

**ALESTRO** 5



Black Furies Ahroun Homid

**RAGE 3** One of the few remaining native Black Fury  
**GNOSIS 4** Amazons, Alestro will not join a pack unless  
**HEALTH 3** a Black Fury, Uktena, Mokole or Bastet is  
 also present.

Illustration by Rebecca Guay ©1996 White Wolf Inc. All Rights Reserved.

**ALESTRO** 5



Black Furies Ahroun Crinos

**RAGE 7** One of the few remaining native Black Fury  
**GNOSIS 4** Amazons, Alestro will not join a pack unless  
**HEALTH 7** a Black Fury, Uktena, Mokole or Bastet is  
 also present.

Illustration by Rebecca Guay ©1996 White Wolf Inc. All Rights Reserved.

**AMAZON WARRIORS** 6



**ALLY** Requires: Black Fury, Uktena  
 Amazons are the native Black Fury Kinfolk.  
 They can use Black Fury Gifts.

**RAGE 6**  
**GNOSIS 4**  
**HEALTH 5**

Illustration by Dennis Cudde ©1996 White Wolf Inc. All Rights Reserved.

**AMBUSH**



The character can use a Gift that targets an opponent(s) in a combat this character is not directly involved with. The Gift user can never gain victory points for a combat he ambushes.

**ACTION**

Illustration by Drew Becker ©1996 White Wolf Inc. All Rights Reserved.

**ANACONDA GAFFLINGS** 3



**ENEMY** The Anaconda Gafflings can use Defiler and Bane Gifts.

**RAGE 3**  
**GNOSIS 4**  
**HEALTH 2**

Illustration by Richard Case ©1996 White Wolf Inc. All Rights Reserved.

**ATAHUALPA "BLOOD OF THE INCAS"** 6



**Corrupt Bastet** **Feline**

**RAGE 3** Defiler  
**GNOSIS 6** Atahualpa cannot withdraw from combat or  
**HEALTH 4** play escape cards until after the 4th round of  
 combat. She can still use Bastet Gifts.

Illustration by Richard Case ©1996 White Wolf Inc. All Rights Reserved.

**ATAHUALPA "BLOOD OF THE INCAS"** 6



**Corrupt Bastet** **Battle**

**RAGE 4** Defiler  
**GNOSIS 4** Atahualpa cannot withdraw from combat or  
**HEALTH 6** play escape cards until after the 4th round of  
 combat. She can still use Bastet Gifts.

Illustration by Richard Case ©1996 White Wolf Inc. All Rights Reserved.

**ATHENA** 7



**Pentex** **Fomori, Iliad** **Homid**

**RAGE 4** Beast-of-War - Operating under a code name,  
**GNOSIS 3** this former government agent has been  
**HEALTH 4** "recruited" by Pentex for their guerilla warfare in  
 the Amazon.

Illustration by Richard Case ©1996 White Wolf Inc. All Rights Reserved.

**ATHENA** 7



**Pentex** **Fomori, Iliad** **Battle**

**RAGE 8** Beast-of-War - Operating under a code name,  
**GNOSIS 3** this former government agent has been  
**HEALTH 8** "recruited" by Pentex for their guerilla warfare in  
 the Amazon.

Illustration by Richard Case ©1996 White Wolf Inc. All Rights Reserved.



**AVAHUASCA** 6



**ALLY** Requires: Theurge, Uktena or Lupus  
The Avahuasca is a Wyld spirit of prescient visions. Any pack with this ally may treat all of their characters as 1 Renown less for the purposes of pack actions.

**RAGE 1**  
**GNOSIS 5**  
**HEALTH 1**

Illus. by Andrew Kudejka "©1996 White Wolf Inc. All Rights Reserved"

**BANE INFESTATION** 5



**GIFT**  
The character can corrupt and take any 1 piece of fetish equipment from any target in the game. The Bane must still meet the Gnosis requirements of the targeted equipment, otherwise this Gift will have no effect.

**GNOSIS 5**  
Requires: Bane

Illus. by Roger Smith "©1996 White Wolf Inc. All Rights Reserved"

**BARNABY SHADRACK** 9



**Pentex** **Executive** **Homid**

**RAGE 3**  
**GNOSIS 4**  
**HEALTH 5**

Defiler - Barnaby can begin the game equipped with a Submachine Gun. A Submachine Gun will always do aggravated damage in Barnaby's hands. He can choose to ignore the effects of any Gifts used upon him and adds 2 cards to your sept.

