

Rules package v0.2  
 Compiling information from various sources like:  
<http://www.werepenguin.com/rage/rules/> or <http://www.rainydaypaperback.com>

### 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 from River Von. These fan cards are generally divided into blocks of sets and include: the New England block; the beginning of the Ahadi block (set in Africa); and Least Wanted (18 cards remade because they were overly broken or confusing).

Each player has a pack who are trying to prove that they are better than the other packs. They achieve 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 but, because they draw on a different pool of cards, they can play quite differently.

## Chapter 0: Givors' club rules

### Deck building

Combat deck must contains maximum 1 of each card. Maximum 2 of each card considering both Sept deck and starting Sept cards (e.g.: equipment cards owned by Characters).

### Moot phase

A Garou calling a vote cannot vote for the rest of the turn.

### Superseded Cards - Alphabetical Card Listing

<b>.38 Special</b>	Weapon Only usable by creatures in Homid form. This Firearm allows this creature to play damage cards of Rage 3 or less. .38 Special does not count as a Weapon for purposes of determining how many weapons a creature may have equipped. You may have up to 3 copies of .38 Special in your deck.
<b>Alias</b>	Gift – Gnosis 7 – Glass Walkers The character creates an exact duplicate of himself, including both Crinos and Breed form. The duplicate has the same printed stats and special abilities as the Gift user. The Alias will last until cancelled or killed. The Alias created by this Gift is a Spirit ally. A character may only have one Alias at a time.
<b>Bane Arrow</b>	Fetish Weapon – Gnosis 3 After all combat cards have resolved in a combat round, the owner of the Bane Arrow may discard Bane Arrow do 3 damage to an Enemy it is combat with. Use the Bane Arrow card to mark this damage. If the Enemy is killed during this round, it is worth no victory points and is discarded.

<b>Blossum</b>	Character – Renown 4 Rage 1 Gnosis 6 Health 2 (no battleform) Defiler. Before Alphas are chosen, Blossum can remove herself and 1 character from play until the end of turn. Neither can take actions other than regenerate during this time. Blossum cannot affect the same target more than twice.
<b>Dreamspeaker Mage</b>	Ally – Renown 8 Rage 4 Gnosis 10 Health 3 – Uktena, Theurge, or Mokole Restricted. Once per turn the Dreamspeaker can step sideways and/or can cancel any single Gift. If in combat, she may not step sideways until one round of combat has passed. The Mage can use Auspice Gifts.
<b>Eye of the Cobra</b>	Gnosis 6 – Galliard, Children of Gaia, Bastet May not be used during combat. This character makes any one character a part of his pack, even if she could not normally join a pack of that allegiance. Remove the target from her original pack. The Gift user and target automatically pack attack and defend with each other. Discard this Gift when the Gift user dies or at the end of the phase (whichever is sooner) and return the target to her original pack.
<b>Friends in High Places</b>	Action You call in a favor from some powerful friends. You may end any one combat that does not involve a frenzy. A pack may not play more than one Friends in High Places per turn.
<b>Furmling</b>	Enemy – Renown 5 Rage 4 Gnosis 3 Health 4 An elemental spirit of balefire infests the area. All damage from a Furmling is aggravated.
<b>Gaia's Vengeance</b>	Gnosis 9 – Philodox, Red Talons, Feline, Lupus Combat Restricted. Play Gaia's Vengeance at the end of a round of combat, after combat actions have been resolved. Gaia's Vengeance does 8 damage to an Enemy that the Gift user is facing in combat. Use this Gift to mark the damage.
<b>Gaia's Will Corrupted</b>	Gift – Gnosis 7 – Black Spiral Dancer, Hellcat Combat Restricted. Play Gaia's Will Corrupted at the end of a round of combat, after combat actions have been resolved. Gaia's Will Corrupted does 5 damage to a Victim that the Gift user is facing in combat. Use this Gift to mark the damage.
<b>Honest Senator</b>	Victim – Renown 4 Rage 2 Gnosis 0 Health 3 Human. This Kinfolk uses his political power to tie minions up of the Wyrms in endless investigations. Members of the 7th Generation can take no actions other than to regenerate, defend themselves if attacked, and recruit Allies while the Senator is in play.
<b>Klailtal Stargazer</b>	Past Life – Requires: Stargazer Abilities: Can use ANY Gaia Gifts of ANY Gnosis. Once per turn, he can cancel any one Action card played by a Garou. Weakness: While imbued with Klailtal Stargazer, the Garou cannot participate in any pack actions.
<b>Mangle</b>	Combat Action – Rage 8 Damage 6 Combat Restricted. Crinos form only. Cannot be bluffed. The creature wounded by Mangle may take no actions for the next two rounds of this combat. The wounded creature may take no actions other than play Combat Actions until the end of the phase.
<b>Master of the Pack</b>	Gift – Gnosis 7 Silver Fangs, Simba Restricted. Play as this creature attacks an Enemy. The Garou are called to fulfill their sacred duty as Gaia's Warriors. The Gift user recruits one Garou in play for each point of Renown that he has. They form a temporary pack with the Gift user and join in the attack, even if they could not normally be in a pack together. Draw 2 combat cards. This Gift lasts until the end of the combat.
<b>Priest</b>	Victim – Renown 5 Rage 2 Gnosis 6 Health 3 Human. The Priest removes the lowest Gnosis Bane or Bane character from play during the Regeneration Phase. Banes cannot act against the Priest in any way. The Priest can use Children of Gaia Gifts. The Mage of the Celestial Chorus will automatically pack defend with the Priest.
<b>Telemarketing Campaign</b>	Event All other packs skip their next redraw phase. The player using Telemarketing Campaign has his Sept hand size reduced by three next turn. The same player may not play Telemarketing Campaign two turns in a row.
<b>Umbral Escape</b>	Combat Action – Gnosis 3 Fast striking. This creature steps sideways into the Umbra against a Gauntlet of 3, which may be fluxed as if it were the Gauntlet on a caern. It returns from the Umbra at the start of the next turn. Creatures that can not normally step sideways may use Umbral Escape.
<b>Visit From White Father</b>	Event Few are privileged to get a visit from White Father. The legendary Amazonian war leader comes to rally the troops. The pack with the least victory Points draws two Sept cards. If there is a tie for least victory points, all packs involved in the tie draw cards.

## Chapter 1: Areas of Play

### 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.

## 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 (see [Stepping in](#)) 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. Such Characters can be attacked by Alphas as their Alpha action.

## 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](#)

## 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.

If a creature is killed outside of combat, they are not worth any victory points. Characters killed in this way are removed from the game. Other creatures are simply discarded to their owner's sept discard pile.

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.

## 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.

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. Creatures in the Out of Play area are still counted present for and affected by global effects (such as a *Wyldestorm*), even if they would change move the creature out of the Out of Play area. 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 except global effects (and similarly such cards affect global effects (e.g. *Cataclysm*)). 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.

Cards removed permanently from the game are not considered for Global Effects or Uniqueness (or similar restrictions).

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## Chapter 2: Timing and Rules overview

### Closed Play

A period of the game where only specific plays can be made.

### Open Play

A period of the game where Open Play cards and abilities can be used. Not Closed Play.

### 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.

## Timing etiquette

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

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

gEngine 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.

## 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.

## Open Play and Closed Play

Closed Play is a period of play in which most 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 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. During Open Play, players may use Open Play cards, abilities that are appropriate and, in combat, Combat Events.

## 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.

## 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).

## 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!

## 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 3: The Basic Game

## Preparing to Play

### 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.

### 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 and 30 sept cards, 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).

### 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.

## 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.

The rest of this Chapter 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](#).

## Redraw Phase

**Closed Play.** In the first Redraw Phase of the turn, 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. Once players start discarding and redrawing, nothing can interrupt this process until all players have refilled their sept hand. If a player's sept deck is depleted, he does not draw any more cards but is otherwise unaffected.

**Open Play.** The rest of the phase is Open Play. Any cards which state that they may be played "at the beginning of the turn" can only be played during redraw phase (e.g., Moon phases). The term "At the beginning of the turn" is functionally identical to "during Redraw Phase".

## Regeneration Phase

**Closed Play.** Shapeshifters, the hardy creatures that they are, have remarkable powers of healing. At the beginning of the Regeneration Phase, all regenerating creatures 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, 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.

Allies, Enemies and Victims do not, as a rule, regenerate. Very few do, and these are marked with the note (*regenerates*) at the bottom of their statistics. Exception: All shapeshifters (were-critters) and vampires regenerate, even if it is not indicated on the card.

"At the beginning of the Regeneration Phase" means in Closed Play, before regeneration occurs.

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

## 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). Note that a player must have a Character in the Umbra to play a Realm, and Characters must be in the same world as the Ally they want to recruit. 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).

"At the beginning of the Resource Phase" means in Closed Play, before Resources are played.

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

NOTE: In the first printings of Rage, the Resource Phase was called the Equip/Ally phase. The two are identical terms.

## Umbra Phase

**Closed Play.** At the beginning of the Umbra Phase, Characters may use a Caern to step sideways into or out of the Umbra. Only Characters that can normally step sideways can use the Caern in this fashion (see [Creature Class](#)).

To enter (or leave) the Umbra, the Character's Gnosis must be greater than or equal to 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.

"At the beginning of the Umbra Phase" means in Closed Play, before creatures use Caerns to step sideways.

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

NOTE: In the first printings of Rage, the Umbra phase was part of the Moot Phase.

## Moot Phase

**Closed Play.** There is a section of Closed Play at the beginning of the Moot Phase. Cards and abilities used "At the beginning of the Moot Phase" are played at this point. 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. In order for a Moot or Board Meeting to be called, there must be at least two players in the game playing packs of the same allegiance (i.e. at least two players must be playing Gaia packs before any Moots may be called and at least two players must be playing Wyrms packs before any Board Meetings may be called).

Juntas may not target creatures or other cards that are only in the Umbra. Otherwise the effects of Juntas work equally in both the physical world and the Umbra. Creatures that are only in the Umbra may not call or vote in Juntas.

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.

## Quick combat summary

- 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 (see [Combat](#)).

## 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. As in the Redraw Phase, discarding is done before redrawing and no actions may be taken before all players have redrawn their combat hand. 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.

"At the beginning of the Combat Phase" means in Open Play, before alphas are chosen.

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 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 (see [Combat](#) for details of how attacks work):

- 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
- Pass and do nothing.

## 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 4: The Cards in Depth

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

### "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.

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").

### 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).

### Character Card Diagram

Name

Set Glyph

Renown

Keywords

Stats

Textbox

(Alliegance Glyph)



Name

Like you don't know what a name is.

Set Glyph

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

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.














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.



**Rage sets and glyphs**

Printed sets		New England Block		Ahadi Block	
	Limited/Unlimited		Periphery		War Council
	Umbra		Intermezzo		Rainmakers
	The Wyrm		Gauntlet		Rainfall
	War of the Amazon		Coda		Sahel
	Legacy of the Tribes		Least Wanted		

*Note: if there is no glyph in the upper left corner, the card is for a different game, called Rage Across Las Vegas or Rage: Tribal War. The two games are not compatible. Tribal War Character cards also have a pawprint at the bottom, and the upper left indicates the Character's form.*

**Alliegance**

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

	Gaia	Gaia Characters defend Gaia by cleansing the world of the Wyrm. They may only be put into Gaia packs.
	Wyrm	Wyrm Characters seek to destroy or corrupt the world around them. They may only be put into Wyrm 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 Aspect Gifts. Wyrms creatures can use Board Meetings and Bane Fetish equipment but not Fetishes, Auspice Gifts or Breed Gifts. Additionally, Gaia packs cannot use Wyrms totems and Wyrms packs cannot use Gaia totem. 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 creatures. 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.

### 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 no pack may start with more than half their Renown consisting of Rogues. There are no Rogue affiliated packs - packs can only be Gaia or Wyrms.

Once a game begins, Rogues gain the allegiance of their pack. They do not change creature class or tribe, and retain use of all their keywords, but follow the restrictions of their pack's allegiance (as above). So a Rogue Wendigo in a 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.

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 affiliated, 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.

When learning Rage, we suggest that you only use Garou (werewolves) and other Gaian shapechangers such as Mokole and Bastet who normally can frenzy, regenerate and step sideways.

### Keywords

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](#), [Regenerate](#) 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). [Full description of keywords.](#)

### 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 affect 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.

### Forms

The breed form is the natural form of the Character (normally Homid or an animal form), indicates the [Breed](#) of the Character 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 changed to Characters during the game cannot change forms.

### 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*.

### 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.

### 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).



## 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.

### Restricted

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

### 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.

### Constrained

Unique, Restricted, Combat Restricted or with any other limitation on how many times the card can be played (or how many can be in play at once).

## 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.

### 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 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. See [Umbra Phase](#).

### But I don't know what it does!

Equipment, Gift and Rite cards have text on one side and art on the other, so when you attach them to (place them under) a creature you can see the beautiful art. However, while you are learning the game you will probably want to place them under the other side of the creature so you can see the text (but not the art).

### Equipment

Equipment grants additional abilities to the bearer. When played, equipment is attached to the creature that played it, placed under the character so only the side of the card with the art is showing. 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.**

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. This can only be done during the Resource Phase but each item may only traded once per Resource Phase. 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 cannot normally be given Equipment, but if a creature receives equipment while in 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 using Gifts](#)). Equipment can be played by Allies providing they meet the requirements.

If a creature acquires equipment that it does not meet the requirements for, the equipment is discarded; if a creature no longer meets the requirements of equipment already attached to it, the equipment is **not** discarded. Creatures can always use equipment attached to it, unless it is a Fetish owned by a Wurm creature or a Bane Fetish owned by a Gaia Character - in this case the equipment cannot be used until the user

changes allegiances or trades it (card abilities can override this). Where equipment states that it can only be used in certain forms, this does not express a condition to play the card.

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). 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). A creature with two weapons cannot play an extra Combat Actions because of this.

Equipment is divided into Fetishes, Bane Fetishes and mundane 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 Wyrms 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.
- Mundane equipment (also known as Non-Fetish 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 mundane items have restrictions on their use.
- Certain Fetishes are also Bane Fetishes - they may be used by any Character or Ally, Gaia or Wyrms, and are affected by cards which affect either Fetishes or Bane Fetishes.

Certain creatures automatically have equipment ("built-in equipment") - for instance, the *Kinfolk Soldier of Fortune* has a shotgun. These pieces of equipment may never be traded away. 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. 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.

### Realms

Realms represent pocket dimensions in the Umbra with different laws of reality. When one is played for your pack, a pack member has been to that Realm, and returned with new knowledge or power that helps them for the rest of the game. The abilities of a Realm apply to both the physical world and the Umbra. A pack may only have one Realm in play at a time. All realms are Unique.

You must have a Character in the Umbra to play a Realm. If at any time, you have no Characters in the Umbra, you must discard any Realms you have in play. Realms without requirements listed require a Gaia Character to play.

### 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, even multiple copies of non-Unique 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](#).

## **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](#).

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.

### Allies

Allies are the friends and associates of your pack. Like resources, recruiting Allies is an action taken by a Character who must meet the requirements of the Ally and must be in the same world as the Ally being recruited (normally the physical world). Allies are like Characters in that they are independent, can fight in combats, equip, join pack actions, act as alpha, etc. Allies are considered pack members and can gain benefits from pack resources and Pack Totems. However, Allies may not vote or call Juntas and they are removed from the game if all of your Characters have died (or otherwise been permanently removed from the game). Abilities that affect an entire pack also affect its Allies, though a pack's Renown is not affected by the Allies it controls.

### 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 status cannot be used during during combat.

### 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 do not become members of a pack. Prey cannot use Combat Events.

If a creature attacks an Enemy or Victim in the Hunting Grounds, then any one other player may play Combat Actions on behalf of that Enemy or Victim during each combat round (only one player may play Combat Actions for prey in a single round of Combat, even when more than one is in combat). Another player may play during the next round, and yet another may play cards during the third round, etc. Players may even discuss among themselves which card(s) would be the best to play against an attacker. The attacker cannot play cards for the creature he is attacking. Enemies and Victims may not play Combat Events, only Combat Actions. See [Combat](#).

Though they may be attacked by anyone, Enemies are worth no Victory Points for Wyrms, and Victims are worth no points for Gaia packs. They are not even placed in the Victory Pile in these cases. Non-combat Special abilities of Enemies do not affect Wyrms, and the non-combat Special abilities of Victims will not affect Gaia packs. For example, a *Pentex Refinery* in play would not prevent Wyrms from regenerating. However, all Enemies or Victims can target any pack with their gifts if they cast them.

