In a combat, a creature fighting the attacker(s).
- **Escape**: Leave combat (it doesn't return without a card effect)
- **Fast Striking:** Fast Striking Combat Actions resolve before normal Combat Actions.
- **Fera:** Any were-creature that is not a Garou.
- **Loyalty** : A creature may not attack another creature it is loyal to.
- **Multiple**: You can start with up to five copies of a Multiple Character in your pack.
- **Offensive effect**
    1. For members of a pack: any card or ability which could affect a card in the Hunting Grounds or another pack, including Unique cards
    2. For creatures in the Hunting Grounds: any card or ability which does not target the creature that played it.
- **Open play**: A period of the game where Open Play cards and abilities can be used. Not Closed Play.
- **Opponent**: A creature one (or more) of your pack are in combat against. An ability which only targets or affects "opponents" can normally only be used in combat.
- **Restricted:** Each player can only play one of these per game.
- **Rivalry:** Creatures cannot be in the same pack as a rival and, if declaring an attack, must declare it against the rival if possible.
- **Shapechanger:** See Shapeshifter.
- **Shapeshifter:** Any creature with a different form on each side.
- **Silver Pack:** The Silver Pack is appointed from the best Garou, a representation of the first pack.
- **Slow Striking** Slow Striking Combat Actions resolve after normal Combat Actions.
- **Stepping sideways:** Any time a creature crosses from the physical world to the Umbra (or back), they are Stepping Sideways.
- **Unblockable:** Blocks have no effect on this attack.
- **Undodgeable**: Dodges have no effect on this attack.
- **Unique:** Only one copy of each Unique card may be in play at the same time.

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