Illus. by Steve Tucker "©1996 White Wolf Inc. All Rights Reserved"

**BATTLE FERVOR** 5



Your character can play 1 additional Combat Action for the duration of the combat. Draw 2 additional Combat Cards. Battle Fervor is considered a frenzy and may be canceled as such.

**COMBAT EVENT**

Illus. by Kevin Williams "©1996 White Wolf Inc. All Rights Reserved"

**BATTLE OF SCREAMING MUD** 10



**DEFENDER** 10  
**RENOUN 20**  
**DANGER ALPHA**  
Draw 3 additional combat cards.

**BLACK FURY ALPHA**  
**RENOUN 10**

Draw 4 additional combat cards. Attackers are at 1/2 Rage (round up). Attackers cannot withdraw, however Umbra Escapes cannot be prevented. Only 1 Battle of Screaming Mud may be played per game.

**ATTACKER** 10

Illus. by Scott Fisher "©1996 White Wolf Inc. All Rights Reserved"

**BATTLE OF VISTA CATARACT** 4



**DEFENDER** 4  
**RENOUN 15**  
**GAMA PACK**  
Draw 1 additional combat card. No combat actions of Rage 7 or higher may be played.

**WYRM PACK**  
**RENOUN 15**

Draw 1 additional combat card. Attackers may not yield this battlefield.

**ATTACKER** 4

Illus. by Andrew Kudejka "©1996 White Wolf Inc. All Rights Reserved"

**BELLOW** 5



**GIFT**  
The Gift user forces all opponents in combat against him to flee, ending combat. The targeted opponents act at -2 Rage until their next Regeneration Phase. Discard this Gift upon use.

**GNOSIS 4**  
Requires: Mokole

Illus. by Chris McDonough "©1996 White Wolf Inc. All Rights Reserved"

**BIVOUC** 5



**EQUIPMENT**  
The equipped character may heal 1 additional damage card per Regeneration Phase.

Illus. by Stu "©1996 White Wolf Inc. All Rights Reserved"

**BLACK CLAW** 10



**Bastet** **Feline**

**RAGE 5**  
**GNOSIS 4**  
**HEALTH 5**

Black Claw is practiced in many mystical Rites. As his alpha action he may double his Gnosis for the purposes of using Gifts or Equipment. This doubling lasts until the beginning of the next Combat Phase.

Illus. by EA Williams "©1996 White Wolf Inc. All Rights Reserved"



**BLACK CLAW** 10



**Bastet** **Crinos**

**RAGE 9**  
**GNOSIS 4**  
**HEALTH 10**

Black Claw is practiced in many mystical Rites. As his alpha action he may double his Gnosis for the purposes of using Gifts or Equipment. This doubling lasts until the beginning of the next Combat Phase.

Blas by LA Williams. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**BOARD OF DIRECTORS** PX



**RENOWN 7**

Select 1 Wyrn character of Renown 7 or greater. On a successful vote that character becomes a member of Pentex's Board of Directors. This character gains 1 Renown.

**BOARD MEETING**

Blas by John K. Spence. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**DEFENDER** 1

**BATTLEFIELD**



**ATTACKER'S ENEMY**  
(WHEN IF GAIA, ETC.)  
Draw no additional combat cards.  
RENOWN 8

**Gaia de Wyrn**  
RENOWN 8  
Draw no additional combat cards.

**1** **ATTACKER**

Blas by Brian Breen. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**BRAZILIAN BUREAUCRAT** 2



**ALLY**

Requires: Pentex or Glass Walker  
The Bureaucrat may remove any 1 Battlefield from play once per game. The Bureaucrat cannot affect a Battlefield that is already engaged.

**RAGE 1**  
**GNOSIS 0**  
**HEALTH 1**

Blas by Steve Legler. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**BREATH OF FIRE** 9



**Mokole** **Suchid**

**RAGE 4**  
**GNOSIS 7**  
**HEALTH 5**

At the beginning of each combat, Breath of Fire has the option of doing aggravated damage. If he chooses to do so, he must randomly discard 2 Combat cards.

