



# Wolves on the Hunt

By Bastian Borup, [bastianborup@gmail.com](mailto:bastianborup@gmail.com)

1983. Something big and strange has escaped from the labs up North. It has been hiding in the shadows; mating, hunting. Wolves, big as horses, wild and aggressive. Now you, the hunters, are the prey. Many good men and women in the village have been taken. It is up to you, the last brave and strong, but young and untried, to learn the way of the wolves and take out the pack leader.

## Components

7 six-sided dice



47 cards (16 Day Wolves, 16 Night Wolves, 8 Pack Leaders, 6 characters, 1 cave)



4 meeples



1 first player marker



5 dog disks



6 Trap disks (double sided)



2 outwit disks



2 damage tiles (double sided)



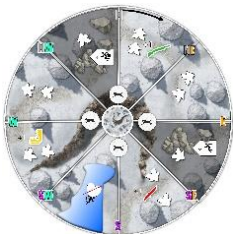
15 damage cubes



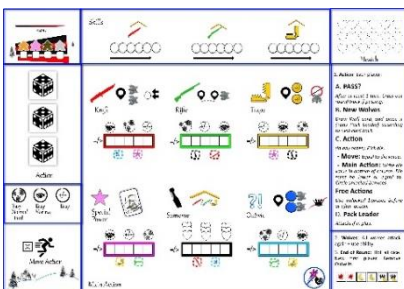
1 pen or pencil per player (not included)



1 map



30 sheets (see full size page 11)



## Introduction

In Wolves on the Hunt you will play together as the hunters and their dogs, against the circling wolves. During the game you will take actions and write numbers on your player sheet, upgrade your character, and fight off the wolves.

At the beginning of a player's turn, a new wolf will arrive. Then the player will take one die and the corresponding action and maybe some free actions. Then the next player takes his or her turn. After all players have taken their turn, the wolves will attack you, the dogs and eventually reach the village elders in the center of the map.

## Winning the Game

Wolves on the Hunt is a cooperative game, which means that you will all either win together or lose together. You win by killing the wolf pack leader. You immediately lose the game if:

- a player loses his or her last health, or
- you run out of time during the end game, or
- the last village elder is killed.

# Setup

**SHEETS:** Each player takes a sheet and places it in front of him or her.

**PEN:** Each player finds a pen or pencil (not included).

**MAP:** Place the map in the middle of the table.

**CHARACTER CARDS:** Each player takes a character card at random.

**HUNTER STATS:** Each hunter starts with some basic stats.

Flip your character card to the A-side. Cross out the marked stats for Knife, Rifle and Traps on your player sheet.

**HUNTERS:** The player who last saw a wolf gets the first player token; the Cross.



Each player takes a character pawn and crosses off the chosen color on their player sheet.

All players place their characters on the white meeple space indicated on their player card.



Now flip your character card over to the B-side. You will not need the setup side anymore this game.

## OUTWIT, TRAP AND DAMAGE TOKENS:

Place the 2 outwit tokens, the 6 Trap tokens, the 2 five-damage disks and the 15 damage cubes in a general supply.



**DOGS:** Place 4 of the dogs in the indicated spaces in the center of the map. Place the 5<sup>th</sup> dog in the general supply



**DICE:** Roll all 7 dice and place them on the Cave card. This is



the dice pool. You may want to organize the dice according to the value rolled.

**WOLVES:** Shuffle all Pack Leaders, draw one and place it face up next to the play area until End Game.



Shuffle all Night Wolves into a face-down deck and place next to the play area.



Shuffle all Day Wolves into a face-down deck and place next to the play area.

Draw 3 Day Wolves one by one. Place each drawn wolf on the location indicated by the back side of the next card in the deck (not the backside of the card itself).



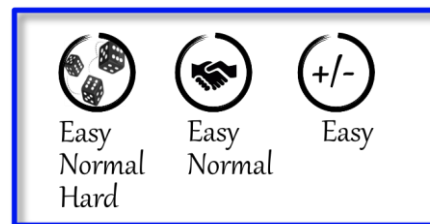
If there is already a wolf in the location, place the wolf in the next vacant slot clockwise around the table. Execute any immediate or ongoing abilities, see page 9.

