

RAGE

COMPLETE RULES

INTRODUCTION

Welcome to the world of Rage, where the werewolves (also known as Garou) are fighting a losing battle against the forces of corruption (the Wyrms). 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 Wyrms. 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.

Call of the Sea 2014	Revised rules 2007	Least Wanted /Ahadi 2006	New England 2001-5	Early rulings
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CHAPTER 1: AREAS OF PLAY

FIGURE 1.1: 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 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, unless they are not worth any VP (e.g. Victims killed by Gaia packs) in which case they are discarded. 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 placed in the Victory Pile face up, unless a card ability says otherwise. Face down cards in a Victory Pile are always worth 1 VP.

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 - cards in the Victory Pile are considered not in play.

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 killed for 0 VP, 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

2.1.1 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.**

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.

2.1.2 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.

2.1.3 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.

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 chapter](#). 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.

2.2.1 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) and 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.

2.2.2 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](#).

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 classes](#) and [Non-Character classes](#) 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) 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.**

Sidebar: Older timings

Many early cards don't fit these timing rules. Some have clarifications in the [errata]. Others fit standard patterns.

- Any card that says "play at the beginning of X phase" or "start of X phase" are played during Closed Play of that phase, even if it would normally be considered an offensive action. These cards are played during Closed Play but resolve after actions prescribed by the rules in this section.
- Cards that say they are played at the start of turn or beginning of turn are played during Redraw (Open Play).
- Cards which refer to the Equip/Ally phase are played during Resource.

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 without restriction.

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

This section assumes understanding of [allegiance](#).

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.

2.2.4 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 Wyrms' 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

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.

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 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.

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).

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 ("Mother may I?") 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).

Sidebar: Lackey etiquette

It is suggested that players make use of the OK? and OK buttons to see if your opponents are ready for your Offensive Effect.

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 arises in which a past play condition would have been affected by something a player or Character has in play but failed to take into consideration, too bad. For example, if you engage a spirit in combat with a piece of Equipment that reduces a spirit's Rage and you forget about it, that spirit will still fight you at full Rage. Complaining after the fact won't help a bit. Pay attention to the game.

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. If it is cancelled in this fashion, the cancelled card or ability never resolves. 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).

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 a 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 ([Equipment](#) has more detail).

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. 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 *Golgols* and *Mamus* 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 and 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, statistics do not change and their artwork remains the same; these Characters' breed and battle forms are one and the same.

All Characters are considered Restricted (each player may only put one of a given Character in their deck, but the same Character may appear in any number of packs).

Sidebar: "My Character plays..."

Rage was derived from a roleplaying game and it shows in terminology. Although clearly all cards are played by players, when a card requires a creature to meet its requirements before it can be played, that creature is deemed to play that card. Specifically, all cards are considered played by a member of your pack except non-Totem events, Prey and cards played by Prey.

Similarly, some cards say "you" do something. Very often, especially on Combat Actions, it refers to the creature playing the card (generally we don't encourage our players to "tear some fool in half").

Figure 4.1: The Character Card

	Name	
Set Glyph		Renown
Keywords		
Stats		Textbox
		Allegiance Glyph

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

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.

Characters who regenerate, but whose creature class does not necessarily regenerate, have "*(Regenerates)*" written beneath their Stats.

4.1.5 Allegiance

From Periphery onwards, all Characters bear a glyph declaring their allegiance:

	Gaia	Gaia Characters defend Gaia by cleansing the world of the Wyrms. They may only be put into Gaia packs.
	Wyrms	Wyrms Characters seek to destroy or corrupt the world around them. They may only be put into Wyrms packs.
	Rogue	Some Rogue Characters are torn between their duty to Gaia and the lure of the Wyrms; other Rogues merely have an agenda that crosses into both camps. Rogues may be put into either Gaia or Wyrms packs.

Rage is a game of Gaia's servants against those of the Wyrms. When creating a deck, choose an Allegiance: Gaia or Wyrms. 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 use Moots and Fetish equipment but not Bane Fetishes or Board Meetings.
- Wyrms creatures can use Board Meetings and Bane Fetish equipment but not Fetishes or Moots. Wyrms Characters cannot use Auspice Gifts. **Reversal: 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 Wyrms. All Victims are considered Gaia creatures. Creatures who change Allegiance retain their Fetish/Bane Fetish equipment but cannot use it if they are now of the wrong Allegiance.

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 Characters are Wyrms, as is any Character with a Wyrms Aspect listed (e.g. *Morgan, Count Vladimir Rustovich*). All other Characters, with the exception of *Conrad*, are Gaia Characters.