Blas by Ron Spencer. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**BREATH OF FIRE** 9



**Mokole** **Archid**

**RAGE 7**  
**GNOSIS 7**  
**HEALTH 8**

At the beginning of each combat, Breath of Fire has the option of doing aggravated damage. If he chooses to do so, he must randomly discard 2 Combat cards.

Blas by Ron Spencer. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**CANDOMBLE WITCH DOCTOR** 4



**VICTIM**

Ancient and wise, the Witch Doctor has learned many of Gaia's secrets. He may use breed Gifts.

**RAGE 1**  
**GNOSIS 7**  
**HEALTH 3**

Blas by Brian Breen. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**CATACLYSM** VII



Discard all other Events in play. Cataclysm remains in play for 1 full turn, during which time no other Events may be played. Cataclysm cannot be played until there is a collective total of 30 Gnosis (or higher) worth of fetish and Bane fetish equipment in play. Only 1 Cataclysm can be played per game.

**EVENT**

Blas by Scott Fischer. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.

**CITYBOY KINFOLK** 2



**VICTIM**

Inigorated by the war in the jungle, this fool has traveled down to join the cause. Unfortunately he's more of a burden than an asset.

**RAGE 3**  
**GNOSIS 1**  
**HEALTH 3**

Blas by Ron Spencer. ©1996 White Wolf Inc. All Rights Reserved.

The card's artwork combination is a trademark of The Upper Deck Company. All rights reserved.



**CLEVER DIVERSION**



An attacker may play Clever Diversion after an attack and a defense have been declared on a Battlefield, but before combat begins. She may remove the lowest Renown defender from the Battlefield and the combat. If this leaves no defender, the Battlefield (and its victory points) remain in play.


**ACTION**

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**CONQUISTADOR'S SWORD**

**EQUIPMENT**

This sword can be discarded to remove the Dorado Realm or El Dorado from play at any time. There can never be more than 1 Conquistador's Sword played per game. Only one Conquistador's Sword may be played per game.



**GNOSIS 7**  
Fetish, Bane Fetish  
Requires Gnosis 7 to equip.

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DEN OF RORTH, SON OF BAST**

**BATTLEFIELD**

**DEFENDER** 5  
Renown 25 (10)  
(OR OTHER)  
Bastet draw 4 additional combat cards. Any other Gold alpha draw 2 combat cards.



**WYRM (OR GAROU)**  
Renown 20 (15)

Wyrms draw 4 additional combat cards. Garou draw 3 additional combat cards. Only 1 Den of Rorth may be played per game.

**ATTACKER** 5

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DISTRACTING SPIRITS**




Reduce the engaging Renown of all Battlefields in play by 2. Distracting Spirits lasts for 1 full turn. No more than 1 Distracting Spirits event may be in play at a time.

**EVENT**

Illus. by Scott Foy "©1996 White Wolf Inc. All Rights Reserved"

**DORADO REALM**




Any Gaia pack may use this Realm, as long as it is in play, any attacks declared against any members of the pack controlling the Dorado Realm are considered challenges and may be declined as such. Your pack may only have one Realm in play at a time. Only one Dorado Realm may be played per game.

**REALM**

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DR. PEARVOS SMYTHE, THE HUNTER** 5



**Bane** **Homid**

**RAGE 2** Defiler  
**GNOSIS 2** Dr. Smythe may begin the game armed with a Shotgun and a Flak Jacket.  
**HEALTH 3**

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DR. PEARVOS SMYTHE, THE HUNTER** 5



**Bane** **Battle**

**RAGE 5** Defiler  
**GNOSIS 5** Dr. Smythe may begin the game armed with a Shotgun and a Flak Jacket.  
**HEALTH 5**

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DRAGON**



**AMK**

**PACK TOTEM MOKOLE'**

If there are more Wyrms in play than Gaia characters, the Dragon allows packs which take him as their totem to take 1 additional alpha action at the end of the Combat Phase. A pack may not have more than 1 Pack Totem in play at any time.

**EVENT**

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**DRAGON'S BREATH**



**GIFT**

The Gift user can do 2 points of aggravated damage to any opponent she's in combat against. Once used, this card becomes a damage card.