**CHOOSE DIFFICULTY:** Agree on a difficulty for this game. For your first game, you might choose to play on Normal.

Easy	3 elders
Normal	2 elders
Hard	1 elder

Place the appropriate number of elders in the center of the map.

You will start a game on Easy, Normal or Hard with some free actions unlocked at your player sheet. Those free action not included in your difficulty level should now be crossed out.



# Full Setup

A full setup for 4 players on normal difficulty should look like this:



# The Hunt

Wolves on the Hunt is played through 6 rounds (2 day rounds, 2 night rounds and 2 Endgame rounds). Each round has the following steps:

1. **Player Phase:** During a player's turn, he or she draws a new wolf card and places it. Then the player moves and executes their main action. Then the next player takes his or her turn.

After all players have taken at least one turn, players can at the beginning of their turn choose to pass and drop out of the round, or they can draw a new wolf and take another turn.

2. **Wolves Attack:** After all players have passed, each wolf attacks any player, dog or elder on its location and activates any end-of-round ability.

3. **End of Round:** Roll all dice again and remove outwit tokens.

Below, each step is explained in detail.

## 1. Player Phase

During the action phase, players take turns one by one. During your turn, you perform 3 steps, then play will pass to the next player:

- A. Choose to pass or take turn
- B. New Wolf
- C. Main Action (Move, Main Action, and Unlocked Bonuses)

**A. Pass?:** At the beginning of your turn, you must decide if you want to pass or take another turn. You may only pass if you have taken at least 1 turn this round. If you pass, you will not take any more turns for the rest of the round, but you might still perform free bonus actions (Reroll, Modify and Assist).

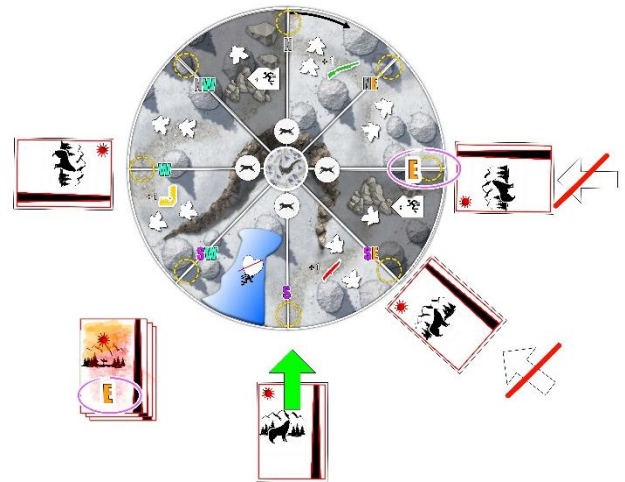
To pass, cross out the current round on the round track.



**B. New Wolf:** If you choose to take a turn, draw the top face down wolf card from the current wolf deck. During the first two rounds, take wolves from the Day Wolf deck. During the next two rounds, take wolves from the Night Wolf deck.

When the Endgame begins, place the Pack Leader. During a player's turn, a Night Wolf will still appear (see Endgame page 8).

The map is divided into 8 locations (North, North-East, East, South-East, South, South-West, West, North-West). When drawing a wolf, look at the back of the next card in the deck. The location on that card indicates where this wolf must be placed. Note that the location on the back of the card you just drew is not relevant. Place the wolf card next to the map, so each wolf card has player spaces on both sides.



If this location has a wolf on it already, place the wolf on the next vacant location clockwise around the map.

With 8 locations there is a maximum of 8 wolves in play. If a ninth wolf would be drawn, instead deal 1 damage to all players.

If you ever run out of wolves, shuffle the dead wolves of the relevant type into a new deck.

**NEW WOLVES SNEAK:** A new wolf might have an immediate ability or an ongoing ability printed on the bottom half of their card. In this case, resolve the ability. You can find the special abilities at the end of the rulebook.



**B. Main Action:** During your Main Action you may take 1 Move Action, take 1 Main Action, and use any unlocked Free Actions you want to. You can perform Main Actions and Move Actions in any order. You can use a free action before or after any action.



