

CREATURES

Character cards (like the ones shown here) are double sided. All other creatures have one side.

All creatures have four basic stats.

Renown is the number in the upper right corner. This is a measure of the creature's fame, and how many points they are worth when dead. Renown on a character determines how many characters can be in your starting pack, how many votes they have in Junta and what Rites they may use. (the standard size for a pack is 20 renown)

Rage measures their combat prowess. It affects their ability to play Combat Actions. Gnosis reflects their spiritual and magical might. It reflects their ability to use Gifts and Fetishes. Health is how tough they are. Take damage greater than or equal to their health and they are dead.

CHARACTERS

Characters start the game in play and in their breed form, which is either Homid, Animal Breed (as shown), or Metis.

During the game, characters may change to Crinos or Battle form. This happens when a card effect causes them to change forms, OR when they take damage equal to or greater than their breed form's Rage or Health (whichever is lower). They generally have more Rage and Health in Crinos. Once in Crinos, they stay that way unless a card effect shifts them back. Damage done to them in breed form carries over to Crinos.

Metis characters automatically start in Crinos, and appear the same on both sides. Some Wurm creatures are also the same on both sides.

The colored box below the art box tells you a character's tribe, auspice, and breed. This determines what cards they can use. The text box usually lists a special ability. Wurm characters have an Aspect listed in their text box. Looking for the Aspect (either Defiler, Beast-of-War, or Eater-of-Souls) is the easiest way to tell if an old character is a Wurm or Gaia character. New characters have a glyph in the lower right corner that tells you whether they are Gaia (slashes), Wurm (spiral), or Rogue (other)

When can I play characters? You start the game with all of them in play. You will not get any more during the course of the game

Special note: Gaia and Wurm characters cannot be in the same pack. Rogues may be in either.

Special note: all characters regenerate during Regeneration phase: see full rules.

What happens if I lose all my characters? You can still win if you have the most Victory Points. See rules

What happens when a creature dies? If it was in combat with another player's character or Ally at the time, discard all the cards attached to it and put the creature in that player's Victory pile. If it died outside combat or was killed by a Prey creature, discard everything attached to it and then either discard it (non-character) or remove it from the game (character)





ENEMIES & VICTIMS

Victims and Enemies are collectively known as Prey. They possess the four standard stats common to all creatures. They exist primarily to be killed for Victory Points.

They appear in the Sept deck. They are played directly into the Hunting Ground and are not controlled by a specific player. You can kill Prey that other people played.

Wyrm packs receive Victory Points for killing Victims, Gaia packs for killing Enemies.

The creature type of Prey is determined by reading the text. If you had an effect that targetted Fomori, it would not work on Paradise (at left) because she is not a fomori. Effects targetting Garou would work on her, because it says she is a Garou in the text.



Additionally, Prey can use any Gifts that match their creature type. For example, Paradise says she's a Metis, she can use Metis gifts. Prey can only pay Gifts when a combat is happening. Anyone but the player fighting the Prey can pay Gifts for them,

Any player except the attacker may play combat cards for Prey when it is attacked. (see full rules for details on playing for Prey)

When can I play Enemies & Victims? - Resource Phase

ALLIES

Allies are similar to Enemies and Victims, but have a requirement on them. In order to bring that Ally into play, you must have a character that meets the requirements. If the character that recruited an Ally later dies, the Ally remains in play even if you have no one that can recruit it.

Allies are like characters, but appear in the sept deck. They are affected by things that affect your 'pack' but do not function as full characters. They may fight for you, use Equipment, and play Gifts, but can't vote in Junta or perform some other character specific actions.

Creatures can only be one card type at a time.

Some effects will change Allies into other cards types, or change other creatures into Allies. Paradise (above) says she becomes an Ally of your pack if you defend her. When she becomes an Ally, her card type changes from Victim to Ally, and she may no longer be targetted by things affecting Victims. Creatures can be Prey OR Allies, not both at once.





GIFTS

In order to use a Gift, a creature must have a Gnosis greater than or equal to the Gnosis of the Gift AND meet one of the requirements. So the Gift at left could be used by EITHER an Ajaba, Red Talon, or Feline with a Gnosis of 1 or more. It does NOT need to be all three.

Gifts can be played either at any time, or when the card text says they may be played. Gifts that list a specific time when they may be played (such as "play at the start of combat") can only be played then.

Gifts are either one time effects, or permanent. Gifts that are one time effects will tell you when to discard them. If it says "permanent until cancelled" it won't leave play until something removes it.

Gifts that can only be used in combat will either say so, or say they're used on an "opponent". You only have an "opponent" during combat.

