Wolves of the Arctic

Setup

* Decide how long play will last and difficulty level
	+ Short Play – Ends after 2 years (8 Seasons)
	+ Medium Play – Ends after 4 Years (16 Seasons)
	+ Long Play – Ends after 6 Years (24 Seasons)
	+ Easy - 5 Food, 5 Health, 10 Energy
	+ Medium – 4 Food, 4 Health, 8 Energy
	+ Hard – 3 Food, 3 Health, 6 Energy
* Shuffle Prey decks and place 10 of Green, Brown, and Grey prey deck and 5 White prey deck in area and place the rest of the Prey Deck Cards aside to be used later
* Shuffle Encounter cards by season and year, place all year one encounter cards out
* Shuffle Alpha Skills and place on board
* Shuffle Wolf skills and place on board
* Set out Attack Die
* Roll a D4 and place wandering wolf pack on board
* Youngest Wolf pup (Player) goes first, pick a Wolf Pack Character Play Mat, pick your starting den and place a territory marker and wolf
* Place two wolf pup cards on your wolf pack character mat.
* Roll

Game Play

* The goal of the game is to grow your wolf pack, survive the harsh winters and have the highest reputation among the other players at the end of the game.
* Begin in spring season – Place Spring Marker on board
* Prey board is broken into four hunting grounds
	+ Green – Arctic Tundra +1 Attack Die
	+ Brown – Rolling Hills + 1 Food per prey killed
	+ Grey – Glacier Valleys +1 Prey Card Drawn – Pick one card and discard the other
	+ White - Polar Regions - Can hide for 1 Energy
* Each season is one round. Round play is broken down into Action Phase, Encounter Phase, and Resolve Phase.
* All players take actions in turn until all players have used the rest or hide action
* Play then goes to Encounter Phase
* Play then goes to resolve phase
* If at any time your health drops below 0, your current wolf pack has died out. Begin next season with your wolf pack card refreshed without pup cards. You will take a -5 to reputation at the end of game.

Action Phase

During action phase each player takes 1 action, rolls rival wolf pack die and then play passes clockwise. Continue taking turns until all players use the hide or rest action. Players may end the action phase with excess energy.

* Move (1 Energy per Hex not part of your territory or 1 Energy every 2 Hexes that are part of your territory, 2 Energy to move in another players territory) Cannot move two if one territory if not yours.
	+ Can Move and Hunt, Move and Scout, or Move and Scavenge
	+ Must spend required energy for additional action
* Scout (1 Energy plus 1 additional Energy to Hunt drawn prey)
	+ Draw one prey card and place it in its hunting ground you are currently on
	+ Cannot scout if there is prey is already prey on the territory you are on.
* Hunt (1 Energy)
	+ Attempt to hunt a prey on the hunting grounds you are currently on.
	+ Roll attack dice equal to attack die on all of your wolf cards in your wolf pack.
		- 8 = 2 Hits
		- 6-7 = 1 Hit
		- 2-5 =Miss
		- 1 = Injury – Lose one Health for every Injury
			* You can never lose more than 2 Health in each hunt
			* Avoid an injury by subtracting a Hit Die Success
	+ Place wound tokens for every success on die roll and lose a health for every injury roll. Or you can remove a success die to negate an injury die.
	+ If wound tokens equal prey health (minus any current wound tokens) then your pack has successfully hunted the prey. Increase food dial the number of food the prey provides. Keep the prey token for end of game for reputation points
* Scavenge (1 Energy in Summer, 2 Energy in Spring, Fall and Winter)
	+ Gain one food
* Mark Territory (1 Energy to claim unowned, 2 Energy to take over already owned territory)
	+ Select the territory you are currently on and place one of your markers to show you own it.
* Improve your Alpha (2 Energy to draw)
	+ Draw an Alpha Skill card.
	+ Spend requirements on card to gain the skill and place on your Male or Female alpha spot
	+ If you cannot afford or do not want card then place wolf card in wolf pack discard
* Train your pack (1 Energy to draw and cost on card) – Unavailable first spring
	+ Draw a wolf skill card.
	+ Spend requirements on card to the skill and place on one of your adolescent or regular wolves
	+ These skills can either add reputation or abilities that your wolves can use.
	+ If you cannot afford or do not want card then place wolf card in wolf pack discard
	+ Card will transfer when adolescent wolf becomes standard wolf
* Eat Grass (1 Energy in Summer and Fall, 2 energy in Spring and Winter)
	+ Cure 1 disease or sickness
* Mate (0 Energy)
	+ Can only be taken in winter
	+ Must be at a den
	+ Ends Turn
	+ At end of resolve phase, will roll pup die and add pup cards to deck
* Hide (2 Energy)
	+ Immediately end your turn, you will take no more actions this round
	+ During Encounter Phase, positive or negative encounter cards that effect players wolf packs do not have any effect on your pack
	+ Do not draw a rival wolf pack card if rival wolf pack lands on same space you are occupying
	+ Must be in Wolf Den to Hide
* Rest (0 Energy)
	+ Immediately end your turn.
	+ First player to rest, hide or mates gains first player token for next season
* SPECIAL NOTE – It is advised to have at least on energy when passing!