4.1.5a 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 Wyrms 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 Wyrms.

Once a game begins, Rogues gain the allegiance of their pack (but stay Rogues). 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 Wyrms pack becomes a Wyrms 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.

Rogues provide additional options for [Juntas](#).

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).

See [Appendix 1: Keywords](#).

4.1.7 Text Box

The text box consists of three elements:

- **Keywords:** Additional 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 effect on the game other than to enhance its mood.

Additionally, 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, breed-form 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 Wyrms 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 a loyalty to each other and can never be made Rivals of each other.

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.
- Renown modifiers on a creature never change the amount of VP that they are worth. 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.

NB: 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 in any way.

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 into the Umbra and back, 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 [Caerns](#).

Figure 4.2: Sept card attachment



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 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 Wyrms' equivalent, empowered by Banes rather than Gaian or Wyld spirits. They can only be played by Wurm Characters and 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 Wurm, 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 and Gifts](#)). Equipment can be played by Allies providing they meet the requirements.

Built-in equipment

Certain creatures automatically have equipment - for instance, the *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 unless the player specifies otherwise **(for instance, to use *Razor Claws*, he cannot use a 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. There are special rules for [attacking Territories](#).

4.3.3a 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.
- 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 Wyrms 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 if not defended by an alpha.

Attacker's Renown is how many renown worth of creatures you can use to attack the Battlefield. This is an automatic pack attack.

4.3.4a 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).
- Buying the Spirit keyword allows the Battlefield to exist on both sides of the Gauntlet.

4.3.4b 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 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 withdrawing, as per normal [Withdrawal](#) rules.

4.3.4c 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.
- Defence by an alpha: Normally you only score VP for the creatures you kill in this combat except...
- Defence 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 combatants on the Battlefield but your opponent does not. This includes if the attacker Yields the Battlefield.

4.4 SEPT CARDS: CREATURES

Characters are not the only creatures that appear in a game of 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 by: Characters (Allies) or not an action (Enemies and Victims)
- Played in the Resource phase
- Cannot be voluntarily discarded from play

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 Wyrms 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](#); but also cannot be commanded, controlled or made an Ally in any way.

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

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 Wyrms 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 Wyrms alpha may step in to defend it if it is attacked.

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

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 otherwise been permanently removed from the game).

4.4.2 Prey: Enemies and Victims

Enemies are the Wyrms-tainted foes of the Garou, while Victims are the foes of the Wyrms' 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 [combat](#).
- Enemies killed by Wyrms packs are discarded (and do not give VP). Except during combat, their special abilities do not affect Wyrms creatures.
- Victims killed by Gaia packs are discarded (and do not give VP). Except during combat, their special abilities do not affect Gaia creatures.

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.
- 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 Wyrms 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 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.

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. The 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, Realm, or Territory
- Equipping
- Bringing an Ally into play
- Moving into or out of the Umbra through a Caern
- Playing a Moot card
- Voting in a Moot
- Undertaking an alpha action
- 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 *
- Using a piece of Equipment *
- Bringing an Enemy into play
- Using the special ability of a Caern or Territory *
- Regenerating
- Playing a Past Life *
- Playing, or being affected by, a Combat Event
- Being Alpha
- Withdrawing from a combat

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.

4.5.2c 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 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 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 extremely powerful 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.

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: "Wurm 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.

- 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.

Note that these rules include a reversal from the last version.

4.6 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, as per Fetishes, Bane Fetishes and Gifts, 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 Wyrms 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 call Moots as long as there is a character NOT in your pack that could vote in Moots by affiliation or card ability, even if currently prevented by other effects.
 - Wyrms packs and anything in their Pack Home Grounds cannot be targeted or affected by Moots. Members of Wyrms packs cannot call or vote in Moots.
- Wyrms Characters can call Board Meetings as long as there is a character NOT in your pack that could vote in Board Meetings by affiliation or card ability, even if currently prevented by other effects.
 - Gaia packs and anything in their Pack Home Grounds cannot be targeted or affected by

Sidebar: Rogues and Juntas

Rogues have a number of exceptions:

- Rogues may vote in both Board Meetings and Moots, regardless of what allegiance their pack is (this can enable other packs to call Juntas)
- Rogues may be targeted by both Moots and Board Meetings, regardless of what allegiance their pack is.
- Rogues in Gaia packs can always call Moots.
- Rogues in Wyrms packs can always call Board Meetings.
- When a Rogue calls a Junta, creatures of all allegiances can vote in it (other restrictions may apply). The Junta keeps its original card type and targeting rules.
- Rogues cannot call Winter Wolf. They are not worthy.

