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| **Wolf Actions** | |
| Name | Description/Effect |
| Attack | If there is a human character card face-up on the table then you may attack them. Succeeding kills the human and earns you 2 food to add to your stock. **(see Combat)** |
| Harvest | If you have trees in your forest, then place 2 food tokens in your stock. |
| Destroy | If humans have any fences in play, you may destroy 1. |
| Steal | If the Humans have no fences in play, 1 food from their stock. **(see Human Items)** |
| Sneak | If you still have trees in your forest, you may sneak. Place your Character Card face-down on the human’s side of the table; you cannot be attacked. On your next turn, flip over card and perform any of the other actions with +1 die if a roll is needed. You are now vulnerable to attack. |

**Action Card**

**Combat & Dying:**

In combat, the initiator is the attacker, the other is the defender. They both roll 1 die each, along with any added ones from abilities, actions, etc. Each side picks their highest die-roll. Ties go to the attacker.

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| **Human Actions** | |
| Name | Description/Effect |
| Attack | If there is a human character card face-up on the table then you may attack them. Succeeding kills the wolf and earns you 2 food to add to your stock. **(see Combat)** |
| Harvest | If there are trees in the forest, take 1 tree from their forest and place it in your stock. |
| Engineer | Discard a tree token to gain an item (fence or weapon). **(see Human Items)** |
| Trade | Discard any amount of tree tokens from your stock and gain for 1 food token for each. |
| Guard | Watch over your home. Once during wolves’ turn: If a wolf tries to attack, destroy, or steal then you may choose to jump in the way to defend with 1 extra die. This counts as being in combat so you risk losing your guarding character if you lose the roll. **(see Combat)** |

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| **Human Items** | |
| Name | Description/Effect |
| Weapon | When engineered, put a weapon token into your stock; max is 3. Expend a weapon to attack without leaving your Human vulnerable to attack. Put the weapon token on top of Character Card when attacking to show it’s protected. Discard token at beginning of next turn. |
| Fence | When engineered, place it in front of your family’s Hunger Cards; max is 2. When defending, humans add +1 extra die; fences don’t stack: two fences only gives you one +1 die bonus. |

**Action Card**