Normally Gifts with a one time effect are not stacked on the creature for later use. They stay in your hand until you use them.

When can I play Gifts? - Anytime. Read the card for details.

EQUIPMENT

Equipment comes in three main varieties: Fetish, Bane Fetish, and Non-Fetish Equipment.

Fetish and Bane Fetish equipment are the same except that only Gaia creatures may equip Fetish Equipment, and only Wyrms creatures may equip Bane Fetishes. Fetish Equipment has a Gnosis requirement. The creature equipping the Fetish must have a Gnosis greater than or equal to the Fetish's Gnosis.

Non-Fetish Equipment has no Gnosis requirement and may be used by both Gaia and Wyrms creatures. Some Equipment has additional requirements on who may use it, such as being tribe specific, or that it may only be used in Homid form.

Armor and Weapons are special types of Equipment. Creatures can only have one piece of Armor and only one Weapon.

You may also trade equipment between pack members. You may trade a given piece of equipment once per Resource phase.

When can I play Equipment? - Resource Phase





CAERNS AND THE UMBRA

You must have a character that meets the requirement to bring the caern into play. If the character later dies, you may keep the caern in play. You may only have one caern in play at a time. You may discard your caern during the Resource phase and play a new one.

Caerns allow your characters to step sideways into the Umbra. Allies may not use Caerns to step sideways.

To step sideways, the character must have a Gnosis greater than or equal to the Gauntlet of the Caern. **Characters step sideways during the Umbra Phase.**

The Umbra is the spirit world. Things in the Umbra may not be affected by things in the real world, and things in the Umbra may not affect things in the real world. Effects that count as actions (playing moots, gifts, etc) cannot cross the Gauntlet, so will only affect creatures in the same world as the creature that played it. Global effects such as Events cross the Gauntlet to affect both worlds. (see full rules for details)

Spirits are considered to exist in both the real world and the Umbra simultaneously, so can affect and be affected by things in both worlds at the same time.

When can I play Caerns? - Resource Phase

QUESTS

Quests are special cards that give you Victory Points when you fulfill their conditions. They are played whenever their text indicates they may be played.

Quests work in one of two ways: you play them before taking an action or directly after completing one. Ones that you play before attempting an action frequently give the character playing the Quest special restrictions or abilities while it is trying to complete the Quest. Such Quests are usually worth more points than ones that are played after completing an action.

Quests can be played by both Characters and Allies, unless the text of the card specifies it can be only undertaken by Characters. Some Quests may have additional restrictions as to who may perform them.

You can have different characters in your pack undertaking different Quests at the same time (or even undertaking the same Quest), but there may only be one Quest on a Character or Ally at a time. Prey cannot play Quests. You can only play Quests on your own pack members.

Past Lives are a subset of Quests with the additional restriction that your sept hand is reduced by one for each one you have in play AND if the character using the Past Life is killed, put the Past Life in your Victory Pile where it is worth -3 Renown. All Past Lives are Unique.

When can I play Quests? - Any time their text says they can be played



JUNTAS

Juntas are political actions and include both Moots and Board Meetings.

All Juntas are called at the beginning of the Moot phase. To call a Junta, a character must have a Renown greater than or equal to the Renown of the Junta. Gaia Characters may call Moots. Wyrms Characters may call Board Meetings.

Juntas are then voted on. Each character has votes equal to their Renown to cast either for or against the Junta. Gaia characters may vote in ALL Moots and ONE Board Meeting per turn. Wyrms characters may vote one ALL Board Meetings and ONE Moot per turn.

Multiple Juntas can be called in a turn. They are voted on in order of Renown, from highest to lowest. Their effects take place as soon as they pass. If they do not pass, they are discarded and have no effect.

Once a Junta is called, it will be voted on, even if the character that called it is killed or cannot vote on it due to a card effect.

Characters in the Umbra cannot call or vote in Juntas. Allies and Prey cannot normally vote in Juntas.

When can I play Moots and Boardmeetings? - Moot Phase

RITES

Rites can only be played by Garou, Fera, and Cultists.

Rites require the character playing them to have a Renown greater than or equal to the listed Renown.

Most Rites are not confined to a specific group, but if they are, it will appear under the renown requirement. (as shown here)



Rites can be played either at any time, or when the card text says they may be played. Rites that list a specific time when they may be played (such as “play after this character killed a Victim.”) can only be played then. They are not stacked on the creature for later use.

Rites cannot be played during a combat.

Rites that target an individual will usually stay on the targetted creature until it is removed by a card effect.