**GNOSIS 6**  
Requires: Mokole

Illus. by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"



**ECTOPLASMIC EXTRUSION** 

**GIFT**

The Gift user can lash out and hold any 1 opponent in combat. For the next round of combat neither the Gift user nor the opponent can play a Combat Action. This Gift will not affect a target character whose Rage exceeds the Gift user's by 3 or more. Discard this Gift once its effects take place.

**GNOSIS 5**  
Requires: Iliad Fomori

Illus. by Chris McDermott "©1996 White Wolf Inc. All Rights Reserved"

**EL DORADO** 10



**ALLY**  
**RAGE 5**  
**GNOSIS 10**  
**HEALTH 4**  
**REQUIREMENTS**

Requires: Theurge, Bastet  
A Dreamspeaker and master of his own Realm. El Dorado may use any Gifts (including Wyrms Gifts). Only one El Dorado may be played per game.

Illus. by [unintelligible] "©1996 White Wolf Inc. All Rights Reserved"

**EL GUAP0** 5



**ENEMY**  
**RAGE 3**  
**GNOSIS 2**  
**HEALTH 5**

El Guapo, infamous leader of a South American paramilitary group, may play 2 Combat Actions per round, but may never play a Dodge, Evasion or Fancy Footwork. Only 1 El Guapo can be played per game.

Illus. by Richard Thomas "©1996 White Wolf Inc. All Rights Reserved"

**ENVIRONMENTAL ACTION GROUP** 5



**VICTIM**  
**RAGE 4**  
**GNOSIS 0**  
**HEALTH 3**

The E.A.G. removes 1 Mass Pollution card from play at the end of each Combat Phase. Any pack with a Kinfolk Environmental Activist as an ally may take the E.A.G. as an ally as well, once the Group has survived one Combat Phase in the Hunting Grounds. If there is more than 1 Environmental Activist in play this victim will remain in the Hunting Grounds.

Illus. by Scott Galt "©1996 White Wolf Inc. All Rights Reserved"

**EWAIPANOMA** 4



**ALLY**  
**RAGE 3**  
**GNOSIS 1**  
**HEALTH 5**

Requires: Uktena, Black Furies, Mokole, Bastet or El Dorado

Illus. by Mark Jackson "©1996 White Wolf Inc. All Rights Reserved"

**EXCITABLE GOOD OL' BOY** 5



**ENEMY**  
**RAGE 4**  
**GNOSIS 1**  
**HEALTH 3**

The Good Ol' Boy will run amok and attack the lowest Renown alpha before any alphas can act at the beginning of each Combat Phase. If alphas are tied, the Good Ol' Boy will attack a Gaia alpha before attacking a Wyrms alpha. If a Wyrms alpha kills the Good Ol' Boy in this fashion, the alpha's pack will get victory points for the kill.

Illus. by Eric Dixon "©1996 White Wolf Inc. All Rights Reserved"

**EXPERIMENTAL CYBERNETICS** 

**EQUIPMENT**

Only equippable by Wyrms creatures and Glass Walkers. The equipped character gains 2 Rage and 1 Health, but loses 2 Gnosis.



Illus. by Robert Dixon "©1996 White Wolf Inc. All Rights Reserved"

**EYES OF HATE** 

**GIFT**

The Gift user can force any 1 opponent she is in combat with to become terribly frightened. For the duration of the combat the affected character must always play her lowest Rage, lowest damage Combat Action during each round of combat. Discard this Gift after its effects take place.

**GNOSIS 4**  
Requires: Eater-of-Souls, Bane

Illus. by Lawrence Snelly "©1996 White Wolf Inc. All Rights Reserved"

**FANCY FOOTWORK** 5



**RAGE 2**


The character can either dodge any 1 attack (even those that cannot normally be dodged), or she can dodge 2 attacks during the same round. You may choose how and what your character dodges after you have seen the opposing Combat Actions.

**COMBAT ACTION**

Illus. by Mary Haley "©1996 White Wolf Inc. All Rights Reserved"



**FANGS-THROUGH-EYE** 3



**Black Spiral Dancer** ● Ahroun # Metis

**RAGE 4** Beast-of-War  
**GNOSIS 2** Whacked-out and prejudiced, Fangs-Through-Eye will never act to defend a fomori in the Hunting Grounds.  
**HEALTH 4**

DEFENDER

WYRM PACK  
RENOWN 10

DRAW 3 additional combat cards.

BATTLEFIELD

4

ATTACKER

Illustration by Scott McQuinn. ©1996 White Wolf Inc. All Rights Reserved.