Prey, like Allies, can use Gifts which they meet the requirements for (see [Gifts](#)). However they 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.

Some Allies, Enemies and Victims will attack Characters at the end of combat. 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.

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.

## Open Play cards

The following types of sept card can be played at "any time", or rather during any period of [Open Play](#). 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), nor can they be discarded voluntarily by their player (apart from Quests and Totems).

Some of these cards have instant effects, some stay around a lot longer. All Action cards take place immediately and are then discarded (any ongoing effects continue to take place but cannot be cancelled). Totems on the other hand always stay until destroyed or the player discards them (this can be done at any time). Past Lives stay until the end of turn and are then returned to your hand. For other Events, Gifts and Rites you have to read the card to find out whether the card has an instant effect (discarded immediately that it is played), an ongoing effect with a fixed duration or a permanent effect that last until the card is cancelled or destroyed.

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.

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.

### Actions

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

### 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.

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.

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. Personal Totems may not be traded between Characters.

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).

### Gifts

As inherent spiritual abilities, Gifts create powerful mystical effects. As well as keyword requirements, Gifts have a Gnosis requirement which the user must meet. They do 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.

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).

### Gaia Totems and Wyrms Totems

With the advent of Rogues we are abolishing the idea of Gaia Totems and Wyrms Totems: totems can be played by any Character who meets their requirements. Instead, errata has been issued on Caern of the Painted Sands.

### Wyrms Gifts and Auspice Gifts

Some cards refer to categories of Gifts. For the purposes of cards not in play:

Gaia Gifts are any Gifts which require any of the Garou tribes (except Black Spiral Dancers), any of the Bastet tribes (except Hellcats), any Breed, any Auspice or any of Bastet, Corax, Gurahl, Mokole or Rokea.

Wyrms Gifts are any Gifts which require an Aspect, Banes, Black Spiral Dancers, Cults (or a Cult faction), Fomori, Hellcats or Pentex.

Because Gifts have up to three possible requirements, many Gifts fall into several categories (including both Gaia and Wyrms). Where restrictions apply that prevent a creature using Aspect, Auspice or Breed Gifts, the creature may be able to use the Gift due to one of the other requirements (e.g. *Morihei High-Mountain* can use *Distractions* during a *Lunar Eclipse* because he still meets the Stargazer requirement).

Once a Gift has been played, it takes on the Allegiance of the creature that played it.

### Past Lives

Past Lives are extremely powerful cards that augment the abilities of Characters of certain Garou tribes. A Past Life can only be played on a member of the appropriate tribe. Creatures who can use Gifts or "all cards" from a tribe they are not a member of may not use that tribe's Past Lives - they may ONLY use Past Lives from their own tribe, if they have one.

Characters can only channel a Past Life for a little while. At the end of turn, return all Past Lives to players' hands. It is considered a great honor for an ancestor to lend his might to a Garou and if a Garou dies while using a Past Life, it reflects terribly upon his pack's honor. If a Character using a Past Life is killed, discard the Past Life, and the controlling player's sept hand size is reduced by two next turn.

Past Lives may not be voluntarily discarded from play. You may discard them from your hand as normal. All Past Lives are Unique. You may have more than one Past Life under your control so long as they are all different Past Lives.

Past Lives that have a "once per game" effect have a Restricted ability. No matter how many times they bounce in and out of play, a single pack may not use those "once per game" effects more than once. If pack A plays a *Shu Horus* and uses his restricted ability then pack B plays *Shu* next turn, pack B can still use it once. Pack A and B can only use the ability once each.

Some Past Lives grant a health bonus. They will still leave at the end of turn, even if this will result in the Character dying. If a Past Life leaves play at end of turn and the Character dies as a result, this will not result in your sept hand being reduced.

### Quests

Quests are the special circumstances that garner additional victory points (or other benefits) for any Character or Ally that meets their criteria (a Quest is not played on a pack, but on a member of the pack). 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, but may abandon (discard) a quest at any time.

### Rites

Special rituals used by the profoundly spiritual, Rites may be used to generate unique game effects. Instead of a Gnosis requirement, as per Fetishes, Bane Fetishes and Gifts, Rites have a Renown requirement which the user must meet. Rites can only be used by Characters and only if they are Garou, Fera or Cultists. Rites cannot be used in the middle of a combat.

### 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 (as long as you're the attacker)

### **Battlefields**

Battlefields are sites where the garou wage epic battles.

*The rules released for Battlefields in War of the Amazon are not balanced. The development team are looking at new rules for using Battlefields.*

### **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. See [Moot Phase](#) for more on Juntas.

**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. In addition, members of Wyrms packs cannot call or vote in a Moot; Wyrms packs and anything in their Pack Home Grounds cannot be targeted or affected by Moots. Likewise members of Gaia packs cannot call or vote in a Board Meeting; Gaia packs and anything in their Pack Home Grounds cannot be targeted or affected by Board Meetings.

**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.

**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.

**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. Once a creature has abstained, it cannot vote in the same Junta.

**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).

**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.

#### 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 *Limosine* 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.



#### **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.

#### 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.

#### Combat Events

Combat Events are special tactics that can be played in combat. Unlike sept Events, Combat Events are considered played by a creature and can only be used by members of your pack currently in combat. They can only be played before the first round of combat or in the Between Combat step unless the card specifies differently. 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).

#### 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. 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). See [Combat](#).

#### Alternate Combat Actions

Certain non-combat cards are played as combat actions, or played in place of combat actions. There is a subtle difference.

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. A card or ability that is played **in place of** a Combat Action (e.g. *Moon Sign*) is not considered a legal Combat Action, so it cannot be dodged or *Distracted*, but bluffs will work against the user.

Neither type of alternate combat action may be played when a creature is restricted to playing cards of a certain Rage, for instance when using *Catfeet* or fighting a *Drattosi* in the first round of combat. Similarly, they cannot be played by a creature who cannot play Combat Actions. In all cases, alternative Combat Actions are played as creatures declare targets.

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## **Interlude: 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.

- Creatures can only cross into or out of the Umbra using a card ability or, for Characters, a Caern.
- 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.



### Stepping Sideways

Many Characters can move into or out of the Umbra during the Umbra phase if their pack controls a Caern (see [Umbra Phase](#)). There are other means of entering or leaving the Umbra too. For instance, several Actions and Gifts allow creatures to enter or leave the Umbra. Creatures that cannot Step Sideways cannot use these abilities unless specifically allowed to by the card (*Umbral Escape* lets any creature that played it step sideways into the Umbra).

### 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.

### 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 one full round of combat passes where a creature has no valid targets, it is removed from the combat.

### Interaction across the Gauntlet

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

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

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## Chapter 5: Combat

### 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.

### Attack

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

### Challenge

A request to attack a member of another pack not eligible to be attacked (i.e. not an Alpha). May be refused. If accepted, it becomes an attack.

### Attacker

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

### Defender

In a combat, a creature fighting the attacker(s).

### Escape

Leave combat. If a creature escapes, only that creature leaves combat - it has no effect on other participants. If a creature leaves combat (e.g. *Nerve Gas*), it does not imply that it escaped.

## 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 packmember attack a member of its own pack nor a creature in the Hunting Grounds attack another creature in the hunting grounds. The rigorous timing for combat declaration is as follows:

1. **Declaration step:** Closed Play. Declare attacker and (intended) target.
  - Include any abilities/cards which are played during the attack declaration (including certain Combat Events such as *Hunting Party*).
2. **Pre-combat step:** Closed Play. Each player, starting with the attacker, then the defending player (if her pack is attacked) and finally other players, 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).
  - This step marks the beginning of combat.
3. **Beginning-of-Combat step:** Open Play. Players may play relevant Open Play cards.

- 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
- When this step is complete, combat moves into combat rounds.

## 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.
- Reveal step:** All face down combat cards are revealed.
- Establish-bluff step:** Bluffs targeting non-bluffing targets are discarded.
  - Also discard all illegal cards.
  - For these purposes, Combat Actions which have no (creature) target are considered to target all opponents. This also includes any Combat Action which can dodge or block, even if they have a targeted effect as well.
- 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.
    - Combat Actions which have no damage stat take effect before damage at the same speed.
    - Non-frenzied creatures killed in combat are immediately removed from combat and sent to the appropriate Victory Pile or discard pile.
- 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 then returns to the Play-card step.
- Between-rounds step:** [Open Play](#). Players may play relevant "at any time" cards. This step uses [Open Play timing](#).
  - After this step, start a new combat round at step 1.

## Ending Combat

Combat ends when:

- there are no attackers or no defenders in the combat;
- the attacker withdraws from combat;
- no creature played a Combat Action during the current combat round;
- 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 [Umbral Combat](#).

After every combat, all players refill their combat hand back up to their combat hand size. Players cannot voluntarily discard cards to refill their combat hands between combats at this point. 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.

**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.

## 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.

### Healing Damage

### 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.

### 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.
- 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.

## **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.*

### 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).

### Challenging

An alpha may challenge a member of another pack who is not their alpha. That creature can normally decline the challenge, in which case there is no combat and the challenger's alpha action is over. If they accept the challenge, the [combat declaration sequence](#) begins at step 2 - the target is considered the defender but is not considered to have been attacked.

### Attacking a Territory

Use the [combat declaration sequence](#) normally: combat will result if a packmember 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. The defending creature is considered the defender but is not considered to have been attacked. 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.

### 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.

### Battlefield Combat

New rules for Battlefields are currently in playtesting.

### Rivalry and Loyalty

See [Rivalry](#).

### 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* on - the wimp!), the creature is no longer forced to attack that target.

### Pack Combat

Some creatures can automatically join pack combat or draw others into combat. They can draw other into combat, even if they themselves were 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. This does not apply to Battlefield combat. You cannot bring creatures from outside your pack into pack combat 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](#).

### 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 Wurm 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, nor is the attacking alpha considered to be attacking the defending alpha (although it is still the attacker). If two alphas want to step in and defend, the creature with the highest Renown gets to do so.

Any creature who steps in for prey is considered away from his Pack Home Grounds and cannot gain the benefit of Pack Resources or Pack Totems, nor may they use pack actions to draw in additional pack members. A creature may only step in if it can interact with the attackers.

## Play-card Step Options

### "Null" cards

Null cards are played face down on a creature in combat to disguise if the creature has played a Combat Action or not. Null cards are not considered cards but a game device, do not have any effect on the game and are removed from play when they are revealed. A player can have any number of Null cards.

When using real cards, it is up to the tournament organiser (or mutual agreement in friendly games) whether Null cards can be used or not. It is suggested that players use common Rage cards (e.g. Characters when using card sleeves, or *Flesh Wounds*) that will not be confused, and can have any number in their combat hand at any point (they do not count towards hand size).

### Alternatives

If Null cards are not being used, players can place extra combat cards and return them to their hand at the beginning of the reveal step. This method should not be used in combination with Null cards.

### 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.

### 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).

You may not bring in members of your pack using two of the same card twice. For example, you could not play *Surprise Ally*, draw in a *Flame Spirit*, and then play another *Surprise Ally* to draw in *Golgol*. If the attacking or attacked creature is killed in a pack action, combat continues with the remaining participants. You may not use pack actions when stepping in (see above).

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, e.g. because of frenzy). The player must select which card is being played by whom (while they are face down).

Some prey can pack defend (they automatically form a pack action with each other if one of them is attacked). Only one player may play Combat Actions for prey in a single round of Combat, even when more than one is in combat.

### 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).

### Random Play

A creature that is forced to play Combat Actions randomly in a given round of combat must play a Combat Action if possible. The card is picked at random from the player's combat hand after combat cards have been assigned to all the creature's packmates (but before the end of the Play-Card step), even if the random card is [illegal](#). A creature playing randomly cannot use [alternative combat actions](#). 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 play.

## 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.

Alternative Combat Actions (see [Combat Cards](#)) can be played at this point for creatures in combat who have played no combat card (reveal Null Cards if necessary). This is done at the same time as the creature's targets are declared.

## Reveal Step Options

### 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*.

### 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 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 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.
3. Targets are chosen for cards played during this mini-step (as per [Pack Actions](#) above).
4. Any face down Combat Actions are revealed.

If somehow a creature who is feinting uses another ability that allows him to use feinting again, there is another Feinting mini-step (as above, but without (2)).

## 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", the side effect of *Catfeet*). 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.

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.

Bluffs are compared in Establish-bluff step: nothing after this point can change whether a creature bluffed or not. For each creature which played a bluffed Combat Action, that bluff succeeds if its target also bluffed (for these purposes, Combat Actions which have no (creature) target (e.g. *Fetal Position*) are considered to target all opponents). Similarly, Combat Actions which can dodge or block (e.g. *Flicker*), even if they have a targeted effect as well, are also considered to target all opponents.

Bluffs targetting a creature who did not bluff are discarded.

Special Abilities of Combat Actions do not resolve if they were discarded in this step (note especially that Beat Unmerciful does not resolve until after this step).

## Resolution Step Options

### Dodges, Blocks and reversals

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 either prevent some damage, or prevent all damage if the attack is small enough. Note that Combat Actions that dodge or block do not prevent damage from attacks at a faster speed (see [Fast Striking](#)).

There are also cards which send an opponent's Combat Action back at them (reversals). Like Dodges and Blocks, reversals do not target a creature but can affect any Combat Action targetting the user. Combat Action reversals send the targeted attack back at the opponent that played it. The reversal is not an attack, but causes the victim to attack himself (reversed attacks are affected by any cards attached to or affecting the victim and by dodges/blocks it has played). Any abilities which trigger when he does damage or takes damage affect the Victim, not the creature that played the reversal. Note that Reversals take place in the Resolution step *after* illegal cards and failed bluffs are discarded.

### Redirecting attacks

Some abilities allow you to move redirect a damage card from one creature to another as it resolves (e.g. *Taking the Death Blow*, *The General*). Note that these are not the same as cards which allow you to choose targets for opposing Combat Actions (e.g. *Shieldmate*).

- Redirection takes place after dodges, blocks and reversals. It takes place before cards which affect Damage Cards (e.g. *Skin of the Hellbound*).
- Redirected damage cards do not damage their intended target, so damage effects on the damage card do not affect the intended target and abilities on the intended target do not trigger from the redirected damage (e.g. a damage card redirected away from a creature with *Gift of the Porcupine* will not trigger the Gift). Damage effects will affect the new creature and the damage will trigger relevant abilities on the new creature. Effects on the damage card which are not reliant on damaging its target take effect normally (e.g. *Hamstringed* still affects its original target).
- Many 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.

### Parting shots

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

### Fast and Slow Striking

See [Keywords](#).

## 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.

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, Enemies and Victims may not Frenzy. Card abilities which incite Frenzies will not work on them, unless the card specifically says it will work on Allies, Enemies or Victims.
- 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.



- 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 cards (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 cards 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. Sept cards that can be used as Combat Actions (such as wasp Talons) may satisfy (1) but not (2), while sept cards played in place of Combat Actions (such as Moon Sign) will satisfy neither condition.

In the rare case that a prey creature frenzies, all players available to play for the creature must have no Combat Actions in their combat hand that the creature could play, and must all reveal their combat hands to prove it. (If a prey creature frenzies, only one player draws the frenzy card, and only that player discards combat cards due to the ending of the frenzy.)

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, although all combatants may use abilities which let them escape from combat.
- A Fully Frenzied creature must play every Combat Action that it can, including bluffs.
- 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 (although it may prevent combat effects). 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.

## Full description of keywords

### Creature classes - Shapeshifters

#### Creature

A Character, Ally, Enemy or Victim

#### Shapeshifter

Any were-creature. Includes garou, bastet, mokole, etc. Does not include Banes, Fomori or non-abomination vampires, even if the creature has two different forms. Shapeshifter Allies/Prey are considered to be in Crinos form.

#### Fera








Any Shapeshifter that is not a Garou.








#### Garou

Is Angus, the White Howler a Garou? Is there a White Howler tribe? Angus is a Garou, but is actually a Ronin who is probably a bit delusional. The White Howler tribe became extinct when they fell to the Wyrms and became the Black Spiral Dancers (BSDs).

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 is a Garou. Garou can frenzy, regenerate and step sideways.

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.