When can I play Rites? - Any time EXCEPT during combat



TURN ORDER- all players take actions simultaneously

- * Redraw phase
- * Regeneration phase
- * Resource phase
- * Umbra Phase
- * Moot Phase
- * Combat Phase

TERRITORIES

Territories are basically an area your pack controls. They are played during the Resource phase. They have a requirement to play them. If you later lose the character that could play the Territory, you may continue to use the Territory.

Territories effects cross the Gauntlet. They exist in both the real world and Umbra unless otherwise specified.

As an Alpha action, Alpha's may attack a Territory with the intension of destroying it. The contoling pack's Alpha can defend it. If they choose not to defend it, or the defending Alpha is killed or leaves combat, the Territory is destroyed.

Realms are subset of Territories with some additional restrictions:

- To play a Realm, you must have a character in the Umbra
- Realms can only be targetted or attacked from the Umbra
- You may only have only one Realm in play at a time. You may voluntarily discard a Realm you control at any time.

When can I play Territories? - Resource Phase

MISC. INFO

What is my Sept hand size? 5 cards

What is my Combat hand size? 5 cards

What happens if I run out of sept cards? You're out of cards. You don't reshuffle. Nothing else happens

What happens if I run out of combat cards?

Resuffle your combat deck. Nothing else happens.

Are my discards face up or face down? Face up.

How many Victory Points do I need to win? 20 or more. The winner is determined at the end of the turn.

Do I automatically win if the other player has no characters left? NO. See full rules.

I played a thing that requires X. I no longer have X. Do I discard it? No. You check for legality only when the card is first played.

Where do I find the full rules? <http://www.were-wolfcardgame.com>



Alpha Actions

These occur during the combat phase. At the start of the phase, you select your Alpha. He will go out and fight for you this turn. Alphas take their actions in order of Renown from highest to lowest. If there's a tie, decide randomly who goes first. You alpha can either:

- Attack another Alpha
- Attack Prey
- Attack a Territory (see Territories above)
- Attack a Battlefield- see full rules for details
- Challenge a non-Alpha character or Ally- see full rules for details
- Attack a spirit in the Umbra to bind it and make it an ally- see full rules for details
- Use a card that says it is played/used as an Alpha action
- Pass and do nothing



COMBAT CARDS

Combat cards are in a separate deck and separate hand.

Each combat has multiple rounds. Each round, creatures in combat **MAY** play one Combat Action face down. Once both players have selected a card and declared targets, they flip the cards up and they take effect. When a creature takes damage, place the combat card under the creature with the damage showing. **If you're the attacker, you may withdraw from combat after any round.**

Combat Actions require the creature playing them to have a Rage greater than or equal to the listed Rage. Some cards also have a special effect or restrictions on how they may be played. These are listed in the text. Additional requirements can't be bluffed.

Bluffing is when you play a Combat Action that a creature does not have enough Rage for. If the target of your card plays a legal card **OR** your creature is targeted by a legal card, your bluff will not work. If your opponent does not play a legal card or is also bluffing, your bluff works.

Combat Events (not shown) are usually played at either the start of combat or between combat rounds. Combat Events will tell you when they can be played, and how they affect the combat. **You can only play one COPY of a Combat Event per combat.** You can multiple different ones, but only one with same name.

Characters and Allies may use Combat Events. Enemies and Victims may not use any Combat Events. All creatures can use Combat Actions. **If a Combat Action says "the character using it" ignore "character", it really means creature.**

One of the most common types of Combat Events are pack actions. These bring extra pack members into a combat. Every creature involved in a combat can play a Combat Action every round unless prevented from playing one. They do **NOT** have to play one, unless a card effect forces them to (see: Forced Play in full rules)

Some combat events induce Frenzy. Frenzies are either Full or Limited frenzies. For both types, frenzied creatures can't play Gifts (though can still use ones already attached). Whenever a frenzy ends, you discard a number of combat cards equal to the number you drew when the frenzy started.

For Full Frenzy only, characters will continue to fight even after they are dead. They will fight until they hit their "hacked apart" level, which is equal to their Rage plus their Health at the start of the frenzy. Additionally, they draw a number of cards equal to their Rage when the the frenzy begins. They **MUST** play a combat action every round. Attackers can't withdraw in a combat with full frenzied characters.

At the end of any combat, if you have less than five cards in your combat hand, refill your combat hand to five cards. If you have more than five cards, discard down to five. At the start of each Combat Phase, you get a chance to discard as many combat cards as you want, then refill your hand to five cards.

ART CREDITS Many thanks to the artists that provided artwork for the cards displayed in this quickstart guide. Please visit their websites and let them know how much we appreciate their work.

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