**FEATHERMOUND SKIRMISH** 4



**WYRM PACK**  
**RENOWN 10**

DRAW 2 additional combat cards.

DEFENDER

4

ATTACKER

Illustration by Brian Horton. ©1996 White Wolf Inc. All Rights Reserved.

**FELINE GRACE** 4



**GIFT**

For the duration of the current combat, the Gift user dodges any of her opponent's Combat Actions whose Rage equals her Combat Action's Rage.

**GNOSIS 4**

Requires: Bastet, Lupus

Illustration by Brian Horton. ©1996 White Wolf Inc. All Rights Reserved.

**FETISH SUNDERING** 5



**GIFT**

The Gift user may destroy any single piece of fetish or Bane Fetish equipment with a Gnosis lower than her own. Discard this Gift upon use.

**GNOSIS 5**

Requires: Bane

Illustration by Scott McQuinn. ©1996 White Wolf Inc. All Rights Reserved.

**FOOL'S GOLD** 1



**EQUIPMENT**

During the Equip/Ally Phase, after a character equips or receives Fool's Gold, he can trade it to any other character in play in exchange for any 1 piece of equipment. The character must still meet any requirements before he can use that piece of equipment.

Illustration by Andrew Biles. ©1996 White Wolf Inc. All Rights Reserved.

**FORESTRY DEVELOPMENT** 1



Select 1 Gaia caem. As an alpha action you may play the Forestry Development Quest. The Gaia pack's alpha can defend. If the defending alpha declines or is killed, the selected caem is corrupted and removed from play. If the Gaia pack has no alpha, another character or ally in the pack may defend. Bane characters may now attack any member of the Gaia pack as their alpha action. The defender may not refuse the challenge. Only Wyrms alphas may undertake this quest.

**QUEST**

Illustration by Brian Horton. ©1996 White Wolf Inc. All Rights Reserved.

**FORESTRY OUTPOST RAID** 3



**GAIA PACK**  
**RENOWN 12**

DRAW 2 additional combat cards.

DEFENDER

3

ATTACKER

Illustration by Brian Horton. ©1996 White Wolf Inc. All Rights Reserved.

**FORTUNA** 1



**GIFT**

The Gift user grants 1 target incredible luck. For 1 complete turn the target can choose to cancel and replay any 1 exchange of Combat Actions. The Combat Actions are discarded and new ones must be played in their place. Discard this Gift after its effect takes place.

**GNOSIS 7**

Requires: Bastet

Illustration by Andrew Knefelka. ©1996 White Wolf Inc. All Rights Reserved.

**FRENAR** 1



**Bastet** **Feline**

**RAGE 1** Eager to prove himself, Frenar can switch places with his pack alpha if that alpha is attacked.  
**GNOSIS 1**  
**HEALTH 1**

Illustration by Richard Case. ©1996 White Wolf Inc. All Rights Reserved.



**FRENAR** 1



**Bastet** **Crinos**

**RAGE 2**  
**Gnosis 1**  
**HEALTH 2**

Eager to prove himself, Frenar can switch places with his pack alpha if that alpha is attacked.

Art by Richard Case "©1996 White Wolf Inc. All Rights Reserved"

**GAIA'S BREATH** All



All Gaia characters in the Umbra can regenerate 2 additional damage cards during the next Regeneration Phase. Discard Gaia's Breath during the Equip/Ally Phase following its effects.

**EVENT**

Art by Adam Rex "©1996 White Wolf Inc. All Rights Reserved"

**GAIA'S WILL CORRUPTED** Gift



**GIFT**

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.

**Gnosis 7**

Black Spiral Dancer, Hellcat

Art by Richard Thomas 1996. White Wolf Game Studios. All rights reserved. Rage is copyright White Wolf Game Studios.

**GHOST RAPTOR ATTACK** All



This event interrupts and cancels any 1 combat on a Battlefield. That combat ends with no decided victor and the Battlefield remains in play. This event will not cancel a combat in which Thunder Tiger is involved.

**EVENT**

Art by Steven Capner "©1996 White Wolf Inc. All Rights Reserved"

**GHOST RAPTOR MEMBERSHIP** All



Play on any Garou you control of Renown 4 or higher. This Garou has undergone initiation into the Ghost Raptors. His challenges cannot be refused and he is at -2 Renown for the purposes of joining a Battlefield. Members of the War Council or the Board of Directors act at -3 Rage when fighting a Ghost Raptor.