You must always take 1 die from the dice pool on the cave card during your turn. Dice taken by other players earlier during the round or placed on wolves are not available. If all dice are taken, and not all players have passed yet, they must do so now, and the game proceeds to the Wolves Attack phase.

Place the die on your player sheet, on one of the three printed dice.



**MOVE:** The number of pips on the die you picked this turn determines how far you can move this turn. For each pip you may cross one line on the map. You may never cross the center of the map, and you must end your move on a free player space (a printed white meeple on the map). You do not have to move, and you can move less than your chosen die shows.

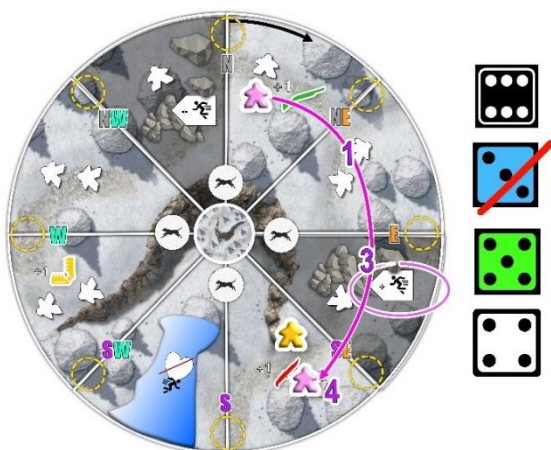


Note that player pawns are placed on the player spaces indicated by white meeples, while the wolves are placed outside the map on the locations on the line (marked by North, North-West, West etc.).



**ROCKS:** You must use 1 extra move point to enter a space with rocks.

*E.g. Joanna can take the black 6, the green 5 or the white 4 to go to the player space South/South East, since it is a distance of 4 (rocks demand extra movement)*



**THE RIVER:** If you move through the river between South and South-West, you lose 1 health. You cannot stop in the river.



**MAIN ACTION:** The color of the die you have taken this turn determines which kind of action you can take this turn and corresponds to a colored action row on your player sheet.



The number of pips on the die you have taken determines whether you can take the corresponding action, and limits what actions you can take in the future. Write the number of your taken die in the left-most free space on the relevant row on your player sheet.



You are only granted the Main Action if this number is equal to or higher than the number directly before it. You might, in some rare situations, take a die with a lower number to unlock free actions, but you will not get the Main Action then. All actions are optional.

If you have written a number equal to or higher than the last written number in row, take the main action associated with the section.

There are 6 colored groups you can take actions in:

Knife (red)	Rifle (green)	Trap (yellow)
Player Power (purple)	Samovar (black)	Outwit (blue)

The white die is wild and can be used as any color.

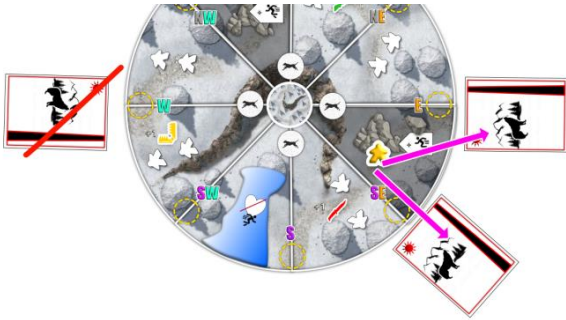
Below you will find a description of the different base actions.



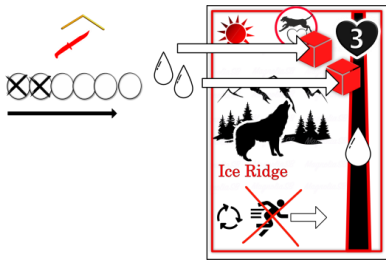
**Knife:** The red die grants a close combat Knife attack action.

To perform a Knife action, choose 1 or 2 wolves adjacent to you and attack it/them.

To make the attack, check your Knife stat for how much damage you are dealing to *each* wolf. Place damage cubes on the wolves. If the damage counters on the wolf equal or exceed the health stat of the wolf, the wolf is dead and is removed from the game. Place it face up in a discard pile next to the relevant wolf deck.