Encounter Phase

* Before you draw encounter cards apply all disease or sickness you currently have
* For every disease token you still have – Lose 1 Health
* For every sickness token you still have – Lose 1 Energy
* If your energy or food is at zero then lose one health
* In turn order, every player that did not hide draws 2 seasonal encounter cards and resolves both of them in player order
* Read each encounter card aloud, if the card has an effect on a players wolf pack, it effects all players who did not use the hide action
* Once all encounter cards have been resolved end encounter phase

Resolve Phase

* Take the following actions in order
	+ Roll Rival Wolf Pack die for each Rival Wolf pack on board and move wolf pack, if Rival Wolf Pack lands on your wolf pack draw a Rival Wolf Pack Card
	+ Move Energy to Zero
	+ (Optional) Convert as many food points to health or energy using 2-1 ratio.
	+ Check Health Bar to make sure you support current pack size, remove wolves right to left until you can support current pack size limit
	+ Resolve hunger for all wolves in your wolf pack. If you cannot feed all wolves, remove wolves starting from right of player mat to left until
		- (Note, you must be able to feed at least your two Alphas. If you cannot feed your Alphas, then your pack dies)
	+ Add up all energy points on your wolf pack cards and add that to the current energy amount
	+ Flip over all inactive cards to active
* End Game if this is the end of last winter
* Add Prey Cards 1d6 Green – Arctic Tundra cards to deck, 1d6 Brown – Rolling Hills to deck, 1d6 Grey – Glacier Valleys to deck, and 1d4 White - Polar Regions - deck and then shuffle into existing deck
* If beginning Summer Season, flip over wolf pup cards to adolescent card
* If beginning of Winter Season, exchange adolescent card for standard wolf card
* At end of Winter season, roll d4 pup die and put out pups that you can support with your health
* At the end of Winter Round put out next year’s season cards if game does not end
* Begin next seasons action phase by placing that season marker if game does not end
* Roll Rival Wolf Pack D4 and move to new location

Encountering Wandering Wolf Pack

* Move Wolf pack by rolling d6 with a 1 being north, 2 being northeast, 3 being east, etc.
* If a player encounter wolf pack and requires to fend off pack, player must roll 2 success die
* There is a chance there can be multiple Rival Wolf Packs out on board
* You cannot hide from rival wolf pack

End of Game

* At end of final winter season count all of the following that provide you with reputation
* Number of wolves in pack- 2 Reputation for each Regular Wolves
* Number of pups in pack – 1 Reputation of each pup
* Health Bar – Current Health converts to Reputation
* Reputation from prey cards
* Minus one reputation for every disease and sickness tokens
* Reputation for encounter cards
* Reputation for wolf skills with reputation points received
* Reputation for Alpha skills with reputation points received
* Reputation for all Marked Territories – 1 Reputation for Green, 2 for Brown, 3 for Grey, 5 for White