**EVENT**

Art by Steven Capner "©1996 White Wolf Inc. All Rights Reserved"

**GRANDOLA PETE** 1



**VICTIM** Get a haircut, hippie!

**RAGE 1**  
**Gnosis 1**  
**HEALTH 1**

Art by Lawrence Smith "©1996 White Wolf Inc. All Rights Reserved"

**GRASH TAK'HYRR** 6



**DEFENDER** 6

**ATTACKER** 6

**WURH PACK**  
**RENOWN 15**

Draw 3 additional combat cards. Only 1 Grash tak'hyrr can be played per game.

**Mokle Alpha**  
**RENOWN 25(10)**  
**(OF OTHER)**  
combat cards. Any other combat cards draw 2 combat cards.

**BATTLEFIELD**

Art by Scott "©1996 White Wolf Inc. All Rights Reserved"

**GUIDANCE FROM BELOW** Gift



The Gift user may supersede any alpha action and take her own alpha action to immediately attack a Battlefield. This Gift is permanent until canceled.

**Gnosis 5**

Requires: Beast-of-War

Art by Andrew Bares "©1996 White Wolf Inc. All Rights Reserved"

**HAPLESS VILLAGERS** 3



**VICTIM** Although the Garou fight valiantly, it is villagers like these who pay the ultimate price for Pentex's greed.

**RAGE 2**  
**Gnosis 1**  
**HEALTH 2**

Art by Mike Greaney and Matt Houser "©1996 White Wolf Inc. All Rights Reserved"



**HEAVY MACHINE GUN**

**EQUIPMENT**

Weapon, only usable in Crinos Form.  
Play up to 2 damage-dealing Combat Actions of Rage 5 or lower each round of combat. However, if the Rage of either of your Combat Actions equals your opponent's Combat Action(s), the gun jams and cannot be used for the duration of the combat.



Illus. by Mike Chorney & Matt Millerberger ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**HELLHOLE ASSAULT**

**DEFENDER** 5

When Pack Renown 20  
Must be Unbrat  
Draw 4 additional combat cards.



**BATTLEFIELD**

GAIA PACK  
RENOWN 10  
MUST BE UNBRAT

Draw 4 additional combat cards. Only 1 Hellhole Assault may be played per game.

**ATTACKER** 5

Illus. by Mike Chorney & Matt Millerberger ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**HELL'S HAND HIVE**

**GAUNTLET 2**

Requires: Eater-of-Souls  
All Black Spiral Dancers can automatically pack defend (no additional cards are drawn). Only one Hell's Hand Hive can be in play at any time.

**CAERN**



Illus. by Mike Chorney & Matt Millerberger ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**HIDDEN SUPPLIES**

When in play, you may play equipment from your sept hand face down, under the Hidden Supplies card. You may then equip any character in your pack with one or all of these supplies at the beginning of ANY phase of the game. Equipment can also be deposited here by characters during the Equip/Ally Phase of the game.

**EVENT**



Illus. by Steve Cooper ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**HOLLOW HEART CAERN**

**GAUNTLET 4**

Requires: A Garou on the War Council  
Pack members can never be forced to lose Gnosis.  
Only one Hollow Heart Caern can be in play at any time.

**CAERN**



Illus. by Mike Chorney & Matt Millerberger ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**IRON WILL**

Iron Will affects a single character. It allows that character to overcome the effects of any Combat Action or Gift that would normally force her to lose her next Combat Action. The affected character cannot be made to forfeit her intended action during the round of combat in question. Only 1 Iron Will can be played per character per combat.

**EVENT**



Illus. by Omisha Perry ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**JAGUAR**

**PACK TOTEM BASTET**

Any pack with the Jaguar as its totem may discard the Jaguar to remove any Battlefield from any victory pile and return it to the Hunting Grounds. A pack may not have more than 1 Pack Totem at a time.

**EVENT**



Illus. by Lawrence Smith ©1996 White Wolf Inc. All Rights Reserved.