	<b>Black Furies</b>	Fierce and deadly warrior women who defend the wilderness
	<b>Bone Gnawers</b>	City dwellers, often mistaken for bums.
	<b>Children of Gaia</b>	The most peaceful of all the tribes.
	<b>Fianna</b>	Of Celtic descent, the Fianna are fun-loving and rambunctious.
	<b>Get of Fenris</b>	These proud warriors are largely of Norse descent.
	<b>Glass Walkers</b>	Shrewd businessmen, this tribe has made the city their new territory.
	<b>Red Talons</b>	These brutal, bloodthirsty wolves hate humans and their cities.

	<b>Shadow Lords</b>	Power-hungry and ominous, these Garou are intent on gaining control of any situation.
	<b>Silent Striders</b>	Travelers and wanderers, this tribe is originally from Egypt.
	<b>Silver Fangs</b>	Descended from kings, these Garou are the natural leaders of the 13 tribes.
	<b>Stargazers</b>	Originally from the East, these Garou seek wisdom and enlightenment.
	<b>Uktena</b>	These Garou dabble in many mysteries and know more about spirits than most other Garou.
	<b>Wendigo</b>	Fiercely proud, these Garou are descendants of Native Americans.
	<b>Black Spiral Dancers</b>	Wyrms. The Black Spiral Dancers are the Wyrms' elite troupes that fight against the Garou, although most are largely insane.










Those familiar with the Werewolf: the Apocalypse will often find that Rage does completely follow the RPG. For instance, because the mechanics for stepping sideways in Rage are different than those of the RPG, some Fera which cannot normally step sideways can do so in Rage. This is normally a simplification, although in this case it can be justified by the mechanics of high levels Gifts, Den Realms, and other methods of getting to the Umbra.

### 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. Bastet can frenzy, regenerate and Step Sideways.

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

### Other Fera

	<b>Ajaba</b>	The Ajaba are werehyenas, scorned by the Bastet and vengeful against everyone. Ajaba can frenzy, regenerate and step sideways.
	<b>Ananasi</b>	Servants of Queen Ananasa, the werespiders split themselves over the whole triat, working towards their Queen's hidden agenda. Ananasi can regenerate and step sideways.
	<b>Corax</b>	Spies and gossips, the Corax are better talkers than fighters. Corax can regenerate and step sideways.
	<b>Gurahl</b>	Gaia created these werebears as healers of the land, although there are not enough left to do much healing. Gurahl can frenzy, regenerate and step sideways.
	<b>Kitsune</b>	Mysterious fox shapeshifters from the East. Kitsune can step sideways. A Kitsune may not frenzy except for Fox Frenzies.
	<b>Mokole</b>	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. Mokole can frenzy, regenerate and step sideways.
	<b>Nuwisha</b>	The werecoyotes are Gaia's pranksters. Very few in number, they are all skilled Umbral travellers. They can regenerate and step sideways.
	<b>Ratkin</b>	Wererats who still see their job to be the culling of humans, a few Ratkin ally with other Fera for more far-seeing goals. Ratkin can frenzy, regenerate and Step Sideways.
	<b>Rokea</b>	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. Rokea can frenzy, regenerate and step sideways.

## **Creature classes - Other Character**




### Banes

Malignant spirits 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 spirits in existence because they have the will to act freely. Banes can frenzy, regenerate, step sideways.

Bane Allies and Bane Prey are considered Spirits (Bane Characters are not). All Spirit Enemies and Spirit Allies of Wyrms are considered Banes. Bane characters are not considered Spirits - they may not be bound, nor are they affected by Gifts, special abilities, or other effects that target Spirits.

### Fomori

When Banes possess humans (or occasionally animals), they produce a hybrid creature 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):






	<b>Iliad</b>	Iliad Fomori - "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.
	<b>Odyssey</b>	"Project Odyssey" focuses on research and the development of mental and psychic powers. Careful use of these powers can be devastating.
	<b>Others...?</b>	

### Vampires

Vampires have existed for millenia and are largely unwitting servants of the Wyrms, sometimes very powerful ones. They can frenzy and regenerate.

### Abominations

Abominations are rare garou who have become vampires, driven mad by Rage and bloodlust. They count as both Vampires and Garou (and so can frenzy, regenerate and step sideways).

	<b>Humans</b>	Characters of the following factions are Human unless they have another creature class given. Humans cannot frenzy, step sideways or regenerate.
	<b>Executives</b>	Executives call the shots of their organisation, usually from behind the scenes. At the moment, the only Executive cards are also members of Pentex.
	<b>Cults</b>	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.
	<b>7th Generation</b>	The 7th Generation is composed of occult conspirators dedicated to corrupting the world over to the Wyrms by subtly manipulating society. The 7th Generation is divided into five castes. In Ahadi, 7th Generation became the first subfaction of Cults, and all 7th Generation Characters are considered to have the Cult keyword.
	<b>Walid Set</b>	A society of decadent corruption created by a group of Followers of Set, a clan of vampires.

## **Creature classes - non-Character**

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). Because it is possible to make most creatures Characters within a game, it is indicated whether they can [frenzy](#), [regenerate](#) or [step sideways](#).

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.

### 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*.

### Cultist

Cultists are considered human and can use Cult cards. They include *Cult Leader* and *Cultist*.

### Faerie

A member of one of the fae races. Faeries do not regenerate. Faerie characters cannot frenzy, though they can step sideways. Faeries are considered to be in Homid form. Faerie cards include *Sidhe Knight*, *Surly Redcap* and *Unseelie Troll*.

### Fomori

Fomori Prey/Allies are considered to be in Crinos form. Fomori 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 are considered to be in Homid form. 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*, *Candoble 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.*

### Kinfolk

Relatives of Garou or Fera that are not shapeshifters. Kinfolk are considered to be in Homid form (or Animal form if Animal). They are also either a Human or Animal.

### Mage

A worker of true magic. Mages are always considered to be Human. A mage may step sideways. Mages include *El Dorado*.

### Monsters

Monster Allies/Prey are considered to be in Crinos form and are all Unbound. Monsters include *Ewaipanoma, Griffin Avatar, Meat Puppet, Pumpkin Man, Pup Pid, Scarecrow, Skull Pig* and *Zmei*

### Pentex

An employee or minion of the Pentex corporation. Pentex creatures who are not also another creature (such as garou or fomori) are considered to be human.

### Shapechanger

Any Character card which has a separate breed form and crinos/battle form. Shapechanger is not a creature class but is included here for clarity.

### 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). Spirits cannot frenzy, regenerate or step sideways.

Spirits include Wraiths, Banes (other than bane characters), Jagglings, Gafflings, Celestines and Incarna.

*Cannot be bound* - Spirits that cannot be bound also cannot be commanded, controlled or made an Ally in any way, shape or form. They likewise cannot be affected by any Gifts SPECIFICALLY targeting spirits such as Exorcism or Spirit Drain.

### Unbound

See Monsters above.

### Vampire



Vampire Allies/Prey are considered to be in Homid form. Vampires include *Tremere Warlock*

### Wraith

Wraiths are the ghosts of the dead and are considered a type of Spirit. Wraiths are considered to be in Homid form.






## 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.

	<b>Pentex</b>	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.
	<b>Unbound</b>	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. <i>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).</i>

## Spiritual Roles

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.

	<b>Ragabash</b>	New Moon: The Trickster.
	<b>Theurge</b>	Crescent Moon: The Seer.
	<b>Philodox</b>	Half Moon: The Judge.
	<b>Galliard</b>	Gibbous Moon: The Moon Dancer.
	<b>Ahroun</b>	Full Moon: The Warrior.

Only Garou and Ajaba have Auspices. Such 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.

Aspect: Most Wyrms Characters have an Aspect, a tie to one of the three heads of the Wyrms.

	<b>Beast-of-War</b>	the face of calamity.
	<b>Defiler</b>	the face of corruption.

	<b>Eater-of-Souls</b>	the face of consumption.
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Characters in Gaia packs cannot use Aspect Gifts unless they are allowed to by a special ability or another card, although they can gain other benefits from their Aspect.



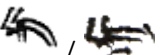
Caste: Human Cultists each belong to a Caste which designates their role in the organisation.

	<b>Business Caste</b>	The financiers of the cultists, often skilled at obtaining resources.
	<b>Government Caste</b>	The leaders of the cults who normally have infiltrated local government.
	<b>Medical Caste</b>	Skilled in not only healing but also developing "medical solutions" to problems.
	<b>Snatcher Caste</b>	Different cults have different rituals but they all need victims, and this caste obtains them.
	<b>Warrior Caste</b>	Skilled in fighting and military tactics. Treat the Military Caste (on <i>The General</i> ) as Warrior Caste.

Characters in Gaia packs cannot use Caste Gifts unless they are allowed to by a special ability or another card, although they can gain other benefits from their Caste.

## 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.

	Most Characters are Homid, born of human parents. Their breedform is Homid.
	Some Shapeshifters are Metis, flawed, cursed offspring of two werecreatures. 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.
	Many Shapeshifters and other Characters are born of animal parents. Each animal breed and breedform has its own name (see right). Characters in Wyrms packs cannot use Breed Gifts unless they are allowed to by a special ability or another card, although they can gain other benefits from their Breed.

### Standard Animal Breeds

#### Parents - Breed & breedform

Bear - Ursine	Crocodile/Lizard - Suchid	Hyena - Hyaena	Spider - Arachnid
Cat - Feline	Crow - Corvid	Rat - Rodens	Wolf - Lupus
Coyote - Latrani	Fox - Kyubi	Shark - Squamus	

## Ability keywords

Ability keywords indicate a skill learned.

Iksakku - A stick-fighting martial art taught by some Children of Gaia.

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.

## Rivalry and Loyalty

Rivalry and Loyalty are creature keywords. Rivalry and loyalty may be referenced by other cards but also have inherent effects.

### 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, randomly 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.

### 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.

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 whether creatures can join Pack Actions or not, or who they can target with cards and effects.

## 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.

Slow Striking Combat Actions are slower than normal Combat Actions, which are slower than Fast Striking Combat Actions. 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.



## Other keywords

Other keywords exist which have no effect in themselves but are referenced by other cards (e.g. Firearm).

## Keyword A-Z

The following is just a collection of keywords. It will eventually form the basis of a rules index.

7th Generation	Feline	Ratkin
Abomination - Werewolf vampire Character creature class	Fera	Red Talons
Ajaba	Fianna	Restricted
Ahroun	Firearm	Rivalry
Ananasi	Fomori - Character, creature	Rodens
Animal - Non-Character creature class	Gaia	Rogue
Armor	Galliard	Rokeya
Aspect	Garou	Shadow Lords
Auspice	Get of Fenris	Shapechanger
Bagheera	Glass Walkers	Shapeshifter
Balam	Government Caste	Silent Striders
Bane	Gurahl	Silver Fangs
Bastet	Hellcats	Silver Pack
Beast-of-War	Homid	Simba
Black Furies	Human	Slow Striking
Black Spiral Dancers (BSDs)	Hyaena	Snatcher Caste
Bone Gnawers	Iksakku	Spirit
Breed	Iliad Fomori	Squamus
Bubasti	Kailindo	Stargazers
Business Caste	Khan	Swara
Cannot be bound	Kinfolk	Suchid
Caste	Kitsune	Theurge
Children of Gaia	Latrani	Uktena
Combat Restricted	Loyalty	Unbound
Corax	Lupus	Unique
Cult/Cultists – Character, Creature	Mage	Ursine
Creature - Character, Ally, Enemy or Victim	Medical Caste	Vampire
Crinos	Mokole	Walid Set
Crow	Nuwisha	Warrior Caste
Cultist	Odyssey Fomori	Weapon
Dark Trinity	Opponent	Wendigo
Defiler	Pentex	Wraith
Eater-of-Souls	Pentex First Team	Weaver
Executive	Philodox	White Howler
Faction	Police	Wyld
Faerie	Pumonca	Wyrn
Fast Striking	Qualmi	
	Ragabash	

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## FAQ

### Terminology and general questions

#### What is a Character as opposed to a Garou?

Okay, before giving you the rundown on nomenclature, let me admit to you that it was a lot inconsistent in the Limited Edition, and is still a little bit in the Unlimited. That said, the following guidelines should resolve almost all questions about card intent.

- When the term character is used on combat cards, it has no restrictive effect. Any entity meeting the requirements to use a combat card may use it. Just remember that enemies and victims may NOT use Combat Event cards, only Combat Actions.
- When the term character is used on sept cards, it refers to any two-sided character card. (metis, 7th gen, and things that only have one 'side' are still characters) EXCEPTION: Non-fetish equipment that says "character" may be used by non-characters.
- When the term Garou is used on sept cards, that's precisely what it means. It only applies to two-sided werewolf cards, not allies nor enemies nor other shapeshifters. This, of course, can be superseded just like case 2 above.

#### The Fang Necklace of Fenris, The Stolen Wolf, Rite of Passage, and Moon Sign all specifically say "Garou," either as user or the target. Can Fera use/be targetted by them?

Nope, Garou means Garou here.

#### How about the gifts which say "The Garou using this Gift ..."? Can Wyrn (those that are not Garou) use them?

If the Gift says "Garou using...", ignore it. Anyone can use it (provided they meet the prerequisite, of course). If the Gift says "the Garou targeted" or some such, then that Gift ONLY affects Garou.

#### How about the gifts which say "The character using this Gift ..."? Can Prey or Allies use them?

NO. Wording is slightly inconsistent on some items, but when it says the user is a 'character' it really, honest to god, is character only. This is true for all types of cards except combat cards and non-fetish equipment. Ignore the term "character" on them. Assume it says "creature".

#### Some cards have effects against Enemies. Does this mean only enemies in the Hunting Grounds or enemy packs?

In RAGE, the term "enemy" applies specifically and only to Enemy cards.

What is the Rage definition of an "opponent"? Is your opponent only the characters and allies controlled by other players or is your opponent anything you are in combat with?

An "opponent" is anyone you are in combat against. It's one of those "uber-terms" that include Allies, Victims, Enemies, characters, woodchucks, etc.

Something targets X Gifts, X Allies, X Caerns, etc. Is it an X if it was brought into play under a requirement other than X?

Generally no. A few creatures share a requirement and a creature type. However, in most cases, unless it has the keyword in the text, and you brought it into play under a different requirement, it can't be targeted as an X. For example, if a Gift is playable by Ahrouns and Get of Fenris and something that affects "auspice gifts" came into play, the Gifts would be affected if it was played by an Ahroun... but not if it was played by a Get of Fenris.

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

This crops up in the text of several cards, so here goes. Remember that some cards will change these definitions; in that case, the cards take precedence.

- Regenerating will not affect aggravated damage.
- Healing will get rid of any damage card, aggravated or not.
- Removing a damage card is considered healing, and therefore will get rid of any sort of damage.

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

X prevents or cancels 'actions'. What's the difference between Actions, Combat Actions, and actions?

Combat Actions are a specific card type. Things that target "combat actions" target only Combat Actions. Some items target Actions, note the capital A. This again refers to a card type, namely Actions. Combat Actions are not considered Actions (the card type). The last group, actions, covers all actions, including combat actions and Actions. Here's a list of what is and is not an 'action'.

- Playing an Action card
- Playing a Gift card
- Playing a Rite card
- Playing a Caern, Realm, or Territory
- Equipping
- Recruiting an Ally into play
- Moving into or out of the Umbra through a Caern (stepping sideways)
- Playing a Moot card
- Voting in a Moot
- Undertaking an alpha action
- Playing a Combat Action

The following occurrences are not considered actions.

- Using a creature's special ability
- Playing an Event card
- Playing a Quest card
- Using a piece of Equipment
- Bringing an Enemy or Victim into play
- Bringing a Battlefield 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 made Alpha
- Withdrawing from a combat (as long as you're the attacker)

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.

## Character Forms

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!

My character has taken damage and changed into Crinos form, when does she switch back to her breed form?

She won't. Not unless a card forces her back. Once your character switches to Crinos for they'll remain that way until the end of the game.

My character's breed form Rage is higher than his Health! Will he die before going Crinos?

There's a few rare characters that have Rage higher than their Breed form health. A character will shift to Crinos form before dying.

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

Yes. This mostly occurs with Banes and Unbound, but a few creatures also have this occur. Most gain Gnosis in Battleform, but a few lose it. Read carefully.

## Abilities

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.