Jack is adjacent to the two wolves in East and South-East. He is not adjacent to the wolf in West.



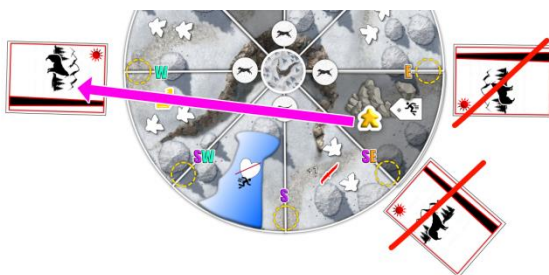
When engaging wolves with a Knife, each wolf will simultaneously deal 1 damage for each of their damage icons to you. Cross out 1 health on your player board for each damage suffered.

When you kill a wolf, you will get the bonus printed at the top of the wolf card in the yellow/red circle. This may be a permanent upgrade of your stats, some health, or some other bonus.

**SSE +1** If you are in the South to South-East player space, you get +1 to your current Knife action (this is not a permanent upgrade).

**Rifle:** The green die grants a ranged attack Rifle action.

To perform a Rifle action, choose a wolf that is *not* adjacent to you to attack.



To make the attack, check your Rifle stat for how much damage you are dealing. Place damage cubes on the wolf. If the damage counters on the

wolf equal or exceed the health stat of the wolf, the wolf is dead and is removed from the game. Place it face up in a discard pile next to the relevant wolf deck.

**NNE** If you are in the North to North-East player space, you get +1 to your current Rifle action (this is not a permanent upgrade).

**Trap:** The yellow die grants a Trap placement action. To perform a Trap placement action, choose up to two Traps from the general reserve. Each Trap may have a value equal to or lower your Trap stat (Traps are double sided, pick any side).

Traps are placed on the location lines where the wolves arrive, between player spaces. Place the Traps on your two adjacent locations. You may place a Trap on a location that has a wolf on it, but the Trap will not spring until a new wolf arrives at the space.

*E.g. Yellow player places a Trap 2 and a Trap 3 on her adjacent locations. She has a Trap Placement skill of 3, but she has already used the other Trap 3. The Trap in West will not immediately go off, but it might later, if the wolf currently on the location gets killed and a new one arrives.*



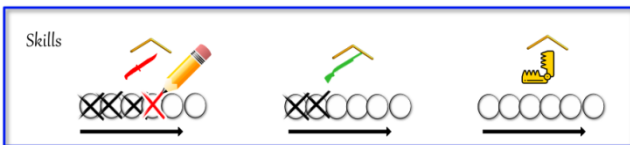
When a wolf is placed on a location with a Trap, all Traps on the location go off. Deal damage to the wolf equal to the stat on the Trap (not the current stat on your player sheet). If the damage counters on the wolf equal or exceed the health stat of the wolf, it is dead and is removed from the game. Place it face up in a discard pile next to the relevant wolf deck.

**W SW** If you are in the West to South-West player space, you get +1 to your current Trap Placement action (this is not a permanent upgrade).



**Samovar:** The black die grants you a samovar action, a sip of the invigorating tea you have brought with you. This action allows you to enhance one of your stats.

To perform the samovar action, cross off 1 stat in a row in the top left corner of your player sheet. Start in the left-most free space of the row and go stepwise to the right. With the Samovar action you may choose what power value to enhance, either Rifle, Trap or Knife.



**Outwit:** The blue die grants 2 Outwit actions.

To perform a Outwit action, choose any adjacent wolves and place 1 Outwit token on each of them. Take the tokens from the reserve, or you may choose to take them from other wolves, if you are out of tokens. The Outwit helps you in 3 ways:



- The wolf will not attack this round (and it will not attack back if attacked with a Knife).
- Any damage this wolf takes for the rest of this round is doubled.
- Any special ability on the wolf is canceled for the rest of the round.

Each wolf can only have 1 Outwit token assigned to it at a time. All Outwit tokens will be removed at the end of the round.