Board Meetings. Members of Gaia packs cannot vote or call in Board Meetings.

4.7.2 Votes

- Creatures can use their votes in every Junta they are eligible to vote in, and vote separately in each Junta.
- 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.

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).

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.

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 the card is 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.

- **Stepping sideways:** 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 classes](#)), 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. In most cases, this means that creatures in the Umbra can only target 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.

5.3 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.

Definition: Attacker

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

Definition: Defender

In a combat, a creature fighting 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 (e.g. *Nerve Agent*), it does not imply that it escaped.

Sidebar: Combat Events

A quick reminder: all Combat Events are Combat Restricted. Combat Events stay in play until their effect ends.

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 attack another creature in the hunting grounds. **The rigorous timing for combat declaration is as follows:**

- **General combat timing**
 - In each step of combat except the Declaration step, and where cards and abilities are playable, the attacker then the defender then other players have an opportunity in that order 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.

- a. Declare attacker and (intended) target. (Attacker)
- b. Attacker uses abilities or cards played during the attack declaration (including certain Combat Events such as *Hunting Party*).
- c. 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, combat cancelling, etc. This step continues until no players wish to use any more cards at this step.
- Changing the target of the attack has no effect 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 rigorous timing of combat rounds is:

- [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.
- [Targeting 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](#)).
- [Reveal step](#):** All face down combat cards are revealed.
 - Instinctive cards can be played.
- [Bluff step](#):** Bluffs targeting non-bluffing targets are discarded.
 - Also discard all illegal cards.
 - Where a Combat Action has no target, check for bluffs against all creatures that targeted it with a Combat Action.
- [Resolution step](#):**
 - Fast Actions resolve.** Creatures removed from combat (e.g. killed) discard any unresolved Combat Actions they were playing.
 - Normal Actions resolve.** Creatures removed from combat (e.g. killed) discard any unresolved Combat Actions they were playing.
 - Slow 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, but not before then). 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

Creatures killed in combat are removed from play unless they are frenzied. At the end of combat, or if a creature dies outside combat:

- Discard all cards attached to dead creatures and 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 by a member of a player's pack are placed in that player's Victory Pile if they are worth 1 or more VP. Creatures are always worth their printed Renown in VP unless this reward is modified by a card ability.
- Characters killed by Prey, killed outside combat or worth OVP are permanently removed from the game.
- Other creatures killed by Prey, killed outside combat or worth OVP are discarded.

6.4.3 VP complications

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. E.g. If *Scar Throat Leech-Killer* is fighting a vampire and something is played that reduces the vampire's 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 another 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 Attack a Battlefield

See [Battlefields](#).

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 does not count as 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.

6.5.5 Attacking to bind

When you attack a Spirit in the Hunting Grounds (whatever its status), if the attacker is in the Umbra, you may announce that you are attempting to bind it. If you kill the Spirit while it is in this combat, instead remove all damage from it 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.

6.5.6 Forced Attacks

In some cases, an effect will force an attacker to declare an attack against (or challenge) 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 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.

6.5.7 Attack restrictions

Various card effects and rules effects (such as [Loyalty](#) and the [Gauntlet](#)) 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.

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 Wyrms* 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 his 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.

Sidebar: Pack combat reversal

This is a reversal of a previous rule which let *that* creature join with *this* creature as well as the other way around.

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 [Play-card 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 Wyrms 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.

If two alphas want to step in and defend, the creature with the highest Renown gets to do so (decide ties randomly).

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 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 (only one player may play Combat Actions for prey in a single round of Combat).

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 do. 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 where some of the attacker's packmates join her in combat (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.

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.

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.

- 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 *Distracted*, 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).

6.6.6b Forced play

Forced play requires you to play a card every round you are forced to play, if you have any cards available. 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.
- 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

6.8.1 Feinting

An ability which allows a creature to play one or more Combat Action after other creatures have revealed their Combat Actions. E.g. *Feint*, *Dr. Spencer*.

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). E.g. *Instinctive Attack*. A creature may only play one Combat Action this way per round except where allowed multiple Combat Actions (e.g. *Fang Dagger*).

At the end of the Reveal Step, after normal Combat Actions have been revealed, there is an additional mini-step in which Feinting, Alternative Combat Actions and Instinctive Combat Actions can be used (if available to creatures in combat). The order is:

1. Any creature which can and chooses to use feinting plays a combat card face down (as per the Play-card Step).
2. Any creature which can and chooses to use an Alternative Combat Action plays it now (face up).
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. Such cards are played face up.
4. Targets are chosen for cards played during this mini-step (as per [Pack combat](#) above).
5. Any face down Combat Actions are revealed.