The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**JOSEPH HERLECH**

**ALLY**

RAGE 4  
GNOSIS 3  
HEALTH 7

Requires: Any character  
Joseph Herlech found his way to the Dorado Realm through sheer force of will in 1933. Discard all Realms when Joseph enters play. No new Realms may be played while Joseph is in play. Only 1 Joseph Herlech may be played per game.



Illus. by Richard Kline ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.

**JUICY JOHNES**

**Pentex** **Fomori, Iliad** **Homid**

RAGE 1  
GNOSIS 1  
HEALTH 1

Juicy subtracts 2 Gnosis from whoever kills him. This Gnosis penalty lasts until the end of the game.



Illus. by Lawrence Smith ©1996 White Wolf Inc. All Rights Reserved.

The card/Packgame combination is a trademark of The Topper Deck Company. All rights reserved.







**LOST IN THE JUNGLE**



Play after alphas are chosen, but before any alpha actions occur. Select 1 alpha—that alpha may not take his alpha action this turn.


**EVENT**

Illus. by Stan "©1996 White Wolf Inc. All Rights Reserved"

**LOST MAP**

**EQUIPMENT**

The character can act as defending alpha for ANY Battlefield in play.



Illus. by Mark Jackson "©1996 White Wolf Inc. All Rights Reserved"

**MACHETE**

**EQUIPMENT**

Weapon, only usable in Homid form. The equipped character plays Combat Actions at -1 Rage.



Illus. by John K. Anderson "©1996 White Wolf Inc. All Rights Reserved"

**MAIM**



**RAGE 7 DAMAGE 4**

An attacking character who has been maimed may not withdraw from a combat until the damage from this wound is healed. He can, however, still yield a Battlefield.

**COMBAT ACTION**

Illus. by Stan "©1996 White Wolf Inc. All Rights Reserved"

**MANTLE OF EL DORADO**

**EQUIPMENT**

When equipped by a character, her pack may draw 3 additional sept cards during the Equip/Ally Phase. The Mantle may not be used on the turn it is brought into play. Only 1 Mantle of El Dorado can be in play at a time.



**GNOSIS 4**  
Fetish, Bane Fetish  
Requires Gnosis 4 to equip

Illus. by Richard Thomas "©1996 White Wolf Inc. All Rights Reserved"

**MARKHAT**

**Bastet** **Feline**

**RAGE 3 GNOSIS 5 HEALTH 3**

Markhat will not under any circumstances join a pack with Get of Fenris, Shadow Lords, or Silver Fangs.



Illus. by Ron Spencer "©1996 White Wolf Inc. All Rights Reserved"

**MARKHAT**

**Bastet** **Crinos**

**RAGE 8 GNOSIS 5 HEALTH 9**

Markhat will not under any circumstances join a pack with Get of Fenris, Shadow Lords, or Silver Fangs.



Illus. by Ron Spencer "©1996 White Wolf Inc. All Rights Reserved"

**MISFIT FOMORI**

**ALLY**

**RAGE 4 GNOSIS 1 HEALTH 2**

Requires: Bane  
Experiments gone horribly wrong, most of these things are destined for the gas chambers. However, some still get appropriated by executives when they have to reinforce the Amazon front during a budget crunch.



Illus. by Brian Horton "©1996 White Wolf Inc. All Rights Reserved"

**MISTS OF VENGEANCE**

**GIFT**

The Gift user may immediately enter combat with any character(s) who has killed a packmate during the current turn. Mists of Vengeance will not interrupt a combat in progress. Discard this Gift after its effects take place.



**GNOSIS 6**  
Requires: Get of Fenris, Shadow Lords, Wendigo

Illus. by Matt Haley "©1996 White Wolf Inc. All Rights Reserved"







**PENTEX PATROL** 3



**ENEMY** No Wyrms-defended Battlefield may be engaged while a Pentex Patrol is in play.

**RAGE 2**  
**GNOSIS 0**  
**HEALTH 2**

Illus. by Mike Chaney & Matt Millerberg. ©1996 White Wolf Inc. All Rights Reserved.

**PENTEX STRIP MINERS** 4



**ENEMY** All Gaia characters are at -1 Gnosis while the Pentex Strip Miners are in play.

**RAGE 2**  
**GNOSIS 0**  
**HEALTH 2**

Illus. by SCAR. ©1996 White Wolf Inc. All Rights Reserved.