## Rivalries

If a Rivalry exists with a newer version of a returning character, does that Rivalry apply for the older version of the character as well? For example, King Albrecht has a Rival in LotT. Would that Rivalry also apply for the Lord Albrecht character card?

The Rivalry only applies to the cards from Legacy. It says on the character cards who has Rivalries with whom.

Does this mean that they \*must\* attack each other, or that (similar to the Uktena Wyrmling card) \*if\* they attack something, it must be the Rival?

If they attack something, it must be the Rival if the Rival is a valid target. If the Rival is not a valid target, they can attack whatever they want. See additional in the rules under [Forced Attacks](#).

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## Allies

Can you recruit allies while in the Umbra?

You must be able to interact with Allies to recruit them. Thus Allies that only exist in the Umbra can only be recruited if you have an appropriate character in the Umbra. Ditto for real world only creatures like the Kinfolk Vet. If your only character that can recruit the Vet is in the Umbra, you'll have to wait until that character gets back from the Umbra to recruit the Vet.

Can Allies equip with fetish/Bane fetish Equipment?

Yes. Of course, some fetishes can only be used by characters.

My Ally is an X, can it recruit X Allies?

No. Only characters may recruit Allies.

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## Battlefields beta rules

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

### Attacking the Battlefield

- Battlefields can only be attacked as an Alpha action. They can be attacked from either side of the Gauntlet.
- To attack a Battlefield, your Alpha must match the requirements for the Attacker (including the maximum renown listed). He may bring along pack members, as long as the attackers' Renown is no more than the Maximum Attacker Renown listed. Where there is more than one attacker option that fits, you may choose which option to use.
- Once the attackers are declared, any Alpha who fits the Defender requirements may defend the Battlefield (Alphas accept or decline in the same order as Alpha actions). He may bring along pack members, as long as the defenders' Renown is no more than the Maximum Defender Renown listed. Where there is more than one defender option that fits, you may choose which option to use.
- If no Alpha defends for the Battlefield, it's own natural defenders defend for it. They have Rage, Gnosis and Health equal to the Battlefield's Renown. The other players choose one of themselves to be the Defending Player - the player who will play Combat Actions for the Battlefield.

### Alpha Defence

- As soon as the Attacker and Defender are decided, both players draw Combat Cards equal to the numbers listed. Other abilities which allow you to draw extra cards work normally.
- Treat the combat as normal combat except:
  1. Attacking/Defending a Battlefield is a restricted form of pack action. You cannot use other abilities to bring more creatures into the pack action unless they specifically mention Battlefields (e.g. Reinforcements is fine, First Team #21 is not - although the latter would benefit from T.F.MacNeil's card drawing).
  2. Creatures attacking or defending a Battlefield are away from their pack, as if they were stepping in for a prey creature. However, they are together so it is possible to use cards like *Taking the Death Blow* on each other (but not on a pack member outside the combat).
- The Battlefield is not worth any Victory Points in this combat and remains in play afterwards regardless of the outcome.

### Battlefield Defence

- Once the Defending Player is announced, the Attacker and Defending Player draw combat cards equal to the numbers listed. Other abilities which allow you to draw extra cards work normally.
- Points 1 and 2 above apply to the Attacker.
- The Battlefield has Rage, Gnosis and Health equal to its Renown. The Defending Player may reduce this by purchasing Keywords (see below). Keywords are purchased in the Declaration step.
- The Battlefield defenders are considered a Prey creature that only exists during Battlefield Defence. Destroying the Battlefield defenders (e.g. with Exorcism) does not destroy the Battlefield.
- Only the Defending Player may play Combat Actions for the Battlefield defenders. Other players may play Gifts for the defenders.
- If the Battlefield defenders die in combat, the Battlefield is placed in the Attacker's Victory Pile.
- Otherwise, at the end of combat remove all damage cards on the Battlefield and it remains in play. Other cards attached to the Battlefield defenders remain in play and are still considered attached to the Battlefield defenders when the Battlefield is next attacked.

### Keywords

In Battlefield Defence, the Battlefield defenders can be given [Keywords](#) (enabling them to use Gifts and Combat Actions it would otherwise be unable to use or gain full benefit from). These Keywords represent the wide variety of defenders available.

- **Automatic Keywords:** The Battlefield defenders automatically get any Keywords listed on the Defender requirements. If Gaia or Wyrmling is not listed they may also pick one of them for free.
- The Defending Player may also buy additional Keywords: each Keyword bought reduces the defenders' stats by 1.

- Some Keywords have built-in effects, eg. Garou or Monster will enable the Battlefield to play Crinos form Combat Actions, while Spirit will put it in both worlds. Other Keywords include: Black Fury, Ahroun, Bastet, Homid, Human, Kailindo, Firearm, Klaive.
- You cannot give Battlefield defenders the following Keywords: Fast Striking, Unique, Restricted, Constrained.
- Killing the Battlefield defenders counts as killing a creature with the Keywords given it, and bonuses for killing such creatures are added to the Battlefield Victory Points. Once in the Victory Pile a Battlefield loses its keywords (this does not reduce any bonuses already awarded).

#### Battlefields across the Gauntlet

Battlefields can be attacked from either side of the Gauntlet (unless otherwise indicated), but as soon as an attack is declared they move to the same side(s) of the Gauntlet as the attacker until the end of combat. They can only be defended from the same side of the Gauntlet, and in Battlefield Defence the defenders are assumed to start on that side of the Gauntlet (if the Battlefield is attacked by a Spirit, and the defenders are not given the Spirit Keyword, the player playing for the Battlefield chooses which side of the Gauntlet the combat starts on).

#### Example 1:

Bob attacks the Battle of Screaming Mud. It's a 10 Renown Battlefield defended by Black Spiral Dancers. Steve will be defending. Ed is not involved. After a consultation with Ed, Steve selects the Kailindo and Spirit Keyword.

The Battlefield now has 8 Rage, 8 Gnosis, and 8 Health and is a Wyrm, Black Spiral Dancer, Spirit, Kailindo Battlefield.

Bob looks worried.

Bob draws 4 combat cards. His characters act at 1/2 Rage and can't withdraw. Steve draws 3 extra cards.

#### Example 2:

Bob attacks Den of Rorth, Son of Bast. It's a Renown 5 Battlefield with split defenders. Steve will be playing again. Ed is sitting out again. Steve buys it the Kailindo Keyword, and Ed suggests, what the heck, lets give it the Firearm Keyword.

Bob is attacking with (Gaia) Garou, so only gets to draw 3 cards (if he'd been Wyrm, he would have got 4). The Battlefield is Rage 3, Gnosis 3, Health 3 and is a Bastet, Kailindo, Firearm Battlefield.

#### FAQ

##### Can I buy the Vampire Keyword for a Battlefield so I can play Ghoulings?

You sure can, you sneaky bastard.

##### Is "Umbral" a Keyword? Can I immediately end combat that way?

No. If you'd like it to be Umbrariffic (to keep Umbral Escapers in the fight) buy the Spirit Keyword.

##### How about Undodgeable? Or Unblockable?

Also not Keywords.

##### The defender chose "Spirit" as a Keyword. Can I Exorcise it?

Yes, but as always it will not give you Victory Points. Gaia doesn't reward cheats.

##### Den of Rorth, Son of Bast lists "other" as a possible defender, but the defender text for "other" says only "Gaia" Alpha. Can I defend if I'm Wyrm? Do I get cards?

Assume it has errata saying that "other" draws 2, regardless of affiliation

##### Den of Rorth, Son of Bast lists "Bastet" as a defender. Can I have my Hellcat defend despite the attacker being Wyrm?

Yes, you can get hot Wyrm-on-Wyrm action that way. Since you're defending as a Bastet rather than "other" you get 4 cards.

##### Can I buy multiple conflicting Keywords? Can my Battlefield be a Animal, Human, Garou, Fomori, Wyrm, Gaia Battlefield? What the heck form is it in then?

Yes, you may. Remember, the construction of a Battlefield represents a FORCE of creatures. If something requires you to be in Crinos and you also have things that put you in Homid, Animal AND Crinos, you may still use it. If the item requires you NOT to be X, then you can't use it. For example, something that says you can't be in Homid form can't be used if you bought the Human Keyword, even if you also bought something that puts you in Crinos.

##### If the Battlefield defenders have multiple Keywords, does this mean I'm fighting multiple creatures? Do I target them individually? Can I use Gang Beating?

No, despite multiple Keywords, when fighting a Battlefield defenders you are assumed to be only fighting ONE creature.

##### What happens if the Battlefield escapes combat with something like Run Like Hell?

It escapes combat. You get no points and it loses all its creature classes and Keywords. Remove all damage.

##### Can someone fighting in a Battlefield use Taking the Death Blow (i.e. does TtDB count as a pack action?)

It can be used, but with provision: when involved in a Battlefield conflict, you are considered to be away from your home turf, and separated from any members of your pack that aren't on that Battlefield. So your "pack" becomes, for the length of the conflict, those characters involved in the conflict. You can have another character play Taking the Death Blow for your character IF that character is already involved in the conflict, but it won't remove the initial character from the conflict, he'll remain and be vulnerable next turn.

##### 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.

##### May Pentex Team #21 use their special abilities to exceed the Renown limits on a Battlefield?

No.

##### 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, he gets points for the kill. If the Battlefield was self defended, its worth nothing and stays in play.

## Caerns

If you use someone else's Caern somehow, can they attack you, since you're technically in their physical area?

No.

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## PREY- Enemies & Victims

Can Prey use non-combat related Gifts?

Yes, but only during a combat (they do not have to be involved in it). Go ahead and put Luna's Armor on that Elder Vampire.

When Prey take actions at the end of the Combat phase, how do you determine in what order they act?

Use Renown to figure out who goes first. If tied, pick a random player to decide which creature attacks first.

What happens if I kill something that isn't worth any victory points, like an Uktena Wyrmfœ? Does it get discarded, or does it go into my victory pile?

It is immediately discarded and placed in the owners discard pile. Victims killed by Gaia packs and Enemies killed by Wyrms packs are worth 0 victory points.

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.

When an Alpha steps in to defend a Prey creature is he being attacked? Is he the defender?

No, he is not being attacked. Yes, he is the defender.

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?

Yes. It is still your Ally for the duration and only you may play cards for it. It is in the Hunting Grounds and away from pack resources, however. Anyone can play cards for the Prey it went to defend. Keep in mind, your ally is an ALLY and can't be targetted by things that target Prey. Note that your Ally will not pack defend if one of your pack members is the attacker.

Similarly, if you have such an Ally and it is attacked, Prey who pack defend with it will do so. They are treated as Allies of your pack for the duration of the combat although they remain in the Hunting Grounds and do not benefit from pack resources. Note that they will not pack defend if your Ally steps in for another creature or otherwise participates in a combat in which it was not specifically attacked.

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## Equipment

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

The character may hold it, he just can't use it. His fingers 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.

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 Wyrms, 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 not even hold it anymore; is it discarded?

No, you may continue to hold it, but you've got to come up with more Oil or another Eater of Souls to use it again...

Can spirits that can't be bound be controlled with items like the Bottle Cap of Shakey Mac?

No. Commanding is a minor form of binding, and spirits that cannot be bound can't be bound, commanded, or controlled in any way, shape, or form. They likewise cannot be affected by any Gifts SPECIFICALLY targeting spirits such as Exorcism or Spirit Drain.

If a fetish has been Oil of Corruptioned, and it is Sticky Pawed back, may it be used by the Gaia pack again?

Yes, as they do not take the Oil with them.

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## Events

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?

No. 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.

## Lunar Phases

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.



### Do Lunar Phase cards affect characters in the Umbra?

Absolutely.

### Will Lunar Phases affect wyrm characters?

Yes, if they meet the specifications of the card. Full Moon, for example, allows any Garou to freely change to Crinos form. Since Black Spiral Dancers are Garou, this would work for them. Full Moon's change to Crinos affect will not affect Wyrms creatures which are not Garou. . See [specific errata about New Moon](#).

### If I draw a Moon phase during my Redraw Phase can I play it immediately, or would I have to wait until the following turn and play it prior to redrawing?

You may play it immediately.

## **Totems**

### Can you discard a Personal Totem to take advantage of a Pack Totem?

Yes. You may discard the Personal totem at any time.

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## **Gifts**

### 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)?

Gifts may be played at any time, and it's perfectly fine to play them 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. 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 there are combat only Gifts.

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## **JUNTAS- Moots & Board Meetings**

### Can I target someone in the Umbra with Junta X?

No. They're an invalid target.

### What if I have something that lets me cross the Gauntlet with an effect, like an Incarna Sigil?

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

### What if the entire pack is in the Umbra, can I target the pack in general or stuff they own?

Yes, you can target the pack's Victory Pile and item they control that is in the real world, such as Caerns, Allies, Territories, etc. You can also target the pack as a whole. You just can't target individual items, creatures, etc, that currently exist only in the Umbra.

### Do Juntas that have a global effect such as The Litany's Guidance or Tribal War affect the Umbra?

Yes, once it comes into effect, it will affect both sides of the Gauntlet. The spirits send a memo.

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## **Rites**

### Can anyone do Rites - Banes, Fomori, 7th Generation, or is it merely Garou?

Only Garou (this includes Black Spiral Dancers), Fera, and Cult members can use Rites. Cult members include the 7th Generation. Banes, Pentex, Fomori, Count Vlad, etc. can't use Rites.

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## **Territories**

### 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 I attack a Territory with my Alpha in the real world and the opposing Alpha is in the Umbra, is that Territory automatically toast or can the opposing Alpha still try and block me ?

That Territory is destroyed. Same for the other way around.

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## Umbra

### 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.

### When do you step sideways?

If you have a Caern (or a card which duplicates one's effects, such as Opening the Silver Window), you can step sideways at the beginning of any Umbra Phase. There are a number of Gifts and special actions which allow a character to step sideways during other phases of the game. These cards all have individual effects and circumstances. Also, if a card states that it is used to enter the Umbra, it normally cannot also be used to leave the Umbra.

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## Combat

### Combat cards reduced to zero damage are not attached to the target.

### 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.

### 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 crap 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 is discarded and after this combat you can draw back up and hopefully get something you need.

### I play an Ass Whupin' Lynch Mob (or Attacking the Wyrms) 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?

Stepping in occurs after pack actions are declared. It would face the the whole pack.

### When I am forced to play Combat card of Rage X, can I play Gnosis based actions or items that are played in place of combat cards?

No. If you are forced to play Rage X combat actions, you may ONLY play Rage X combat actions.

### I got hit with an effect that causes me to play cards randomly, now what do I do?

You play cards randomly. If you happen to play an illegal card as a combat action (Kailindo actions when you don't have Kailindo, or a Combat Event) it is discarded and you're considered not to have played a card at all and it does nothing. Combat Events played during a "play random" will not take effect because they were played as combat actions. You MUST play a card when hit with a "play random" effect, you cannot opt to play no card.

### I have both a "play only cards of Rage X" AND a "play random" effect targetting the same character. Now what?

Play the cards randomly. You must play a card. If they do not meet the conditions for the "you may only play cards of X Rage" you are considered to have played no card at all. Discard the card you played. Yes, this means that bluffs may go through easily, or that if your opponent plays no card, combat will end.

### A Prey creature gets hit with a 'play random' effect. There's multiple players in the game. Now what?

Decide randomly which player's hand the random card will come from (leaving out the attacker, obviously) Then randomly select a card from that player's hand. If you happened to pick a player with no remaining cards, the creature plays no card that round.

## Alphas and Challenges

### 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.

### If I declare an attack, and they play 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 I kill my own characters for the victory points?

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

## Hunting Grounds

### What happens when I send a character to the Hunting Grounds?

Characters in the Hunting Grounds are not considered to be Enemies or Wyrms creatures, unless a card states to the contrary. (same for Victims and Gaia creatures) As long as it is in the Hunting Grounds, it is away from its pack and cannot benefit from the pack's resources (such as Caerns or Totems). However, the player may play Gifts and Rites for them. If your Alpha was sent to the Hunting Grounds before it could take its action, if may not take one while in the Hunting Grounds.

If one of your characters is placed in the Hunting Grounds and is attacked by another player, do you play cards in its defense or do other players get to decide whether to play cards for it or not as they would for Prey?

The character is still your character, so you and you alone may play combat cards for her. The only exception to this is Skindancer. A Skindancer character is no longer a member of your pack, no longer in your control. She is now an Enemy, and treated as such, till the end of the game. You never get her back.