A creature can't Feint more than once in same combat round.

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 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.

6.9.1 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. Illegal cards are NOT considered "cards played" for purposes of frenzy, ending combat etc.

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 creature is bluffing if:

- it plays a legal Combat Action whose Rage requirement is higher than the user's Rage;
- an illegal combat card;
- no combat card.

A bluff succeeds if:

- it has a target, and the target bluffed this round.
- OR it has no target and no creature targeted it with a non-bluffed, legal 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 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 (see [Fast Striking](#)).

Definition: Unblockable

Blocks have no effect on this attack.

Definition: Undodgeable

Dodges have no effect on this attack.

6.10.2 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 no 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.

6.10.3 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.

Fast and Slow Striking - See [Keywords](#).

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.

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.

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.

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.
- 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).
- 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

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.

- **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	Regenerate	Frenzy	Step sideways	Use Rites
Garou	✓	✓	✓	✓
Bastet	✓	✓	✓	✓
Other Fera	✓	✓	✓	✓
Banes	✓	✓	✓	✗
Chulorviah	✗	✗	✗	✗
Fomori	✓	✓	✗	✗
Humans	✗	✗	✗	✗
Vampires	✓	✓	✗	✗
Abomination	✓	✓	✓	✓
Cult	-	-	-	✓

A1.1.1 SHAPESHIFTERS

Definition: Creature

A Character, Ally, Enemy or Victim

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 Wyrms), 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.

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 Wyrms and became the Black Spiral Dancers (BSDs).

	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

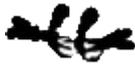
		Gaia's children.
	Fianna	Of Celtic descent, the Fianna are fun-loving and rambunctious.
	Get of Fenris	These proud warriors are largely of Norse descent.
	Glass Walkers	Shrewd businessmen, this tribe has made the city their new territory.
	Red Talons	These brutal, bloodthirsty wolves hate humans and 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.
	Black Spiral Dancers	Wyrms. The Black Spiral Dancers are the Wyrms' elite troupes in its fight against the Garou, although most are largely insane.

A1.1.1b Bastet

Bastet (werewolves) are Gaia's Eyes, although they prefer to keep secrets rather than tell their allies. Like Garou, Bastet divide themselves into tribes.

	Bagheera	Werpanthers and wereleopards, the Bagheera are the most balanced of the Bastet
	Balam	Werejaguars, found largely fighting Pentex in South America
	Bubasti	Sorcerors and dark sages, the shadowcats linger in Egypt where their cat kin once lived.
	Khan	The Weretigers, honorable warriors, are almost extinct from prolonged conflict
	Pumonca	The wercougars patrol the wilds of North America
	Qualmi	Enigmatic masters of animals and disguise, the werelynxes live almost exclusively in North America.
	Simba	The werelions believe they are the rightful leaders of the fractious Bastet
	Swara	These werecheetahs are the most restless of the Bastet and often serve as messengers
	Hellcats	Wyrms. The Hellcats are Bastet who have fallen to the Wyrms, mostly consisting of the lost Caelican tribe.

A1.1.1c Other Fera

	Ajaba	The Ajaba are werehyenas, scorned by the Bastet and vengeful against everyone.
	Ananasi	Servants of Queen Ananasa, the werespiders split themselves over the whole triat, working towards their Queen's hidden agenda.
	Corax	Spies and gossips, the Corax are better talkers than fighters.
	Gurahl	Gaia created these werebears as healers of the land, although there are not enough left to do much healing.
	Kitsune	Mysterious fox shapeshifters 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.
	Nuwisha	The werecoyotes are Gaia's pranksters. Very few in number, they are all skilled Umbral travellers.
	Ratkin	Wererats who still see their job to be the culling of humans, a few Ratkin ally with other Fera for more far-seeing goals.
	Rokea	The weresharks are fearsome predators whose only goal is to survive. In recent years they have been forced to be more proactive in this goal.

A1.1.2 WYRM CHARACTER CLASSES



Banes

Malignant entities that can possess host bodies or manifest in the physical world, Banes are the Wyrms' 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 Wyrms' spirits are also Banes.

Chulorviah

Deep beneath the waves, Qyrl (part of the Wyrms) grew giant, warped cephalopod-like-creatures to dominate. Smaller Chulorviah are cephalopod-human hybrid creatures.