Encounter Card Definitions

* Play a prey card (Cards Available during Spring, Summer, Fall, Winter)
	+ Play a prey card from the deck onto the hunting grounds if space is available
* Patch of grass (Cards available during summer and fall)
	+ Discard all sickness or disease
* Buried Patch of grass (Cards available during spring and winter)
	+ Spend one energy to discard all sickness or disease
* Fresh Carcass (Available during spring summer and fall)
	+ Add 1/2/3 food depending on card drawn
* Frozen Carcass (Available during winter)
	+ Spend energy to gain 1/2/3 food depending on card drawn
* Wound Doesn’t Heal
	+ Wounds on prey cards carry over to next season
* Wolf Pup Lost in migration
	+ Lose one wolf pup
* Adolescent wolf dies in hunt
	+ Lose one adolescent wolf
* Prey Migrates
	+ Roll colored die (pup dice) the prey on that color move to the hunting grounds to the right beginning with the prey card highest victory points. If there is no room then keep whatever prey were not allowed to move in their current hunting ground
* Wolf Forms New Pack
	+ One regular wolf of your choice leaves to form their own pack, remove from your wolf pack. If you do not have a regular wolf then ignore
* Rival Wolf Pack (available during spring, summer, fall, winter)
	+ Lose one prey card from hand (randomly chosen) or spend 2 energy to fend off rival pack
* Insect Repellant (available during summer and fall)
	+ Gain one sickness
* Diseased Prey (available during spring, summer, fall, winter)
	+ Randomly choose one prey card you have collected during the action round
	+ Gain one disease for every food provided on card
* Wild Life Expert (Available spring summer fall winter)
	+ Given to pack that meets current criteria – provides victory points for end of game
	+ If there is a tie between two or more players, the player that is willing to spend the most energy still available gains card
	+ If still a tie then player that is willing to spend energy and then food
	+ If still a tie then player that is willing to spend energy, food then health
	+ If still a tie then the player who is closest to the first player marker spends the energy/health/food and gains the food
	+ Player cannot gain card if they used the hide action
* Film Crew (available fall and winter)
	+ First player to meet the conditions gains the card during the next season
	+ Player cannot gain card if they used the hide action
* Injury (Available during summer and fall)
	+ Lose one health
* Predator Card (Available during spring, summer, fall, winter)
	+ Spend requirements on card (Health/Energy/Food) or lose wolf of your choice from your wolf pack
	+ Predators are going to be (Humans, Polar Bears, Wolverines, Bald Eagle)
* Wayward Wolf (Available during summer, fall, winter)
	+ A wolf joins your pack
	+ Add one regular adult wolf to your pack
* Wayward Wolf (Available during summer, fall, winter)
	+ A wolf fights you for the right to your pack
	+ Roll your Alphas Attack Die if you have at least one success gain a regular adult wolf to your pack
	+ If you do not roll a success then lose 1 Health and one regular wolf from your wolf pack
* Season Effect Cards
	+ Late Spring Blizzard (Spring )
		- Start next season with 2 less energy if early thaw was not drawn
	+ Early Thaw (Spring)
		- Start next season with 2 more energy if late spring card was not drawn
	+ Fresh Spring (water spring) discovered (Summer)
		- Each Pack may choose to swap one prey card on hunting ground for a prey card in the active deck
		- Must discard prey card on hunting ground before drawing from prey deck
		- Resolve in turn order and players may choose prey previous players have drawn during this encounter
	+ Drought (Summer)
		- Discard one prey card from hunting ground for every player currently not hidden
		- Ignore effects if fresh spring has already been drawn
	+ Early Freeze (Fall)
		- Immediately lose 1 food and start next season with 2 less energy
	+ Heat Wave causes drought (Fall)
		- Remove one prey card for every player that did not use the hide action
	+ Strong Blizzard (Winter)
		- Immediately Lose 1 food and start next season with 2 less energy
	+ Warm spell reveals hidden path (Winter)
		- May spend one energy to gain access to hunting ground and immediately play a prey card from prey deck onto that hunting ground regardless of color
	+ Path frozen over (Winter)
		- Lose access to 1 hunting ground of your choice (does not affect you if your only have one hunting ground)

Wolf Pack Character Cards

* Starting Abilities
	+ Can look at top two wolf pack cards when taking “Grow the Pack” action. Choose one and reshuffle other card back into deck
	+ Less health required when adding a new pack
	+ When using “Hunt” action you can look at first prey card and either keep it to play on hunting ground next turn or shuffle it back in deck and draw next card as normal hunt action
	+ Add 2 additional energy at the beginning of each season
	+ Cost only 2 food instead of three when converting to health or energy