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

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

Can a character in the Hunting Grounds use Taking the Death Blow?

The character can still use Combat Events in general, but Taking the Death Blow itself is useless, as the character is temporarily away from his pack and thus has nobody to change places with him.

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.

## Combat Actions

What happens if you accidentally play a combat card that is illegal at the time?

You discard it. You snooze, you lose.... [this is treated as if you had not played any card at all for the purposes of bluffing]

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.

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.

## Combat - Multiple Creatures

I want my combat cards to take effect in a certain order. Can I declare this?

Yes. Some cards give special bonuses if they kill the opponent, reduce Rage scores, etc. You may declare them in any order you like, when they start to resolve. Obviously if you have Fast Striking effects, you cannot declare slower effects will hit first! Use some common sense.

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?

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.

## Combat - Bluffs

If you bluff a Kailindo or Crinos form only card, does it take effect if the bluff passes?

Nope. You can only bluff the Rage statistic, not any text qualifiers. To use Kailindo, you got to know how, and to Bite, you can't be in Homid form.

Does my character playing a non-bluff combat action cancel all bluffs played against him or only against a bluff played by the character who my character is attacking?

As long as a character plays a card, and does not bluff, any bluffs targetting him will not work.

When does a bluff work in a pack combat?

In pack combat, all cards are played against specific targets on the other side. If a creature plays a bluff targetting an opponent who also happens to be bluffing, then both cards will take effect. If a bluff is played against a creature who does not play a bluff, the bluff will not work. Example: Creature A bluffs and targets creature B on the opposing side. Creature B and C both target creature A. Creature B bluffs, creature C does not. A's bluff will work because its target bluffed.

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). [See information on Null Cards.](#)

## Combat - Frenzy

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?

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'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 but he's already dead. No amount of healing will save his mangey hide. If it doesn't kill him, he'll flip to Crinos as soon as he has damage greater than or equal to his Rage or Health, whichever is lower.

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## Alphabetical Card Listing

9mm Semi Auto Pistol	Firearm	equipment
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<b>Aenid Fomori</b>	Can use Fomori, Iliad Fomori and Odyssey Fomori Gifts	enemy
<b>Airt Gateway</b>	Can be used during combat.	gift
<b>Allamande</b>	Creatures that can't be challenged are unaffected by Allamande's ability.	character
<b>Allonzo Montoya</b>	See Faq entry on can't versus must effects	character
<b>Amari Howls-from-Soul</b>	Errata: Female	character
<b>Angus the White Howler</b>	When determining who has the least remaining renown, you count all packmembers, including Allies and creatures temporarily out of play.Errata: Garou. Crinos form.	victim
<b>Anubis Stone</b>	The user may attack with a total of X renown worth of packmates, not X packmates.	equipment
<b>Arkady</b>	Errata: Unique	enemy
<b>Ass Whuppin' Lynch Mob</b>	Creates a pack action. creates a pack attack.	combat event
<b>Attacking the Wyrn</b>	Creates a pack action. Creates a pack attack.	combat event
<b>Ayahuasca</b>	Ayahuasca will reduces creatures renown for joining a Battlefield.	ally
<b>Balkan Fief</b>	One member of the pack can regenerate one additional damage card.	territory
<b>Balor's Gaze</b>	Errata: Balor's Gaze will prevent all opponents of lower Rage from playing combat actions for one ROUND of combat, not the whole combat.	gift
<b>Banana Split</b>	Banana Split's ability is used at the end of the Establish-Bluff step (i.e. after all bluffs have been decided). The cards cancelled do count as "played" for the purpose of ending combat and frenzies. If an opponent can play more than one combat card, Banana Split can only cancel one of the cards. Errata: He must play a combat card in order to use his ability.	character
<b>Bane Arrow</b>	Is not a combat action. It may not be blocked or dodged.	equipment
<b>Bane Infestation</b>	The corrupted fetish is now a Bane fetish that the Gift user may use if he meets the Gnosis requirements; if he does not, it is discarded.	gift
<b>Bane Moonbridge</b>	This Gift will not allow you to attack something on the other side of the gauntlet.	gift
<b>Barnaby Shadrack</b>	Barnaby increases your sept hand the whole game, not just when he chooses to ignore Gifts. His ability to ignore Gifts targetting him does not protect his Equipment from being targetted or his Gifts being cancelled.	character
<b>Battle Fervor</b>	This is a limited frenzy.	combat event
<b>Bawn</b>	You can discard your own caern while bawn is in play. If you bring another caern into play after this, the Bawn will still protect the new caern.	territory
<b>Bivouac</b>	This may be used by non-regenerating characters.	equipment
<b>Bladetooth</b>	Errata: Female	character
<b>Blissful Ignorance</b>	Errata: replace Moot with Junta.	gift
<b>Blossom</b>	If Blossom was your last character and she removes herself from play, you are still in the game. She's just temporarily out of play.	character
<b>Body Wrack</b>	Healing the damage will not stop the Gift's effect.	gift
<b>Bones of Shakir Hind</b>	Bones cannot control a creature that cannot be bound. Errata: The Enemy controlled by Bones becomes an Ally of your pack for the duration of the combat, BUT follows all the usual rules for stepping in (i.e. it is away from the pack). Errata: The owner of the fetish cannot refuse challenges from Garou while equipped with the Bones. They are not in the Hunting Grounds.	equipment
<b>Bottlecap of Shakey Mac</b>	Bottlecap can be used on spirit Allies, Enemies, and Victims. It will not work on spirits that cannot be bound.	equipment
<b>Buggerhead</b>	Errata: Male	character
<b>Bull</b>	Errata: Bull is used by Lupus Gaia Garou, not Lupus OR Gaia Garou. It applies to all frenzies.	event
<b>Bum Rush</b>	Creates a pack action. It may be either a pack attack or pack defense. All packmembers, including allies and creatures which cannot take actions come forward. Additional clarification on this card is forthcoming. ERRATA: Creatures that came forward for a Bum Rush ESCAPE at the end of round rather than withdraw.	combat event
<b>Bureaucratic Blueprints</b>	The target selects only one defender. Both sides may use pack actions to add additional creatures.	equipment
<b>Byrony McLeod</b>	Errata: Unique	enemy
<b>Caern Building</b>	Multiple copies of this Caern can be in play, but each pack may only have one. It creates a generic Gauntlet 5 Caern.	moot
<b>Caern of Bygone Visions</b>	Can be used to fetch Bane Fetishes	caern
<b>Caern of Ichiyo Modoribashi</b>	Rite of Claiming cannot take this Caern, even if the defender is killed.	caern

<b>Caern of the Painted Sands</b>	You may only play one copy of each totem. If the caern is destroyed, discard all but one Totem. Reversal: Caern of the Painted Sands may only be used to play Pack Totems with a requirement for one of the 13 Gaian tribes of Garou. You can still play other Totems which your Characters meet the requirements for.	caern
<b>caern of the Snow Leopard</b>	The character comes back to life in the same form it died in. It discards all attached cards. The killer scores no points for killing this character.	caern
<b>Cannibal Slug</b>	Errata: Creature type: Animal	ally
<b>Cataclysm</b>	Equipment that is currently out of play DOES count towards the Gnosis total required to play a Cataclysm.	event
<b>Cesare Sodalis</b>	Cesare's Gifts may be cancelled by Mages as the mage is targetting the Gift, not Cesare. His Equipment can be targetted by Mages, as they are targetting the equipment, no Cesare.	character
<b>Childling</b>	If targetting the Childling, determine if the card is discarded during the Reveal step. Cards with no damage stats do not count as targetting the Childling.	ally
<b>Chimera</b>	Errata: You must wait until the Sept redraw phase to draw your extra Sept card.	event
<b>Churjuroc's Tusk</b>	The summoned Nexus Crawler may come from your hand. If the Tusk user join another pack, the Nexus Crawler remains with the pack that summoned it. When the Nexus Crawler leaves play because the Tusk's effect has ended, it will take the character that summoned it with it, even if it is temporarily in another pack, it is out of play, it is on the other side of the Gauntlet, or it has traded the Tusk to another character. If the Nexus Crawler is killed before the Tusk's effect ends, the character remains in play. Each copy of Churjuroc's Tusk can summon only ONE Nexus Crawler.	equipment
<b>Circular Attack</b>	Clarification: Circular Attack is a redirect. It is played at the end of the Establish-Bluff step.	
<b>Cocoran MacAndrews</b>	Errata: Corcoran should read "Corcoran's Gnosis is considered +2 for the purpose of using Gifts."	character
<b>Concertina Wire</b>	Concertina Wire only works against one Alpha, but will protect all your territories from the targetted Alpha for the rest of turn.	equipment
<b>Conquistador's Sword</b>	CS is not a weapon. It may not be used to play cards that require a weapon (such as Cleft in Twain)	equipment
<b>Conrad Walks-the-Line</b>	May use other Shadow Lord items such as the Balkan Fief while he is in a Wyrn pack. He can only use Thunder's Gauntlet if he gains the ability to use Fetishes while part of a Wyrn pack. See <a href="#">rules for Rogues</a>	character
<b>Count Vladimir Rustovich</b>	Count Vlad's ability only allows him to regen unaggravated damage.	character
<b>Coup de Grace</b>	May be played after the first round of combat, so long as you played a block or dodge round 1.	gift
<b>Crick Rumwrangler</b>	Errata: Male	character
<b>Crookpaw</b>	See Faq entry on can't versus must effects	character
<b>Cult Leader</b>	Its ability only applies to the Victim Cultist.	victim
<b>Curb Stomp</b>	Errata: replace Moot with Junta.	combat action
<b>Dead Zone</b>	Errata: The MEMBERS with a Dead Zone may not be the TARGET of Gifts. Opponents in combat may still benefit from Gifts targetting themselves. Gifts that have Global effects and do not target a specific pack will affect a pack with a Dead Zone. The pack with the Dead Zone can't use Bane Fetishes either.	territory
<b>Deep Journey</b>	This may fetch Bane Fetishes. Errata: Place the item you searched for in your hand.	gift
<b>Detective Jourgensen</b>	Errata: Unique	victim
<b>Dharma Bum</b>	Errata: Dharma should read "Dharma's rapping and howling cause all opponents fighting him in combat to lose 2 Gnosis while in combat with him".	character
<b>Disarm</b>	Is not a damage card. You may not add damage to it. It can't be blocked or dodged. Effects which redirect Damage cards have no effect against Disarm.	combat action
<b>Distractions</b>	If played against a creature that can play multiple combat actions, it may only cancel one action. Distractions is played at the end of the Establish-Bluff step (i.e. after all bluffs have been decided). The card canceled does count as "played" for the purpose of ending combat and frenzies.	gift
<b>Doc Chaney's Power Goggles</b>	If one character steps from the Umbra to the physical world in a turn, a character with the Goggles can be selected as alpha that turn and can use his alpha action to directly attack the first character, even if the first character is not an alpha this turn. This will not work on Allies.	equipment
<b>Doctor Spencer</b>	If involved in a pack combat, only Dr. Spencer may look at opponents cards. Players select combat actions and targets for all creatures involved in the combat and reveal them. Then Dr. Spencer may choose a combat action and target.	character
<b>Dratossi</b>	The Dratossi can only be attacked from the Umbra; Incarna Sigil will not work. See Faq entry on forced play of combat actions.	enemy
<b>Dreams-of-Wonder</b>	If Dreams-of-Wonder is involved in a pack action, she may draw all her spirit allies in.	character
<b>Dreamspeaker Mage</b>	If you sneak attack a Dreamspeaker during the Umbra phase and it steps sideways, you may not use a Caern to step sideways to chase it.	ally

<b>El Dorado</b>	He only has his printed abilities. He does not get the Dreamspeaker Mage's abilities on top of his own.	ally
<b>Elder Stone</b>	If used in a Wyrn pack, the Elder Stone grants VOTES in Moots.	equipment
<b>Entrapment</b>	Errata: Entrapment grants the user the ability to issue unrefusable challenges to Allies. It does not grant an extra attack. The Quest user may challenge any and all allies until such point as he kills one and finishes the Quest.	quest
<b>Ewaipanoma</b>	Errata: Creature type: Unbound, Monster	ally
<b>Exorcism</b>	If a spirit is Exorcised while in combat, it is not killed, it is discarded. No one gains Victory Points for killing it.	gift
<b>Eyes Gouged</b>	See the FAQ for a longer explanation of how "Play Random" effects work.	combat action
<b>Eyes of Frost</b>	Can only use his ability once per game.	character
<b>Eyes of Hate</b>	The target MUST play a combat card. See rules on forced play of combat cards.	gift
<b>Faerie Armor</b>	Protects against Rage 2 and 3 damage cards. It will not affect Rage 2 and 3 cards with no damage stat (such as Disarm)	equipment
<b>Falcon's Grasp</b>	Anything YOU do that would cause your equipment to be discarded/destroyed won't be stopped by Falcon's Grasp. This includes using it, breaking the rules for using it (such as going to Crinos), etc. Anything your opponent does that causes discard/destroy/stealing of you equipment will be stopped by Falcon's Grasp.	gift
<b>Fancy Footwork</b>	Fast Striking attacks resolve before Fancy Footwork (unless it too is Fast Striking) and so are not affected by Fancy Footwork. Fast Striking does not equate to undodgeable.	combat action
<b>Fast Shift</b>	Errata: May also be used to leave the Umbra	action
<b>Feint</b>	See rules on Feinting. This card is played after seeing opponents card that targets the same creature as the Feint. You may only play one card as a follow up to Feint, even if you may play multiple combat actions. Errata: Feint may not be bluffed.	combat action
<b>Fetal Position</b>	Fetal Position blocks 6 damage from any single damage card.	combat action
<b>Firebomb</b>	Diffusing the Firebomb is an action.	equipment
<b>Firebrand</b>	Effects which force a character to vote as you wish will satisfy the conditions for Firebrand.	quest
<b>Flame Spirit</b>	It may play normal Rage 1 or less combat actions and bluff as usual. The Flame Spirit's burn out attack may be dodged or blocked. Use the Flame Spirit to mark damage. Rite of Binding will not work on a Flame Spirit that exploded. In all cases, alternative Combat Actions are played as creatures declare targets. <a href="http://www.werepenguin.com/rage/rules/#CombatCards">http://www.werepenguin.com/rage/rules/#CombatCards</a>	ally
<b>Flamethrower</b>	If you are equipped with a Flamethrower (even if you are not using it) and take 4 or more damage in a single round, it explodes. Flamethrower may be used in any form.	equipment
<b>Flower of Aphrodite</b>	If the user steps in and replaces something in a combat, it will not end the combat. It does not have to discard the Flower when it steps in.	equipment
<b>Fomori</b>	Errata: The two fomori enemies in Limited/Unlimited should be called "Pack Fomori." Their ability to pack defend applies only to Pack Fomori.	enemy
<b>Fool's Gold</b>	Errata: The creature that original equips it from hand may trade it the turn it is brought into play. The Fool's Gold may only be traded once per Resource Phase.	equipment
<b>Fortuna</b>	Fortuna may be played at the end of the Establish Bluff step. You do not need to play a combat card that round to use Fortuna.	gift
<b>Fox Frenzy</b>	Is a limited frenzy. If the Fox Frenzied character is somehow prevented from leaving combat, it does NOT gain any of the benefits of a Full frenzy.	combat event
<b>Fractured Nephandus</b>	See definition of special ability in rules (under Character Cards)	ally
<b>Frenzy</b>	This puts the character in Full Frenzy.	combat event
<b>Fur Gnarl</b>	If the creature is not in Crinos/battle form when this wound is delivered, then the wound is not aggravated. If it was in Crinos when it received this, it is aggravated, even if the creature later shifts to breed form.	combat action
<b>Gang Beating</b>	You may not play Gang Beating and then add additional packmates to the combat later. The creature must go it alone. Gang Beating is NOT a frenzy. Errata: Combat Restricted	combat event
<b>Gates of Malfeus</b>	May be played during combat.	event
<b>Geas</b>	If a Geas combat is cancelled, Geas is discarded. Geas can only be played during combat if it will also end the combat.	gift
<b>George Birch</b>	"Pentex Allies" are allies which have the Pentex Keyword OR require Pentex or pentex Exec to recruit.	character
<b>Gere Hunts-the-Hunters</b>	He may use Rite of Scarification. If someone kills Gere and wears his pelt after he's played Rite of Scarification, it still only grants +2 Health.	character
<b>Get Medieval</b>	Is a combat Event with a Rage requirement. It cannot be bluffed. Play it immediately after you deliver the killing blow; if the creature is in Full Frenzy, it may still fight even after you have played Get Medieval.	combat action