**Player Power:** The purple die grants the use of a player power.

The rules for each personal player power is described on the player character cards.

**UNLOCKED ACTIONS:** After resolving your Main Action, circle the unlocked bonus actions above or

below the row. This unlocks a bonus that can be used later during the game.

Bonuses below the rows are Unlocked Main Actions and can be taken during your own turn before or after you have taken a Move Action or a Main Action.



Bonuses on top of the rows are Unlocked Free Actions and can be taken at any time, even during another player's turn (but never in the middle of executing an action or game step, e.g. placing a new wolf).



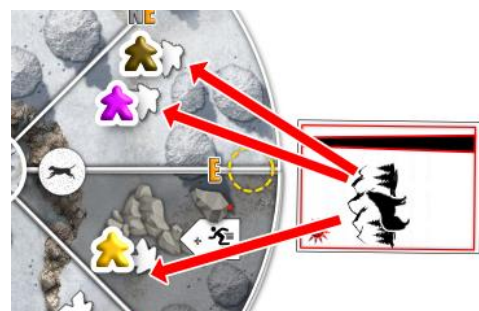
Taking a unlocked action does not allow you to take an extra die, to make extra moves or to write in any rows again.

To take any free action or unlocked main action, cross out the action. It is no longer available.

## 2. Wolves Attack

After all players have passed, all wolves in play will attack. Then, all wolves will use any end-of-round abilities.

**A. WOLVES ATTACK:** Resolve any wolf in North, then go clockwise around the map, resolving one wolf at a time. Each wolf will deal damage



equal to its printed damage value to one target.

Player may choose if an adjacent player, a dog on the location or an elder should take all damage from the wolf.

If a player takes damage, he or she must cross out outlined hearts equal to the damage taken on his or her player sheet. If he or she has no more outlined hearts, the players lose the game.



If a dog is attacked by a wolf, it will immediately attack back, dealing the wolf 1 damage. Place damage counters on the wolf and the dog, and remove the dog and/or the wolf, if this is enough damage to kill it (ignore any surplus damage). If a dog takes a third point of damage it dies but will still deal damage to the attacking wolf.



An elder have one health. If your last elder is attacked and dies you lose the game.

### 3. End of Round

At the end of the round, do the following:

**A. END-OF ROUND ABILITIES:** Each wolf activates any ability with an End-of-Round icon. You can find the special abilities at the end of the rulebook.



**B. ROLL DICE:** Roll *all* 7 dice to create the dice pool for the next round. Also reroll dice captured by wolf special abilities, then place them back on the cards.

**C. REMOVE OUTWITS:** All Outwit tokens on wolves are returned to the general reserve. The outwitted wolves will use their special abilities as normal during next round (e.g. immediately capturing any dice).



**D. PASS THE CROSS:** Pass on the first player token clockwise around the table to the next player.



Now start a new round.

### Endgame

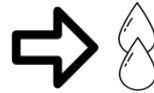
When players reach the 5<sup>th</sup> round, the Endgame begins. Pick up the Pack Leader laid out at the start of the game. After placing the Night Wolf for the first turn, place the Pack Leader



! in the next free location clockwise around the map.

If the pack leader has any immediate ability, resolve it now.

You can interact with the Pack Leader as if it were any other wolf – except it is immune to outwits.



At the beginning of each players turn the Pack Leader will move. It will move at the beginning of each turn after a new Night Wolf is put into place. It will follow that Night Wolf, moving to the same location, and then to the next free space in a clockwise direction around the map. At the end of each players turn the Pack Leader will attack an adjacent target of the players choice.

At the end of each round, resolve any End-of-Round ability of the pack leader, along with the other wolves.

Once in a full moon, all 8 locations might be filled with wolves, when the Pack Leader should arrive. In this case, each player will both get 1 damage for the Night Wolf that cannot Arrive, and 1 damage for the Pack Leader that cannot arrive. If the Pack Leader is in play, but has nowhere to move during your turn, it will return to the same space (springing any traps there).

### Winning or Losing

If any one player crosses out his or her last outlined heart icon, all players immediately lose.

If all the elders in the middle of the map are killed, all players immediately lose.