Fomori

Possessed 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 human-looking at first. Their battle forms are truly horrible, revealing their vile deformities.

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 Wyrms, sometimes very powerful ones.



Abominations

Abominations are rare garou who have become vampires, driven mad by Rage and bloodlust. They count as both Vampires and Garou.



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. At the moment, the only Executive cards are also members of Pentex.



Cults

Cults are human groups dedicated solely to serving the Wyrms. They are often manipulated by supernatural beings, such as Vampires, Demons or powerful Banes. The Cults faction is divided into smaller cult subfactions.

Cult prey include *Cult Leader* and *Cultist*.



- 7th Generation

The 7th Generation is composed of occult conspirators dedicated to corrupting the world over to the Wyrms by subtly manipulating society. 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)
- Walid Set

A society of decadent corruption created by a group of Followers of Set, a clan of vampires.

A1.1.3 NON-CHARACTER CLASSES

There are many other creatures that appear in Rage but only on prey or allies. In most cases the creature class is given as a keyword or within the flavor text but where creature class is unclear we list it below under each creature class. Each creature class is given which form they are considered to be in (for using Combat Actions etc) and if they regenerate. It is possible to make most creatures Characters within a game but unless they fit into table A1.1 they cannot frenzy, step sideways or use Rites.

Non-character class	Form	Regenerate
---------------------	------	------------

Animal	Animal	✘
Faerie	Homid	✘
Fomori	crinos	✓
Garou	crinos	✓
Human	Homid	✘
Monster	crinos	✘
Spirit	crinos / Homid	✘
Vampire	Homid	✓

Animal

A mundane animal. Animals cannot frenzy, regenerate or step sideways. 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 *Cannibal Slug*, *Family Pet*, *Iglanotti the Wise*, *Junkyard "Dog"*, *Song of the Great Beast* and *Wild Animals*.

Faerie

A member of one of the fae races. Faerie cards include *Sidhe Knight*, *Surly Redcap* 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, 7th Generation (and other 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*, *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*

Spirit

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 considered to be in homid form).

Sidebar: 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 Wyrms 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.

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

Wraiths

Wraiths are the ghosts of the dead and are considered a type of Spirit. Wraiths are considered to be 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. Pentex creatures who are not also another creature are considered to be human.



Unbound

Long before Pentex existed, the Wyrms 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 Wyrms 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 Wyrms Characters have an Aspect, a tie to one of the three heads of the Wyrms.

Beast-of-War	the face of calamity.
Defiler	the face of corruption.
Eater-of-Souls	the face of consumption.

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 <i>The General</i>) 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 werereatures. The breedform of Metis is crinos, and so they only have one form - both sides of their Character card are the same (they cannot flip).

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



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: Standard Animal Breeds	
Parents	Breed & breedform
Bear	Ursine
Cat	Feline
Coyote	Latrani
Crocodile/Lizard - Suchid	Suchid
Crow - Corvid	Corvid
Fox - Kyubi	Kyubi
Hyena - Hyaena	Hyaena
Rat - Rodens	Rodens
Shark - Squamus	Squamus
Spider	Arachnid
Squid/octopus	Cephalopod
Wolf	Lupus

A1.5 ABILITY KEYWORDS

Ability keywords indicate a skill learned.

A1.5.1 Iksakku

A stick-fighting martial art taught by some Children of Gaia and various Fera.

A1.5.2 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.

Characters with Loyalty may not be given a Rivalry to the target of their loyalty; likewise a character with Rivalry may not be given loyalty to the target of their rivalry. Rivalry and Loyalty do not affect who they can target with cards and effects.

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.

A1.6.3 Fast and Slow Striking

Fast Striking and Slow Striking are Combat Action keywords.

- In the Resolution step (see [Combat rounds](#)), 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 turn.
- 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.

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
- Female
- 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
- Male
- Motley Crew - A ragtag bunch of sailors
- Police
- Ship - An ocean-going vessel, always manned (or womanned)
- Sign of the Apocalypse
- Team #21 - A team put together by Pentex for specific tasks

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 (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.
- [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.

APPENDIX C: FAQ

Pending final discussion

C1 TERMINOLOGY AND GENERAL QUESTIONS

We have to admit that a lot of wording on the printed cards was inconsistent and unclear. A lot of these FAQs and the errata tries to clear that up.

What is a Character as opposed to a Garou?

Combat cards

On combat cards, "Character" means "creature" in all cases.

Sept cards

- When "Character" or other keyword refers to the user of the card, it means "the creature using this card" in all cases.
- When "Character" or a keyword is used in any other way then it means what it says and may restrict the use of the card.