<b>Ghost Raptor Membership</b>	May be used by Black Spiral Dancers.	event
<b>Gift of the Porcupine</b>	Opponents will not take damage from GotP if they redirected the user's attack back on himself through use of cards like Passive Aggression or Redirected Attack. GotP is regenerated as a damage card, it does not add damage to another	gift
<b>Gogol Fangs-First</b>	Gogol's ability works whenever he becomes part of a pack action.	character
<b>griffin Avatar</b>	GA counts against the renown total of pack actions.	ally
<b>Guides-to-Truth</b>	Errata: Male	character
<b>Gungnir</b>	Yes, two may be in play at the same time.	equipment
<b>Head or Gut?</b>	This must be the killing blow to take effect. If a Prey Creature kills someone with a Head or Gut, HoG has no special effect.	combat action
<b>Head Wound</b>	If you were wounded with a Head Wound and are the attacker, you may withdraw between rounds (unless otherwise prevented from withdrawing)	combat action
<b>Heart of Midnight</b>	The user cannot be affected by any Gifts played by anyone. His Equipment may be targeted by gifts that target Equipment. His combat actions may be targeted by Gifts that directly target combat actions. Heart of Midnight will not prevent opponents from targeting themselves with Gifts. Heart of Midnight does not cancel Gifts, but it will render some Gifts played by opponents ineffective against the bearer (e.g. Gift of the Porcupine, Odor of Skunk or Balor's Gaze). Consider such Gifts to have empty text boxes with regard to the user of Heart of Midnight, they work as normal against all other creatures.	equipment
<b>Heavy Machine Gun</b>	Firearm	equipment
<b>Hell's Hand Hive</b>	Clarification: Hell's Hand Hive only allows BSDs in your own pack to pack defend. It does not allow you to pull in BSDs from other packs or the Hunting Grounds.	
<b>Hereditary Castle</b>	If a creature is forced to attack a member of the pack controlling Hereditary castle and castle's owner says they may not attack, the original target is considered an illegal target. If a legal target is available, the creature may attack the new target as normal.	territory
<b>Hidden Lair</b>	If the Hidden Lair is attacked outside the combat phase, creatures may come out of it to defend it. If attacked in the combat phase, it is destroyed.	territory
<b>Hidden Supplies</b>	Equipment under a Hidden Supplies is out of play and may not be targeted or affected by any cards. If Hidden Supplies is discarded, discard all the Equipment under it. Reversal: However, global Events such as Spirit Backlash can affect cards under Hidden Supplies. Errata: You can only put items under the supplies during the Resource Phase.	event
<b>Homestead</b>	Victims which cannot be bound or controlled are not affected by Homestead.	territory
<b>Howls-like-Thunder</b>	Red Talons with a Pine Cone still won't attack him, even if wounded.	character
<b>Hunts-at-Night</b>	If Hunts-at-Night replaces a creature in combat after a pack attack/defense has already been declared, Hunts ability has no effect. Hunts can only be involved in Battlefield conflicts if he is the only attacker/defender on his side. If Hunts attacks a Battlefield, only one creature may defend it. Errata: Male	character
<b>Incarna Avatar</b>	Errata: The Incarna Avatar may not be bound or controlled. It is a spirit.	victim
<b>Invocation to hakkaken</b>	See Faq entry on can't versus must effects	rite
<b>Iron Will</b>	Iron Will will protect against effects which prevent you from playing an action, it does not protect against effects that cancel your combat action (such as Banana Split, Distractions) IW does not work against Stands Like a Fool	event
<b>Jackal's Curse</b>	Only works on kills. It may not target a Garou dead from Winter Wolf, Quests, Rites, etc. It may only target kills.	moot
<b>Jackal's Quest</b>	Errata: Anytime you acquire another pack's Equipment through any means, you may play this Quest. Even if you cannot use the Equipment, you still may play this Quest. This Quest may only be played if the creature was part of another pack at the time.	quest
<b>Janus</b>	If another Black Fury joins a pack defense, Janus may then join the defense with that Fury, even if the Fury was not the original target.	character
<b>Johnson P. Donovan</b>	Errata: His correct stats are Rage 1, Gnosis 3, Health 3.	character
<b>Julisha of the Thousand Masks</b>	Her ability applies only to kill she makes herself, not kills made by packmates in a pack action with her.	character
<b>Junkyard "Dog"</b>	Errata: Creature type: Animal	ally
<b>Ka Spirit</b>	If ka Spirit is removed or discarded from play without being killed, it is discarded, not shuffled back into the deck.	ally
<b>Kelly Brounard</b>	See Faq entry on can't versus must effects	character
<b>Kinfolk Den</b>	The entire pack joins the attack (except those prevented from joining pack actions). It is similar to Bum Rush. This ability must be used at the time the creature dies (even if the creature is full frenzy). If the creature dies in a combat which has not ended, the entire pack joins in pack combat until that combat ends (if allowed).	territory

<b>Kinfolk Environmental Acvittist</b>	If this ability is used during a combat, it will end the combat and remove the pack member from the Hunting Grounds.	ally
<b>Kinfolk Small Town Cop</b>	If the cop is killed after it has used its ability, the targetted character will return to play at the beginning of the next Regeneration phase, as normal. Errata: If his .38 is stolen or destroyed, his Rage becomes 1 for the duration of the combat.	ally
<b>Kiss of Life</b>	This may be used between combat rounds on the user or a target of his choice. This Gift can heal aggravated damage.	gift
<b>Kiss of the Wyrms</b>	This may be used between combat rounds on the user or a target of his choice. This Gift can heal aggravated damage.	gift
<b>Knife Wind</b>	If a creature is killed with Kinfe Wind, its opponent in combat will get the Victory Points, even if it was not the Gift user. If used outside combat to kill a creature, no one gets any Victory Points.	gift
<b>Lamuran</b>	Errata: may only use his ability once per turn.	character
<b>Latonia the Temptress</b>	Errata: Latonia's ability occurs after creatures step in and pack actions are played, but before combat actual begins. If attacking Prey, all players that may play for Prey discard and redraw their hands.	character
<b>Laughs-at-Death</b>	If Laughs is challenged by a creature that's challenges are unrefusable, she must accept the challenge.	character
<b>Legal Chicanery</b>	Errata: Restricted. Chicanery affects Homid form Victims and Homid form Gaia Allies	action
<b>Lost Cub</b>	When determining who has the least remaining renown, you count all packmembers, including Allies and creatures temporarily out of play.	victim
<b>Lunar Eclipse</b>	This prevents Gifts from being played using Auspice requirments. If played through some other requirement, even if it lists an Auspice as a possible user, it will not prevent the Gift being played, nor cancel it.	event
<b>Mage of the Celestial Chorus</b>	If there is more than on Mage of the celestial Chorus in play, they will not remove each other.	victim
<b>Mantis Form</b>	Can be played by creatures that can't change to Crinos form. They simply don't shapeshift.	combat action
<b>Markhat</b>	Errata: Male	character
<b>Meat Puppet</b>	Errata: Creature type: Unbound, Monster	ally
<b>Medicine Bag</b>	ERRATA: rather than healing a killing blow, Medicine Bag will block all damage from one killing blow. Unblockable items cannot be blocked by Medicine Bag.	equipment
<b>melody truthsinger</b>	If more than one Melody is in play, the first one to use her ability will force the other Melody's to vote as she wants.	character
<b>Memory Ribbon</b>	Opponents may not frenzy, but the user's packmates may frenzy.	equipment
<b>Merciful Blow</b>	This is played in place of a combat action. It has no Rage or damage stat. It may not be blocked of dodged. It resolves at the speed of the creature that played it, so a Fast Striking effect may damage before Merciful Blow can remove the creature from combat.	gift
<b>Mizrait</b>	If there are multiple copies of the same creature in play, Mizrait selects a specific one as the target. If the creature is killed before the targetted Alpha takes his action, that Alpha takes no action this turn. It will not attack a different creature sharing the same name.	character
<b>Mockmaw</b>	Errata: Whenever the creature channelling Mockmaw kills a creature, permanently increase its pack's sept hand size by 1. This increase does not end if Mockmaw is returned to your hand. Clarification: Mockmaw's weakness does not apply if Mockmaw is returned to your hand.	past life
<b>Monster Joes Truck-n-Tow</b>	Place the piece of Equipment you searched for in your hand.	territory
<b>Moon Bridge Assault</b>	This Gift crosses the Gauntlet. The attacker temporarily steps sideways to be in the same world as the target of the attack (ignore the gauntlet). If the attacker is alive at the end of combat, return it to the world it started in.	gift
<b>Moon Bridge Escape</b>	This immediately ends any combat the character(s) was in.	gift
<b>Morgan</b>	If Morgan's special ability is triggered by damage that would kill him, he still frenzies.	character
<b>Mother's Touch</b>	This may be used during combat on the user or another creature. If used to heal a damage card as it is played, it will negate any damage effects, as if it had never damaged the creature. This cannot heal a killing blow. This Gift can heal aggravated damage.	gift
<b>Natasha Moon Chaser</b>	Natasha's owner may use Baba Yaga to cancel one of Natasha's attacks.	character
<b>National Park</b>	Wyrms packs may use this Territory.	territory
<b>Nemesis</b>	This creates a rivalry between 2 specific characters, not all characters of the same name. If a character is somehow temporarily removed from his pack and joins another one, Nemesis may be played while he is in the other pack. When he returns to his original pack, one of the character's with Rivalry must be discarded.	event
<b>New Moon</b>	Errata: New Moon prevents Garou, Fera, Banes and Vampires from frenzying. It does not prevent Fomori from frenzying (unless they are also Garou/Fera).	event

<b>Nexus Crawler</b>	You may play combat events at the start of combat as normal. After that point, you play all cards randomly, and thus may not choose to play combat events. See the rules book for a longer explanation of how Random Play of combat actions works.	enemy
<b>Nightmaster</b>	Errata: Despite being in the Umbra, he is not a spirit. He is a Garou. Unique.	enemy
<b>Oisin MacGaelach</b>	Oisin targets all Faeries, not just the Faerie Kin. He may take control of Faeries that were controlled with a Kithain Freehold. Clarification: under the current Past Life rules, Oisin now effectively has no weakness as he never stays in play long enough to trigger it. Keep in mind that every time Oisin leaves play at end of turn, he must return his faerie pals to their owners.	past life
<b>Old One-Eye</b>	Old One-Eye's ability to pass on equipment when dead will still work even if he used Rite of Talisman Dedication.	character
<b>Old Storm Chaser</b>	Errata: Male	character
<b>Opening the Silver Window</b>	This creates a Gauntlet 5 caern that is not Unique. Use it just like a Caern. It may be targeted by effects that target Gifts and effects that target caerns.	gift
<b>Operation Blight</b>	This will allow characters to use Umbral Quest that could not otherwise do so.	caern
<b>Orville</b>	Errata: Unique	ally
<b>Outcast Bastet</b>	Errata: Bastet. Crinos form.	victim
<b>Pack Defense</b>	Creates a pack action. creates a pack defense. (duh)	combat event
<b>Pandora's Box</b>	Outside the combat phase, Pandora's Box can remove a spirit from combat.	equipment
<b>passive aggression</b>	Is not a damage card. It is not an attack. It will only work against one card played by the opponent. Will work against Skin of the Hellbound, but the redirected card will still be affected by Skin's ability.	combat action
<b>Patagia</b>	You may play Patagia and then frenzy, but it will not work while frenzied. You will have to wait until the frenzy ends to use the effect. Patagia must be played before combat cards are selected.	gift
<b>Pentex Exec and Limosine</b>	He can destroy both Wyrms and gaia caerns.	ally
<b>Pentex First Team 43</b>	Errata: Unique	enemy
<b>Pentex Infiltration</b>	The Character who played Pentex Infiltration treats all Moots in hand as if they were Board Meetings and as if his pack was a Wyrms pack for determining if they can be played or not. Your pack and pack members are not otherwise considered Wyrms creatures, are not affected by Board Meetings and may not be targeted by these Moot-Board Meetings.	action
<b>Pentex Refinery</b>	Errata: The Refinery's ability crosses the Gauntlet.	enemy
<b>Pentex Supply Lines</b>	"Pentex Allies" are allies which have the Pentex Keyword OR require Pentex or pentex Exec to recruit.	enemy
<b>Poison Tumors</b>	Opponents will not take damage from Poison Tumors if they redirected the user's attack back on himself through use of cards like Passive Aggression or Redirected Attack.	gift
<b>Praise the Malformed</b>	If more than one Praise the Malformed is in play, and the two players disagree on how they wish the metis to vote, the Praises cancel each other. The metis may then vote as they choose.	action
<b>Pumpkin Man</b>	You can't withdraw until you've played your bluffs as well. Errata: Creature type: Unbound, Monster	enemy
<b>Punitive Damages</b>	When Punitive Damages is played, the character calling the Board Meeting selects the piece of Equipment it targets.	board meeting
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<b>Pup Pid</b>	Errata: Creature type: Unbound, Monster	enemy
<b>Purity of Spirit</b>	May be played at any time, even if you are not in the Umbra. Once it enters the Umbra, the Gift effects take place and it will be discarded after a full turn has passed since entering the Umbra.	gift
<b>Quest of Valor</b>	Cards that prevent you from being attacked or challenged will not prevent a creature on Quest of Valor from being challenged.	quest
<b>Quoting the Litany</b>	Errata: replace Moot with Junta.	gift
<b>Rainpuddle</b>	Errata: Female	character
<b>Rampage</b>	Errata: Only applies to Gaia controlled territories.	board meeting
<b>Razor Claws</b>	RC adds damage to a combat action and is regenerated when that action is regenned.	gift
<b>Red Cap Raiding Party</b>	It will only attack Characters and Allies.	victim
<b>Red Hot Baby Powder</b>	Can only frenzy creatures capable of frenzying	equipment
<b>Redemption</b>	This Gift can also destroy items that are both Fetishes and Bane Fetishes, even if it is being used as a fetish at the time.	gift
<b>redirected Attack</b>	Is not a damage card. It is not an attack. Unless Redirected Attack is Fast Striking, it cannot redirect a Fast Striking card. If your opponent bluffed, the bluff is discarded as normal, not redirected.	combat action