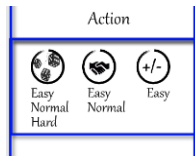
The game ends at the end of the 6<sup>th</sup> round, after the turn where the last player has passed. If the players have not killed the pack leader yet, all players immediately lose.

If the pack leader is killed, players immediately win. Be aware that you do not have to kill all the wolves to win, only the pack leader.

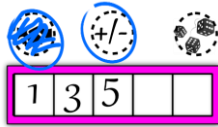


## Unlocked Free Actions

Free Actions are located above each Action Row. Each player also has 1-3 free actions unlocked on his or her player sheet from the beginning of the game depending on difficulty mode.



After a free action has been unlocked, it can be used before or after any action or turn step, even during the turn of another player.



Most unlocked actions have a dotted line around them. When you unlock the action, draw a circle around it. Later in the game you may cross out this space to take the action.



**Assist:** Enhance the stat level of any other player's attack action (Knife, Rifle or Trap placement) by 1, while he or she is using that action. Subsequent actions that round will not be enhanced. An action can be enhanced several times by the same or different players. The distance to the active player does not matter. You can only use this ability on yourself in a solo game.



**Modify:** Adjust a die in the die pool so that the value becomes 1 higher or 1 lower. A 6 may be flipped into a 1 and vice versa. A die may be modified several times.



**Reroll:** Reroll any number of dice in the dice pool. You don't have to choose all dice.



**Health:** Cross out this bonus immediately when you unlock it. In your stat section, draw up the dashed line one heart for each health gained.

## Wolf Special Abilities



A wolf executes its ability immediately after entering play, if it has a "!" icon.



A wolf executes its ability at the end of each round, if it has an hourglass icon.



A wolf executes its ability immediately and has an ongoing effect, if it has an ongoing icon. If it gets outwitted, it activates again from next round.



**Capture:** Take a die of the depicted color from the dice pool and place on this wolf. If the die is already taken this round, ignore the effect this round. Dice on wolves cannot be selected by players.



**First Strike:** Immediately deal 1 damage to each adjacent player and dog.



**Pinned:** Adjacent players cannot move. You must stop if you move into a location adjacent to a pinning wolf.



**Howling:** Take 1 random Day/Night Wolf from outside the game and place on the next free space in clockwise order.



**Healing adjacent:** Remove all damage counters from any adjacent wolves. Does not heal itself.



**Heal All:** Remove all damage counters from all other wolves. Does not heal itself.



**Aggression:** All wolves deal 1 extra damage while this wolf is in play (if not outwitted)



**Immune:** This wolf ignores attacks by knife or rifle or traps.

## Killed Wolf Bonuses

When killing a wolf due to a Knife or Rifle attack or with a player power, you gain a bonus (no-one gets the bonus, when a Trap or a dog kills a wolf).



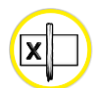
**Enhance Stats:** Permanently enhance your stats in Rifle/Knife/Traps.



**Heal Dog:** Remove all damage counters on any dog on any 1 location.



**Heal Player:** Gain 2 health. Outline 2 health on your player sheet.



**Reset Line:** Make a thick line on the right side of the last number in any one of the action rows on your player sheet. Any number can be written immediately to the right of this line to gain the action (as if the number before was 0).

name \_\_\_\_\_

Action

Easy Normal Hard

Move Action

Skills

Knife

Rifle

Traps

Special Power

Samovar

Outwit

Main Action

Health

1. Action: Each player:  
**A. PASS?**  
 After at least 1 turn. Cross out round track if passing.  
**B. New Wolves**  
 Draw Wolf card, and place it according to next card back. Move along Pack Leader during End Game.  
**C. Action**  
 (in any order): Pick die.  
 - Move: Equal to die value.  
 - Main Action: Write die value on leftmost free space in row. Die must be lower or equal to. Circle unlocked bonuses.  
**Free Actions**  
 Use unlocked bonuses before or after any action.  
**D. Pack Leader Attacks**  
 During End Game.

2. Wolves: All wolves attack again + use ability.  
 3. End of Round: Roll all dice. New first player. Remove Outwits.