Alpha Wolf Pack Improvements

* Base Starting Alpha
	+ Cost: No Cost
	+ Stats: 2 Attack Dice, +5 Energy, -1 Food
* Alpha Male Strong (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +7 Energy, -2 Food
* Alpha Male Quick (4 Cards)
	+ Costs: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +5 Energy, -2 Food
	+ Once per season, can reroll Alpha Male Die while trying to catch prey
* Alpha Male Scavenger (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +5 Energy, -1 Food
	+ Adds One Health at the end of the season
* Alpha Male Renown (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 3 Attack Dice, +5 Energy, -2 Food
	+ 2 Victory Points at end of game
* Base Starting Mate
	+ Cost: No Cost
	+ Stats 2 Attack Dice, +3 Energy, -1 Food
	+ Cannot use attack dice during season you have Pup Cards
* Strong Mate (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +5 Energy, -2 Food
* Quick Mate (4 Cards)
	+ Costs: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +3 Energy, -2 Food
	+ Once per season, can reroll Alpha die while trying to catch prey
* Scavenger Mate (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +3 Energy, -2 Food
	+ Adds One Health at the end of the season
* Healthy Mate (4 Cards)
	+ Cost: 2 Energy, 1 Food
	+ Stats: 2 Attack Dice, +3 Energy, -2 Food
	+ +2 to pups when use the mate action

Pup Card/Adolescent and Standard Wolf Card

* Pup Card (25 Cards)
	+ Cost: Free
	+ -1 Food
	+ Flip card at beginning of fall season to adolescent side
* Adolescent Wolf (25 Cards)
	+ +2 Energy, -2 Food
	+ At beginning of Spring Season draw a standard wolf and gain wolf for at no cost
* Standard Wolf (25)
	+ +1 Attack Die, +2 Energy, -2 Food

Train Pack Cards

* May only have one special ability and one victory point on each regular wolf
* Viscious Ability (4 Cards)
	+ Cost: 1 Energy
	+ Once per season you can force another player to reroll another players roll during their hunt
* Cunning Ability (4 Cards)
	+ Cost: 1 Energy
	+ Once per season you may prevent one negative encounter per season
* Veteran Wolf (4 Cards)
	+ Cost: 1 Energy
	+ Once per season you may add two additional die to prey roll
* Tracker Wolf (4 Cards)
	+ Costs: 1 Food
	+ Once per season may draw prey card for free, using no energy or action
* Standard Wolf (10 Cards)
	+ Cost: 1 Food
	+ 1 Victory Point
* Standard Wolf (8 Cards)
	+ Costs: 1 Food
	+ 2 Victory Points
* Standard Wolf (5 cards)
	+ Cost: 2 Food
	+ 3 Victory Points
* Standard Wolf (2 Cards)
	+ Cost: 1 Energy, 1 Food
	+ 4 Victory Points

Prey Cards

* Artic Hare (8 Green, 5 Brown, 3 Grey)
	+ 1 Reputation
	+ +1 Food
	+ 1 Health
* Artic Hare Herd (Green, Brown)
	+ 3 Reputation
	+ +3 Food
	+ 2 Health
* Lemming (6 Green, 6 Brown, 2 Grey)
	+ ½ Reputation
	+ +1 Food
	+ 1 Health
* Seals ( 3 Grey, 2 White)
	+ 2 Reputation
	+ +2 Food
	+ 2 Health
* Ptarmigan (3 Green, 3 Brown, 2 Grey)
	+ 1 Reputation
	+ +1 Food
	+ 2 Health
* Caribou (4 Green, 4 Brown, 2 Grey, 1 White)
	+ 2 Reputation
	+ +3 Food
	+ 3 Health
* Musk Ox (6 Green, 5 Brown, 3 Grey, 2 White)
	+ 3 Reputation
	+ +4 Food
	+ 5 Health
* Artic Fox (2 Green, 3 Brown, 2 Grey, White)
	+ 2 Reputation
	+ +1 Food
	+ 2 Health
* Puffin ( 1 Grey, 1 White)
	+ 1 Reputation
	+ +2 Food
	+ 1 Health
* Canada Goose (3 Green, 2 Brown, 1 Grey, 1 White)
	+ 3 Reputation
	+ +2 Food
	+ 2 Health
* Sea Otter (3 Grey, 2 White)
	+ 3 Reputation
	+ +3 Food
	+ 3 Health
* Dall Sheep (3 Brown, 2 Grey)
	+ 4 Reputation
	+ +3 Food
	+ 4 Health
* Walrus (2 Grey, 3 White)
	+ 5 Reputation
	+ +4 Food
	+ 5 Health
* Polar Bear Cub (2 White)
	+ 7 Victory Point
	+ +4 Food
	+ Requires 8 Success
* Skua-Jaegar (2 Green, 4 Brown, 2 Grey)
	+ 2 Victory Point
	+ 1 Food
	+ Requires 2 Success