<b>Reinforcements</b>	Can be used in normal combat, not just Battlefields. You may opt not to bring in additional creatures and just draw 2 cards. If you draw in additional creatures, this creates a pack action and may be either a pack attack or pack defense. If you just draw cards and add no creatures, this does not create a pack action.	combat event
<b>Renegade Werewolf Hunter</b>	It will only attack Characters and Allies.	victim
<b>Renown Admonishment</b>	Works on Battle Fervor. RA can only be used if the frenzied creature delivered the killing blow. If a packmate makes the actual kill, Renown Admonishment won't work.	action
<b>Rilkean Heart</b>	The Gift user cannot frenzy for the duration of the combat.	gift
<b>Rite of Chiminage</b>	You can't use this to gain access to a caern controlled by the wrong allegiance, even if it the caern can be used by Wurm or Gaia. Errata: This rite lasts until it is voted out with a Moot (if targeting a Gaia Caern) or a Board Meeting (if targeting a Wurm Caern).	rite
<b>Rite of Claiming</b>	If there are no creatures to act as defender that are in the same world as the Rite user, the Rite user gains control of the caern. Only a Garou can act as a defender; if the pack has no Garou, it automatically loses the caern. You can use this to take control of ANY caern, even one of the opposite allegiance.	rite
<b>Rite of Investiture</b>	This can only be used on Allies you permanently control. Allies that are only temporarily part of your pack will not remain with your pack if targetted with Rol. Once Investitured, the Ally changes card type to become a Character. Rol has no Renown Requirement Errata: replace Moot with Junta.	rite
<b>Rite of Renunciation</b>	This will not change a Wurm creature's Aspect or Caste. Equipment that allows you to play Gifts of X group will still allow you to do so.	rite
<b>Rite of Summoning</b>	This forces the next Alpha to attack you, even if they wished to pass and do nothing. Rites do not cross the Gauntlet, so cannot force an alpha on the other side of the Gauntlet to attack the user if he is not a valid target. It will then affect the next Alpha that is in the same world as the Rite user. If played by a non-Alpha character, the alpha attacks it directly: it is not considered a challenge.	rite
<b>Rite of the Black Spiral</b>	Rite of the Black Spiral prevents a creature from dying, so effects dependent on the character being dead will not work.(such as Caern of the Snow Leopard or Gathering for the Departed) If facing a frenzied character, RotBS is played when the character takes lethal damage, not when it is hacked apart; that ends the frenzy and the character becomes the user's Ally. The targetted character keeps all attached cards and is now an Ally. It may keep the Fetish Equipment, but can't use it without another card such as Oil of Corruption that lets it use Fetishes. ERRATA: RotBS can only be used by Wurm characters.	rite
<b>Rite of Wisdom</b>	Errata: Play this card on any 1 of your Characters at the beginning of the current Moot Phase. This Character must always vote first. If the Character votes on at least one Junta and is on the winning side of all Junta she is eligible to vote in, she gains 1 Gnosis and 1 Renown.	rite
<b>Ritual Challenge</b>	You may call for a Ritual Challenge between characters that could not attack each other due to effects such as Tribal Alliance or Loyalty.	moot
<b>Roar-of-Storms</b>	Errata: Male	character
<b>Rocket Launcher</b>	Errata:Firearm	equipment
<b>Roll Over</b>	The target of a Roll Over may still step in against the pack that played the Gift. This does not cancel Roll Over.	gift
<b>Ronin Garou</b>	Garou. Crinos form	victim
<b>Root Beer Charlie</b>	He cannot be in a pack with any renown 7+ characters.	character
<b>Run Like Hell</b>	Errata: replace Moot with Junta.	combat action
<b>Saving Face</b>	Errata: replace Moot with Junta.	
<b>Scar Throat Leech-Killer</b>	Errata: Male	character
<b>Scarecrow</b>	Errata: Creature type: Unbound, Monster	enemy
<b>Scent of Sweet Honey</b>	Errata: Play this at the end of the Regeneration phase. It will last the duration of the Resource phase.	gift
<b>Scourge-of-Men</b>	Scourge's weakness applies to any male character that joins the pack, even if it is a temporary effect. If a male ally becomes a character, discard Scourge of Men.	character
<b>Scratches-at-Fleas</b>	Errata: Male	character
<b>Serpent's Quest</b>	This may only be played after the end of the first round of combat.	quest
<b>Shadow Walker</b>	Errata: Unique	ally
<b>Shapeshift</b>	Errata: May be used by any creature capable of changing shape (e.g., any two-sided character).	action
<b>Shieldmate</b>	creates a pack action. Creates a pack defense. CLARIFICATION: Shieldmate is a redirect, i.e. the opponent chooses targets normal, and the damage is redirected after after dodges, blocks and reversals.	combat event
<b>Shotgun</b>	Firearm	equipment
<b>Shu Horus</b>	Errata: Shu Horus can also step into or OUT of the Umbra.	past life

<b>Skin of the Hellbound</b>	Errata: A Character equipped with the Skin of the Hellbound is not affected by any Damage Cards of Rage 6 or higher. Clarification: The Skin has no effect on Combat Actions before they resolve and become damage cards (i.e. it only protects against damage and damage effects).	equipment
<b>Skull Pig</b>	Errata: Creature type: Unbound, Monster	enemy
<b>Sky River Caern</b>	BSDs may use Sky River Caern. It does not protect Allies against the Entrapment Quest.	caern
<b>Sneak Attack</b>	If a Prey Creature is attacked outside the combat phase, no one may step in and replace it (as there are no Alphas). If Sneak Attack is played during the combat phase to attack Prey, Alphas may step in as normal.	action
<b>Sniper Rifle</b>	The Sniper Rifle can be used in combat as a Firearm Weapon. Other firearms specify how they are used in combat.	equipment
<b>Son of Tyr</b>	If multiple characters have attacked him and are Alpha, he may choose which one to attack. If none are Alpha, but can be challenged, he must challenge a character that has attacked him. It does not have to accept. This ability does not grant him multiple Alpha actions. This ability does not extend to Allies or Prey.	character
<b>Song of Rage</b>	It can only frenzy creatures capable of frenzying	gift
<b>Song of the Great Beast</b>	Errata: Creature type: Animal	ally
<b>Sower-of-Thunder</b>	Errata: Unique	enemy
<b>Spiral Boomerang</b>	This can send creatures which cannot step sideways into the Umbra.	equipment
<b>Spirit Drain</b>	If a spirit is Spirit Drained while in combat, it is not killed, it is discarded. No one gains Victory Points for killing it.	gift
<b>Spirit drum of Calm-Thunder</b>	If you are in the real world and can affect the Umbra and use the drum to cancel the frenzy, the Umbral character cannot attack you back as you are an invalid target.	equipment
<b>Spiritual Revelation</b>	Only affects characters, not Allies or Prey. It may be played during combat.	event
<b>St. Vincent's Cathedral</b>	Does not protect against Wyrms Allies or Enemies.	territory
<b>Stands Like a Fool</b>	This will not cause Prey or Allies to frenzy. Creatures which can't naturally frenzy will not frenzy for SLaF either. SLaF will not work against creatures which cannot lose their ability to play Combat Actions.	action
<b>Step Sideways</b>	Errata: May also be used to leave the Umbra	action
<b>Sticky Paws</b>	May be used at start of combat or between rounds of combat to steal opponents Equipment, equip it, and then use it on them. Sticky Paws targets the equipment, not the creature. It may thus be used on any creature with Equipment, not just characters.	gift
<b>Stormcrow</b>	Stormcrows may automatically pack attack/defend with any packmember in the Umbra.	ally
<b>Strange Rain</b>	Only characters can be Alpha while this Gift is in effect.	gift
<b>Stuck Sideways</b>	The target of Stuck Sideways is in both the real world and Umbra. It may only be used when a creature uses an effect that says it steps sideways- other effects that move it into or out of the Umbra without it stepping sideways are unaffected. Stuck Sideways can be used during a combat- it will not end combat.	event
<b>Subjugation of Gaia</b>	This may also destroy Bane Fetishes	gift
<b>Submachine Gun</b>	Firearm. Errata: Can only be used in Homid form.	equipment
<b>Suburban High School Kid</b>	This creature pack defends with the High School Athlete when Athlete is attacked, but the Athlete won't defend with the SHSK if it is attacked.	victim
<b>Surprise Ally</b>	Creates a pack action. Creates a pack attack.	combat event
<b>Surprise Attack</b>	If 2 Surprise attacks resolve against each other, neither creature will do damage. Surprise Attack cannot cancel damage from a Fast Striking effect unless Surprise Attack was also Fast Striking.	combat action
<b>Susan Anthony</b>	Susan may start the game with any Kinfolk Ally, including those she does not meet the requirements for.	character
<b>Syntax</b>	Errata: Syntax is a Ragabash. Her auspice glyph is wrong in some editions.	character
<b>T.F. MacNeil</b>	T.F. can use a Fetish/Bane Fetish of any Gnosis. He cannot use ones with any additional requirements he does not meet.	character
<b>Take the True Form</b>	If a character is killed with Take the True Form, its opponent in combat will get the Victory Points, even if it was not the Gift user. If used outside combat to kill a character, no one gets any Victory Points. Take the True Form is not a damage card, and thus may not be redirected. Characters may counter Take the True Form by immediately playing an effect that send them to Crinos- this will prevent them from dying, including Frenzy if they are in combat. Reversal: Take the true Form will work on any two side character.	gift
<b>Taking the Death Blow</b>	Is not a pack action. It can only be used against a damage card. Effects which lower health or force a shapeshift that results in death can't be interrupted by TtDB. See rules on redirecting attacks.	combat event
<b>Tamara Lovegrove</b>	Once Tamara selects a target, she may not change it. If Tamara's target and Tamara simultaneously do lethal damage to each other, the targetted Garou still die without flipping to Crinos.	character
<b>Tanzut</b>	Errata: Female	character

<b>Taste of Pain</b>	Taste of Pain targets a damage card, thus may affect creatures that cannot be targetted by Gifts because it is targetting the damage card, not the creature.	gift
<b>Taunt</b>	Any Ragabash can play Taunt, even if he was not involved in the original challenge. Only Garou can be Taunted.	action
<b>Teeth-of-Titanium</b>	Errata: Male	character
<b>Telling Blow</b>	This must be the killing blow to take effect. If a Prey Creature kills someone with a Telling Blow, TB has no special effect.	combat action
<b>The Cleaner</b>	Errata: Unique	ally
<b>The Docks</b>	Errata:If the owner of the Docks prevents someone from equipping, the owner may not equip non-Fetish items this turn- he can still equip Fetish and Bane Fetish items. While the Docks is out, all players except the owner of the Docks must equip all their non-fetish equipment during Closed Play in the Resource phase and the owner of the Docks must equip his non fetish equipment during Open Play in the Resource Phase. The Docks can prevent equipping outside the Resource phase via items like Improvised Weapon or Corporate Credit Card.	territory
<b>The General</b>	Police that The General brings into your pack are considered Allies (and are worth full VP to anyone who kills them). His ability to redirect damage only applies to himself and Police he brings into the pack attack/defence; he cannot redirect damage to or from other creatures in the same pack action. Errata: Warrior Caste.	character
<b>The Piper</b>	Joining a pack action is not an action, so characters that can't take actions due to the Piper may be dragged into pack actions. They may not play Combat Actions once in the pack action. Errata: Unique	enemy
<b>The Pit</b>	The bonus applies only to Victims, not Enemies.	territory
<b>The Vigil Forsaken</b>	This can be played to target a Rite at anytime, not just when it has first been played.	rite
<b>There you Are!</b>	You may play this even if you were not part of the original fight.	action
<b>Th'M'Gregors</b>	Errata: Unique	enemy
<b>Throat Bare</b>	If a creature who played Throat Bare plays a Combat Action later in the combat by some means, the benefits of Throat Bare end.	action
<b>Thunder Tiger</b>	Errata: Male	character
<b>Thunder's Gauntlet</b>	TG reduces the target's health to 1 in all forms, including all modifiers. If they had damage, it still only reduces their remaining health to 1. If forced to breed form immediately after TG was used, the character still has 1 health remaining in breed form. The damage from TG may be regenerated and cannot be made aggravated.	equipment
<b>Tibetan Monastery</b>	Only affects characters, not Allies.	territory
<b>Toga of Dionysius</b>	The user cannot be affected by any Gifts played by anyone. His Equipment may be targeted by gifts that target Equipment. His combat actions may be targeted by Gifts that directly target combat actions. Toga will not prevent opponents from targeting themselves with Gifts. Toga does not cancel Gifts, but it will temporarily render some Gifts attached to opponents that would otherwise affect the user of Toga (such as Gift of the Porcupine or Odor of Skunk) inoperable; consider such Gifts to have empty text boxes with regard to the user of Toga, they work as normal against all other creatures.	equipment
<b>Toxic Claws</b>	Adds damage to a combat action and is regenerated when that action is regenerated.	gift
<b>Tribal Alliance</b>	Errata: This creates Loyalty between members of the named tribes. All X will have Loyalty towards Y, all Ys will have Loyalty to X. Note that only Garou and Bastet have tribes, other Fera do not.	moot
<b>Tribal War</b>	Errata: This creates a Rivalry between members of the named tribes. All X will have Rivalry towards Y, all Ys will have Rivalry to X. Note that only Garou and Bastet have tribes, other Fera do not.	moot
<b>Tsannik</b>	He can use his step sideways ability to chase a creature that has Umbral Escaped.	character
<b>Umbral Escape</b>	Spirits can Umbral Escape: they then exist only in the Umbra. You must return to the real world after using Umbral Escape, even if you have a caern. If an opponent Umbral Escapes and you wish to follow, you say "continue" and play Umbral Escape as your Combat Action the next round.	combat action
<b>Umbral Quest</b>	Umbral Quest can only be used by creatures that can Step sideways. If the creature is removed from the Umbra or the Hunting Grounds before this Quest is over, the Quest immediately ends and the creature returns to the physical world and its pack. If removed from play entirely, return it to its pack and the real world when it returns to play.	quest
<b>Verbena Mage</b>	It can use both Illiad and Odyessy Gifts	ally
<b>Victory Party</b>	This will not work on Victims. A Wyrms pack using Caern of Rytthikku may use this Rite on Enemies. Errata: Play at the end of the combat.	rite
<b>Walks-with-Might</b>	Errata: Male	character



<b>Wanchese's Bow</b>	The Bow's ability is used as a Slow Striking combat action, and thus may be dodged, blocked, or cancelled as normal. The damage of the attack is equal to the printed renown of the Character - Renown modifiers do not add to the damage done by the Bow. If the user is disarmed before the attack resolves the character will not die, he just loses the bow. Caern of the Snow Leopard can revive a character that died using the Bow (the attack will still take place). ERRATA: The Bow is a Weapon	equipment
<b>War Lodge</b>	Will only let you attack targets in the same world, unless you have some other way of crossing the Gauntlet. You may only discard cards you control to use War Lodge. You may discard War Lodge to use War Lodge's ability.	equipment
<b>War paint of Wahya Ohni</b>	War Paint cannot be prevented by effects that prevent "regeneration" (such as pentex Refinery)	equipment
<b>Wasp Talons</b>	Is a combat card. It may be blocked/dodged as normal.	gift
<b>Wearing the Bear Shirt</b>	Both Limited and Full Frenzy are affected by this Gift.	gift
<b>Weasel</b>	You may only look for the card Dodge, not Evasion, Fancy Footwork, only the actual card "Dodge".	event
<b>Wendigo</b>	Errata You must wait until the next time you draw combat cards normally to draw your extra Combat card.	event
<b>Whip of the Wicked</b>	Opponents may play Block and Strike and then follow up with a damage card. Cards which both block/dodge and damage, such as Leaping Rake must be played (even if they are bluffs) before normal damage cards may be played. Illegal dodges/blocks (such as Riposte or Flicker) must still be played before normal cards can be played but they are still illegal. If facing Prey, all players that could play blocks or dodges must be out of blocks and dodges before any other cards can be played.	equipment
<b>Wild Animals</b>	Errata: Creature type: Animal	victim
<b>Windchaser</b>	Errata: Windchaser's ability should read "Windchaser is +2 Renown for purposes of using Rites."	character
<b>Winter Wolf</b>	Errata: The last statement, "This Garou is placed in it's owner's victory points..." should read, "This Garou is place in it's owner's victory pile..." Also, the phrase, "removes any Garou of Renown 6 or higher from play," refers to any ONE Garou of Renown 6 or higher, not all Garou of Renown 6 or higher. Owner means the owner of the card, not someone with temporary control of the character. Winter Wolf cannot target Garou Prey.	moot
<b>Wyldstorm</b>	Gaia characters that end up in Wyrms packs are now Wyrms characters and vice versa. They function entirely as a character of the type of pack they are in. If discarding all Gifts and Equipment kills the highest renown character, it is shuffled in and someone ends up with a dead character. Wyldstorm can force two copies of a character into a pack. If character with a Rivalry are forced into the same pack, discard one of the characters. If any of the selected Characters are in Combat, that combat immediately ends.	event
<b>Wyrms Skin</b>	Only protects the wearer. Packmates in a pack action do not benefit from the rage reduction.	equipment
<b>Zlogar the Unrepentant</b>	Errata: He has the Unique keyword.	ally
<b>Zmei</b>	Cannot be effected by Gift or things that cause him to lose the ability to play a combat action or cancel combat actions. It can be affected by things that reduce/redirect damage such as Surprise Attack, Beat Unmerciful, Passive Aggression, and Redirected Attack. Items which force it to play cards of a specific Rage will work as normal. (example: Whip of the Wicked) ERRATA: Crinos form. creature type= Unbound: Monster	enemy

## Glossary

**7th Generation** - The 7th Generation is composed of occult conspirators dedicated to corrupting the world over to the Wyrms by subtly manipulating society. The 7th Generation is divided into five castes, with members placed according to their specialty. The castes are Business, Government, Medical, Snatcher, and Warrior. Members of the 7th Generation cannot regenerate, frenzy, or step sideways.

**Abomination** - An Abomination is a werewolf who has also been turned into a vampire. Abominations are rare indeed, as they are hated by both vampires and werewolves. Abominations are always outcasts from Garou society, and many turn to the Wyrms in desperation. They are considered both werewolves and vampires. Abominations may regenerate, frenzy, and step sideways.