What does "1 full turn" mean, exactly?

It means a full turn, as closely as you can approximate it. For instance, if you use *Beastmind* at the beginning of Moot Phase, that Gift will expire at the beginning of the next Moot Phase.

What does "every other turn" mean?

If you used an "every other turn" ability last turn or earlier this turn, you cannot use it. Note that this works on a card-by-card basis: if you have two of the same card they do not count against each other.

What's the difference between healing damage, regenerating damage, and removing a damage card?

In all cases, these terms mean discarding a damage card attached to a creature. Which card is discarded depends on the rule or card ability.

- Regenerating will not affect aggravated damage.
- Removing a damage card, or Healing, will get rid of any damage card, aggravated or not.

One of my creatures is affected by two card effects. One says it must do X. One says it's can't do X. Which takes precedence?

"Cannot" and "Will not" take precedent over "Can" and "Must". If something prevents you being Alpha, then an effect which says you must be alpha does nothing (this does not count as cancelling the effect though). If two effects clash but do not fall under this rule (e.g. two creatures must take the last alpha action), the effect which resolved last takes precedence. If neither rule applies, decide randomly.

I was hit with something that prevent me from taking any actions except "defending myself if attacked". What's that mean?

A few cards say you can't take any actions except defending yourself if attacked. "Defending yourself" allows you to play Combat Actions if attacked. It does NOT allow you to take other actions. If you somehow get dragged into a pack action, but weren't the original target of the attack, you can't play combat actions. See the list (above) of actions verses non-actions for more details on what you can and cannot do.

If you cannot play actions, you can still defend yourself if attacked.

In the Redraw step and the beginning of the alpha phase I can discard and redraw. How many times can I do this?

Once each time. The only cards you can discard are those you had before the phase began, and you cannot discard once you have started drawing. Note that you also redraw your combat hand after each combat (even if you weren't participating): you cannot discard any cards before doing so, except to discard down to your combat hand size if you have too many cards.

Is the Umbra part of the Hunting Grounds?

No. The Hunting Grounds exist both in the physical world and the Umbra, but are only an area within each.

C2 CHARACTERS AND OTHER CREATURES

How do I get back into my breed form?

Most of the time you won't want to; however, there are a few Gifts, at least one Moot, and several other methods of changing form. Remember, though, that if you change back into your breed form and your damage exceeds your Health, you shrivel up and die!

Some characters have their Gnosis change between their two forms. Is that right?

Yes. This mostly occurs with Banes and Unbound.

When one of a character's statistics falls below 1, does he become unable to take actions?

Only if the card reducing him to below 1 specifically states that he can do nothing (like *The Piper*). Otherwise, he is not considered to be unable to take an action.

Do spirits have gender? The *Voracious Spectre* looks like a girl, but others like the *Morozhki* look fairly mannish.

Spirits are genderless (as are most Prey and Allies that aren't obvious by artwork or flavor text). No *Manling Pendant*.

Can Alpha characters step in for Prey that are the attackers (i.e., *Silhouette*)?

Good question, but no.

I make a Prey creature (e.g. a *Pack Fomori*) my Ally. It says it pack defends with X. Someone attacks an X in the Hunting Grounds, will my Ally go pack defend?

No, unless stated on the card. If this happens, you play for your packmembers but the person playing for prey can be yourself or another eligible player.

I attack a Prey creature. Someone uses an effect to make it their Ally. Can they do that in the middle of combat?

No, a creature's status cannot change in the middle of combat. Enemies stay Enemies, Victims stay Victims, Allies stay Allies, and Characters stay Characters for the duration of combat. They won't change type halfway through.

C3 SEPT CARDS

Can you discard equipment after you have put it down?

If you mean after you've equipped, you may only discard equipment during the Resource Phase. The exception to this is Equipment that requires you to discard it to use it.

If you are Wurm, and you are equipped with a piece of Fetish equipment due to *Eater-of-Souls* or *Oil of Corruption* and the *Eater/Oil* is removed, can you still use it; is it discarded?

Once you have equipped an item, you can always use it as long as you keep control it.

I have two weapons. Can I use both of them?

If the creature is equipped with multiple weapons (through a special card ability), he must select which weapon he will use by default when the second weapon is equipped. He may announce a weapon change at the beginning of a round of combat (during any play-card step).

Can a pack have more than one copy of a non-unique territory in play at once, like two *Bawns* or a couple of *National Parks*?

Yes. And you gain the benefits from having multiple copies; if you have two *National Parks*, you get +2 Gnosis. The unique Territories say on the cards that "Only 1 X may be in play at any time."