**Aggravated Damage** - Aggravated Damage is damage that is extremely hard to recover from. Aggravated Damage may not be regenerated, although it may be healed. Mark aggravated damage cards suffered by a creature by rotating them 90 degrees.

**Ajaba** - A Were-hyena.

**Allegiance** - Gaia or Wyrms - which side of the cosmic conflict the Character, ally, enemy or victim supports.

**Ally** - A friend of the garou that recruits him, an ally joins the pack in their efforts to save (or destroy) Gaia. Fianna allies are those that are recruited by a Fianna, Bane Allies are those recruited by a Bane Character, etc. Allies are considered to be in crinos form unless they fall into a specific creature category (spirit, human, vampire, etc.)

**Alpha** - The pack member who represents his pack in battle during the Combat Phase. A pack only has an alpha during Combat Phase. A different alpha may be selected each turn.

**Alpha Action** - Each alpha gets an alpha action during the Combat Phase, in descending order of renown.

**Ananasi** - The Ananasi are werespiders, made up of a colony of normal spiders with a governing sentience. Ananasi usually serve Gaia, though the Hatars, or Goblin Spiders, have turned to the Wyrms.

**Animal** - An ordinary animal known to our real world (eg., wolves, dogs, etc).

**Animal Spirit** - A spirit of an animal, or a spirit which resembles an animal. A spirit is an animal spirit if it contains an animal name in its title, or is described as such in the text of the card (examples: Wolf Spirit, Anaconda Gafflings). Animal Spirits are considered to be in lupus form.

**Apis** - A were-bull. Apis are an extinct breed of Fera.

**Apocalypse** - The age of destruction, the final cycle, the everlasting corruption, the end of Gaia - a word used by the Garou to denote the days of the final battle with the Wyrms, which many consider to be the present.

**Armor** - A type of equipment; only one piece of armor may be worn (equipped) at a time.

**Aspect** - Branch of the Wyrms that the Character serves. Includes Beast of War, Defiler, and Eater of Souls.

**Attack** - An attack is when a Character directly starts a combat with another creature. A creature is considered to be attacked only if they are the target of the attack; it does not include stepping in to defend a Territory, Victim, etc.  
A Territory may also be attacked. If no one defends it, it is destroyed.

**Auspice** - The phase of the Moon that a garou was born under; commonly thought to determine personality and tendencies. Determines the garou's role in the pack. The auspices are Ragabash (new moon), Theurge (crescent moon), Philodox (half moon), Galliard (gibbous moon), and Ahroun (full moon).

**Banes** - Malignant spirits that possess host bodies, Banes are the Wyrms' vanguard in the Umbra. Bane Characters are some of the most powerful of banes because they have the will to act freely.

**Bastet** - A were-feline. Includes, but not limited to, Balam (Were-jaguars), Bagheera (Were-Panthers), and Qualmi (were-lynxes). They are watchful, curious and elegant, almost the exact opposite of the werewolves. Each of the subtypes is considered a Tribe.

**Black Spiral Dancers** - The Black Spiral Dancers are thoroughly insane and utterly corrupt werewolves who serve the Wyrms. They are the true warriors in the Wyrms' employ. They are considered Garou for the purposes of Lunar Phases, Moon Signs, etc. They may not use auspice-based or breed-based gifts.

**Blight** - Any corrupted area in either the spirit world or the physical world.

**Bluff** - A Bluff satisfies one of two conditions: Either the creature plays no legitimate card during a round of combat, or elects to play a combat action that exceeds her Rage score. A bluff which exceeds a 's Rage score succeeds if the target of the attack also bluffs.

**Breed** - The form that a shapeshifter was born with, and considers most natural.

**Caern** - A sacred place of concentrated spiritual energy where the garou can come into close contact with the Umbra.

**Camazotz** - A were-bat. The camazotz are an extinct breed of Fera.

**Celestine** - The greatest of spirits - the closest thing the Garou have to gods.

**Challenge** - A Challenge is when a Character offers combat to another creature; the other creature has the option of declining the challenge. It is not the same as an attack (q.v.)

**Changing Breed** - The Shapeshifters (Garou and Fera).

**Character** - A two-sided Character card. Also, a full member of a pack.  
Note: When the term "Character" is used on a combat card, it refers to any , not just Character cards. When used on a Sept card, it specifically refers to a Character, unless it is a gift referring to its caster - in that case, it refers to anyone capable of casting the gift.

**Combat Round** - A single exchange of Combat Actions. Gifts, Actions, Events, and other effects usable at any time may also occur in a combat round.

**Corax** - Wereravens, they serve Gaia as messengers and spies.

**Creature** - Any Character, Ally, Enemy, or Victim.

**Crinos** - The half-man, half-wolf combat form of the garou. For game purposes, the following forms are considered identical to Crinos: Archid, Battle (form), Manabozho, Metis, Pithus.

**Death** - When a creature takes damage equal to or greater than his health, it is dead. Healing will not reverse this condition. In the case of a full Frenzy, the Character is still dead, but just too pissed off to realize it.

**Defending** - A creature is defending when he is the target of an attack or challenge, steps in for an Enemy or Victim in the Hunting Grounds, or defends a territory from an attacker. It is not the same thing as being attacked directly (unless the Character is the target of an attack).

**Enemy** - An enemy card. Does not include other packs.

**Equip/Ally Phase** - Another name for the Resource Phase

**Fae, Faerie, Fey** - A member of one of the changeling races.

**Fera** - A general term for all non-garou were-critters. There are Fera which serve both Gaia and the Wyrms.

**Fetish** - Mystical item, created by binding a spirit into an object. For the purposes of Rage, a fetish is a piece of equipment that requires gnosis to equip.  
Bane Fetishes are fetishes that have Banes bound into them; they are only usable by Wyrms Characters. Those that say Gaia Fetish or Fetish (not counting the Fetish in Bane Fetish) are usable by Gaia Characters only. A few Fetishes are also Bane Fetishes, and can be used by either allegiance.  
Cards which refer to or affect Fetish equipment (e.g., Deep Journey) also affect Bane Fetish equipment. Cards which affect Bane Fetishes only affect Bane Fetishes.

**Fomori** - Once human, these poor souls (some willing, most unwilling) have been warped in mind and body and now wield fantastic powers and hideous mutations. Fomori Characters may frenzy, but cannot regenerate or step sideways. Fomori Prey are considered to be in battle form unless otherwise specified

**Form** - The shape the Character currently is in (see Breed). Most non-human Enemies and Victims are considered to be in Crinos/Battle form.

**Frenzy** - A Character in Frenzy has lost rational control of their fighting instinct, and turn into a bloodthirsty killing machine

**Gaffling** - Lesser spirits, barely sentient. Easily bindable, Gafflings are the lowest level of spirits.

**Gaia** - This denotes the earth and related realms, both in spiritual and physical form. The Mother Goddess.

**Garou** - A werewolf, one of the Warriors of Gaia.

**Gauntlet** - The Barrier between the Umbra and the Material world. Effects do not cross the gauntlet (except where otherwise noted).

**Ghoul** - A human servant of a vampire.

**Gift** - An inherent spiritual ability that the Garou and others may use. A gift is cast based upon the gnosis score of the user, and prerequisites.  
Breed Gifts are those which have a breed requirement (Homid, Metis, Lupus); Auspice Gifts are those which have an Auspice requirement, and Tribe gifts are those with a Tribe requirement (or of another Shapeshifter, such as Bastet gifts). Breed, Auspice and Tribe gifts are Gaia gifts.

Wyrms Gifts include Aspect gifts (Beast of War, Defiler, Eater of Souls), and those requiring a Wyrms affiliation (e.g., Black Spiral Dancers, 7th Generation, Fomori, or Bane).

If a gift could be considered to be more than one type (e.g., an Insightful Eyes used by a Stargazer Philodox), the user may determine which type it is. This can be important when dealing with a Lunar Eclipse, for example.

**Grondr** - A were-boar. Grondr are an extinct breed of fera.

**Gurahl** - A werebear. The Gurahl serve as Gaia's wisdom, protectors, and healers.

**Healing** - Healing removes a damage card; this includes aggravated damage. An effect that allows you to remove a damage card is considered healing.

**Health** - The amount of damage someone or something can withstand before dying.

**Hellcat** - A corrupt Bastet. Any bastet serving the Wyrms (such as Atahualpa) is considered to be a Hellcat. They may still use Bastet gifts and equipment, but cannot summon the Bastet totem(s).

**Homid** - A garou (or other shapeshifter) born of human parents. Also, the human shape that shapeshifters can assume. Note that Homid is NOT the same as Human.

**Human** - A normal human. Humans are considered to be in homid form.

**Hunting Grounds** - The region where neutral cards are found. These include Enemies and Victims, and Battlefields. Alphas are never in the hunting grounds - they instead border it.

A Character entering the Hunting Grounds can be the target of attacks just like Enemies or Victims. While in the Hunting Grounds, a Character cannot use Pack resources (including Territories, Caerns or Totems), nor use any form of Pack action.

**Impergium** - The time in human pre-history when the garou culled the weak and aged among the humans. Because of this, humans have an instinctive terror of the garou, particularly when the garou has entered Crinos form. This terror is known as Delirium.

**Incarna** - Children of the Incarna, but still greater spirits by any measure; demigods.

**Iron Riders** - Historical name for the Glass Walkers. An Iron Rider is considered to be a Glass Walker for all purposes.

**Jagging** - Lesser spirits.

**Kailindo** - Kailindo is a mystical Garou martial art, developed by the Stargazers. Kailindo takes advantage of the garou's natural ability to shapeshift. Certain combat cards require Kailindo to use. These cards will state that Kailindo is necessary.

**Kitsune** - Werefoxes from the Orient.

**Kinfolk** - Kinfolk are Garou family members who do not have the recessive gene necessary to make them full-blooded Garou. They usually help out when their werewolf relations need it.

**Klaive** - A fetish blade, usually of great potency, and nearly always made of silver. Klaives do aggravated damage.

**Litany** - The code of laws kept by the Garou.

**Mage** - A Mage is a human who has the ability to change elements of reality through force of will alone.

**Metis** - The Character was born of a forbidden union between two Garou (or Fera of the same breed). Metis are deformed, sterile, and shunned. Though metis breed Characters are the same on both sides, they are still considered Garou and shapeshifters. Also, they are considered to always be in Crinos form, as it is their breed form. Metis Characters may frenzy, as well.

**Mokolé** - Were-alligators who share a racial memory with the Dinosaur Kings, the Mokolé are native to the Amazon Jungle and other lush lands. The Mokole are the memory of Gaia; they have a strong animosity toward the garou.

**Moon Bridge** - A gate linking two Caerns, allowing for near-instantaneous travel between them. Moon Bridges often appear during ceremonies and Moots. Using a Moon Bridge is not the same as Stepping Sideways.

**Moot** - A conclave of Werewolves. Moots are where issues are brought before the entire Garou Nation (represented in Rage by Moot Cards), and decided upon by all packs.

**Nagah** - Were-snakes. Assassins who serve Gaia. Most garou and other Fera believe they are extinct.

**Nuwisha** - Werecoyotes, the Laughter of Gaia.

**Opponent** - Anyone you are currently in combat with. It can include Allies, Victims, Enemies, and Characters. When "Opponent" is used on a Combat Action, it refers to the creature the card was aimed at (not all opponents you are currently fighting).

**Pack** - The player's Characters and allies. A small group of Garou (and others) bound to each other by ties of friendship and mission as opposed to culture.

**Pack Action** - Any time you have multiple creatures in a combat.

**Pentex** - A mega-corporation dedicated to the Wyrms. Branches of Pentex control many corporations and pursue multiple goals. Pentex employs not only humans, but other minions of the Wyrms such as Fomori and Black Spiral Dancers.

**Physical World** - The "real" world - what you and I perceive. The physical world and the spiritual world (the Umbra) are distinct, and separated by the Gauntlet.

**Prey** - Enemies and Victims. The independent creatures wandering the Hunting Grounds, waiting to get munched. All prey creatures which do not fall into a specific category of creatures (e.g., human, spirit, vampire, etc.) are considered to be in Crinos form.

**Ratkin** - Wererats. The Ratkin were once herded together and slain by Garou. Now, the survivors skulk in the shadows and make whatever friends they can.

**Realm** - A region in the Umbra so pure in conception that it affects all visitors with its inherent nature and abilities.

**Regenerate** - Garou (and many other creatures) are extremely resistant to physical damage, and recover from wounds very quickly. They regenerate their lowest non-aggravated damage card at the beginning of the Regeneration phase, removing it from the Character and returning it to the discard pile of the card owner.

**Renown** - The status a Character holds in werewolf society. Renown also measures the general worth and power of allies, enemies and victims.

**Restricted** - A restricted card may only be played once per game by each player.

**Rivalries** - Certain Characters have Rivalries with other Characters. A Character will never be in the same pack as one with which he has a Rivalry. If two Characters with Rivalry somehow end up in the same pack, randomly choose one and discard him. If a Character is alpha, and his rival is also alpha, the rival must be the target of the Character's alpha action attack if he chooses to take an alpha action.

**Rokea** - The weresharks, known as Rokea, are usually reclusive and rarely travel to the surface world.

**Sept** - The group of garou that live near and protect a Caern.

**Shapeshifter** - A were-creature. Includes garou, bastet, mokole, etc. Does not include Banes, Fomori or non-abomination vampires, even if the creature has two different forms.

**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, and may not be rivals of each other.

**Spirit** - Spirits are mystical creatures which frequently interact with the garou.

**Step Sideways** - Entering or leaving the Umbra, typically through a Caern.

**Talen** - Single-use Fetish, which is discarded after use.

**Totem** - The incarna adopted by an individual or tribe to represent its inner nature.

**Tribe** - A group of garou linked by heritage, culture and genetics. For the purposes of Rage, Tribe also refers to Wyrms factions (Pentex, Bane, 7th Generation) or other shapeshifting races (Corax, Nuwisha, etc.).

**Turn** - One complete cycle of Phases.

Certain effects last for a number of full turns. These effects end in the same phase that they started, as closely as can be approximated. For instance, if you use Eye of the Cobra to grab someone at the beginning of Moot Phase, that Gift will expire at the beginning of the next Moot Phase. If you send someone on a Journey to the East in the middle of Resource phase, he will return in the middle of Resource phase two turns later. If an effect happens in the middle of the combat phase, (e.g., an alpha gets a sniff of the Sands of Sleep), use the current alpha's renown to determine when (within the Alpha's actions) the effect ends. Something referring to "a turn" [indefinite article] or "for X turns", is for a full cycle of turns, and something referring to "the turn" or "this turn" [definite article] refers to the current turn (starting with Redraw, ending with Combat). Something that can happen "each turn" or "per turn" can be used once during any single current turn (once in Turn X, once in turn X+1, etc).

**Umbra** - The spirit world. Garou are naturally attuned to both the physical world and the spirit world.

**Umbral Combat** - Combat between two creatures when both exist in the Umbra (either partially or fully).

**Unique** - Only one copy of a unique card may be in play at a time.

**Vampire** - Vampires are natural enemies of Gaia garou.

**Victor** - The victor of a combat is (A) the (s) on one side when all opponents of the other side are dead (and not frenzied) (B) the (s) remaining after all of one side escapes from combat through some means, or (C) the defender if the attacker withdraws

**War of Rage** - The time in pre-history when the Garou attacked the other shapeshifting races. Natural warriors adept at pack tactics, they severely weakened the other races through their pride.

**Weapon** - Type of equipment. Each creature may only use one weapon at a time, although they may switch weapons in the middle of combat. Creatures without a Weapon card are assumed to be using natural weaponry (tooth and claw).

**Weaver** - Manifestation and symbol of Order and Pattern. Computers, science, logic, and mathematics are examples of the Weaver's influence on the material world.

**Wraith** - The spirits of dead people. Wraiths are a type of spirit, and are affected by anything which affects spirits.

**Wyld** - Manifestation and symbol of pure Change. The chaos of transmutation and elemental force

**Wyrms** - Manifestation and symbol of corruption, entropy and decay. Vampires are of the Wyrms, as is toxic waste and pollution

**Wyrms Creature** - A creature that serves the Wyrms (knowingly or unknowingly). Includes Wyrms Characters, allies recruited by Wyrms Characters, and Enemies.

**Yield** - To break off from a Battlefield combat, acknowledging the other player as the winner.