If a member of First Team #21 declares an attack on a Battlefield and other members of the Team join (including *T. F. MacNeil*), do you get the extra 2 cards per participant in addition to any cards you draw for the Battlefield? Likewise if *Golgol* is involved?

Yes.

What happens on the *War of Attrition* Battlefield if the attacker wins in less than 5 rounds?

If the Battlefield was defended by another Alpha, VP is handled normally. If the Battlefield was self-defended, it is worth nothing and stays in play.

When can I play a Lunar Phase?

Moon Phases have to be played during the Redraw phase, or they can be played at any time if they can supersede the current Phase.

Can you place a Gift or Rite on a character to hold until it's used later, or do you have to keep it in your sept hand until it's used?

You must keep Gifts and Rites in your sept hand until they're used unless they have a permanent effect. Gifts come in four basic variations

- Instant effect- these are played from your hand as needed and have an immediate effect. They are discarded after a set period of time. Some examples of Instants: *True Fear*, *Lesser Banishment*, *Mother's Touch*, *Spirit of the Frey*, *Eye of the Cobra*, *Staredown*, *Serenity*
- Permanent.- this Gifts come into play and stay in play until cancelled. They usually are attached to a creature once played. Some examples of Permanents: *Heart of Fury*, *Luna's Armor*, *Odor of Skunk*, *Roll Over*
- Ongoing- like permanent gifts but not generally attached to creature. They may last until cancelled, or be removed after a specific period of time. Examples: *Strange Rain*, *Higher Calling*, *Attunement*
- Triggered- These are permanent Gifts that are attached to their user then wait for a specific condition to be met before they take effect. These are VERY RARE. The only triggered Gifts are: *Coup de Grace*, *Fenris' Bite*, *Gift of the Porcupine*, *Poison Tumors*, *Silver Claws*, *Touch of the Eel*

How long do gifts last? When can I use them?

Gifts are Open Play cards, that is they can be used at any time which is not Closed Play. Gift cards often contain more specific timing about when they can be played.

Can Characters not involved in a combat play gifts on combatants (i.e. like *Knife Wind* or *Mother's Touch*)?

It's perfectly fine to play Gifts against folks in fights you're not involved in. Read the cards though: there are some (like *Gaia's Vengeance* or *Curse of Hatred*) that can only be used by a character actually in combat (e.g. if they refer to an "opponent". Usually Gifts that can only be used in combat will say they can only be used in combat. Sometimes Gifts will say they are used on an opponent. You only have an opponent during combat, so these are combat only Gifts.

Can I target someone in the Umbra with a Junta if I have an Incarna Sigil or similar?

No. You still may not target them with a Junta.

If I play an Event that leads to the death of opposing characters (i.e. *Umbral Wave*), do I get the victory points for those characters?

Not as such. Events are caused by outside forces, not by your pack. If you play *Umbral Wave* during a combat you're involved in and it kills some of the opposing characters, you'll get VP for them... but your opponent will get VP for any of your characters that died in the Wave. If you weren't involved in the combat, the guys involved get VP as normal.

C4 FIREARMS AND RAGE

If you shift to crinos while carrying a firearms, do you lose the gun or does it just stay on the character (unusable, but available)?

Many firearms, such as *Shotgun*, have form restrictions on use. The character may hold it in other forms, he just can't use it. His fingers (or paws) are too big.

Say I have a character with a Rage of 1. I equip them with a *9mm*, which says it allows them to 'play Rage 5 combat cards'. Later on, the pack gains a *Beast-of-War* totem and the pack now has a rage modification of +3. Does this mean the character can now play rage 8 cards, or just have 4 rage and a gun that allows them to use 5?

The Firearm cards don't actually increase your Rage, they just let you use higher Rage cards. Thus, in the above instance, you'd have only a 4 Rage but would be able to use Rage 5 cards because of the gun.

I have a combat card that require Firearm/Weapon. My gun allows me to play combat actions up to Rage 3, but the Rage for this card is 7. I DO have Rage 7, and I have a gun. Can I play rage 7 card that requires Firearm?

No. Firearms that say they allow you to play combat actions up to Rage X let you use the gun to play actions up to Rage X... and no more. If you play an action over that Rage, you play it without the use of the gun.

I have been hit by a damage card that reduces my Rage, but I have a Gift that raises my Rage. How do these balance?

Normally, you will simply add and subtract these factors to arrive at your new Rage score. Cards that say you will act at Rage X don't actually modify your Rage, so work exactly the way they say they do. A card that says you "act at rage 1" means you act at Rage 1. A gift that gives you +2 Rage won't increase this to 3.

Can you use kailindo combat cards while using a Firearm?

Sure. Just watch any good Hong Kong action movie - they have all sorts of martial arts/guns techniques.

C5 PACK ACTIONS

I play an *Ass Whupin' Lynch Mob* (or *Attacking the Wurm*) as I attack Prey in the Hunting ground. If an Alpha steps in, would it have to fight the original attacker or the attacking pack?

These cards are played in the Declaration step, before stepping happens in the Pre-combat step. The defending alpha would face the the whole pack.

My alpha defends a Territory. Can he *Shieldmate* in a *Flame Spirit*?

Shieldmate specifically states you can only play it when one of your creatures is attacked. You can however use other pack tactics such as *Pack Defense* or *Motley Captain*. Note that this also applies to defending prey.

If I declare an attack and the target plays *Pack Defense*, am I stuck fighting for one round of cards before I can back off, or can I choose not to continue combat before it even begins?

Once an attack is declared, you cannot withdraw until at least the first round has been played.

Can a Character in the Hunting Grounds use or join pack actions?

Nope. No character in the hunting grounds may act as alpha either.

Can members of a pack who can automatically use pack tactics (First Team #21, the *Kachina* twins, etc.) join in pack defense with other members of the pack that played a *Pack Defense* card?

Yes. They're all about swarming over their opponents.

What happens when the alpha in a pack action is killed? Does the combat end, or continue with the other characters involved?

There is nothing dictated by the rules - it's up to the attacking player. Even combat between two packs using pack actions could continue in this way, even if both the original alphas are killed. If the attacker wants to end it, he may withdraw. If he's in a fightin' mood, the fight goes on.

C6 OTHER COMBAT QUESTIONS

If one of my characters is "challenged" during the combat phase, why wouldn't I decline?

Usually, it's safe to decline. However, some cards specifically target werewolves that decline challenges and stick them with some unsavory side effect. Also, a few characters can issue challenges that may not be refused. It's a gamble when a challenge is issued.

Can I kill my own characters for the victory points?

No. You can't Entrapment your allies, either. Jeez.

How do death blow effects work?

Only one blow can actually be a killing blow. It's the blow that actually kills the target. Anything triggers when a creature dies takes effect as soon as that damage resolves. Note, fully frenzied creatures still have death blow effects happen when they die... they'll just continue fighting past that point.

I drew a lot of Combat Events when I frenzied/played a pack action- can I just take 'em all out and discard them to make combat flow more smoothly?

Nope. A combat hand is an active weapon even if you've got all cards you can't use, because you can still use the cards in it to make it look like you're able to do something. This can be a strategically important thing.

Hey, does that mean I can play Combat Events to "defend" an Enemy, just to get 'em out of my hand?

This is actually one of the best ways to get rid of cards you don't want. "I've got a card," you say, and plop down that *Entrail Rend* or *Shieldmate* you don't want. The you flip it and smile, because the card illegal and is discarded; after this combat you can draw back up and hopefully get something you need.

My Nerve Cluster encounters an Assegai. Does it still attach to my opponent and reduce her Rage?

Combat cards reduced to zero damage do not become damage cards and are not attached to the target. (Nov. 2006)

Can you use two Blocks (or a Block and a Fetal Position, or a Block and Strike, a Block and a Fetal Position) against one Combat Action?

If you can play multiple combat actions, you may do so. Since your opponent can play damaging combat actions and specify the order of effect (to get a *Telling Blow* to score), there is no reason for you to not be able to do the same with a double-block.

A friend of mine has recently taken to occasionally playing no card on the first round of combat. In order to keep it from being an obvious bluff and setting himself up to get pounded, he'll hold out a card and then withdraw it as I flip mine over. This is legal, right?

Yes. (and encouraged)

The question involves frenzy and Head Wounds/True Fear/etc. Basically, if Golgol is frenzied, and is Head Wounded, he then cannot play a combat card in the following round. If his opponent also does not play a combat card, does the combat end, or does the frenzy continue?

Combat ends. That would be a clever way to escape a frenzy.

My character is sent back to breed form somehow while he's frenzied. What happens?

If he hasn't taken enough damage to kill him in breed form, frenzy continues in breed form.

If he's taken more damage than he has health, he dies:

- if he's in a limited frenzy, he drops dead, frenzy ends as normal.
- if he's in Full Frenzy he is still dead but too angry to realize it: he must be Hacked Apart as normal. Next time he takes damage, he'll flip back to Crinos again.