**PENTEX SUPPLY LINES** 3



**ENEMY** While in play, Pentex characters and allies can regenerate during the Regeneration Phase.

**RAGE 1**  
**GNOSIS 0**  
**HEALTH 2**

Illus. by Jeff Holt. ©1996 White Wolf Inc. All Rights Reserved.

**PRENTICE TURNER** 4



**Pentex** **Executive** **Homid**

**RAGE 2** Beast-of-War  
**GNOSIS 4** A morale officer, Prentice gives each member of his pack +1 Rage while he is in play.  
**HEALTH 4**

Illus. by John DeCamp. ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 7



**RANCH APOCALYPSE** **BATTLEFIELD**

**WYRM PACK** **RENEWN 20** Draw 8 additional combat cards. Only 1 Ranch Apocalypse may be played per game.

**GAIA PACK** **RENEWN 25** Draw 9 additional combat cards.

**7** **ATTACKER**

Illus. by Brian Johnson. ©1996 White Wolf Inc. All Rights Reserved.

**REINFORCEMENTS** 5

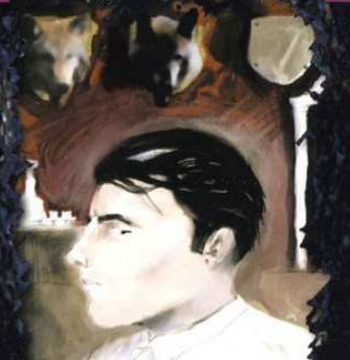


Any time after the third round of combat you may add up to 10 Renewn worth of characters to the combat. This becomes a pack action. You may use Reinforcements to add characters to a Battlefield combat. Draw 2 additional combat cards.

**COMBAT EVENT**

Illus. by Jeff Holt. ©1996 White Wolf Inc. All Rights Reserved.

**RENDS-THE-INNOCENT** 6



**Black Spiral Dancer** **Galliard** **Homid**

**RAGE 2** Defiler  
**GNOSIS 5** Rends-the-Innocent can use Galliard Gifts in addition to his normal ones.  
**HEALTH 3**

Illus. by Ark Arnett. ©1996 White Wolf Inc. All Rights Reserved.

**RENDS-THE-INNOCENT** 6

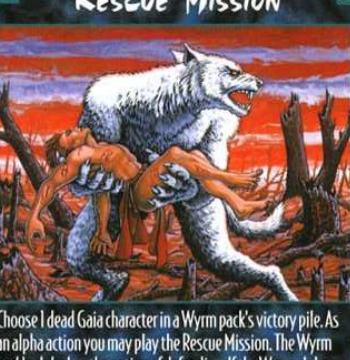


**Black Spiral Dancer** **Galliard** **Grinos**

**RAGE 6** Defiler  
**GNOSIS 5** Rends-the-Innocent can use Galliard Gifts in addition to his normal ones.  
**HEALTH 7**

Illus. by Ark Arnett. ©1996 White Wolf Inc. All Rights Reserved.

**RESCUE MISSION** 3



Choose 1 dead Gaia character in a Wyrms' victory pile. As an alpha action you may play the Rescue Mission. The Wyrms' alpha has the option of defending. If the Wyrms' alpha declines or is killed the selected Gaia character is removed from the victory pile and the game. If the Wyrms' pack has no alpha, another character or ally in the pack may defend. Only Gaia alphas may undertake this Quest.

**QUEST**

Illus. by Dark Arnett. ©1996 White Wolf Inc. All Rights Reserved.



**RETAKING THE FIELD**




Select one Battlefield in a victory pile. That Battlefield can now be attacked as though it were in the Hunting Grounds. Only the pack it belonged to may defend it. If that defense is defeated, the Battlefield moves to the new victor's victory pile.

**EVENT**

Blas, by Richard Thomas. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**RIBS CRUSHED**



**RAGE 5 DAMAGE 3**

A character damaged by Ribs Crushed cannot bluff until this wound is healed.

**COMBAT ACTION**

Blas, by Mike Chaney & Matt Miller. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**DEFENDER** 4

**BATTLEFIELD**

**RING OF FIRE**

Draw 3 additional combat cards. No damage cards may be played the first round of combat.

**PENTEX ALPHA**  
RENOWN 15

Draw 1 additional combat card per participant.

**ATTACKER** 4

Blas, by Steve Austin Price. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**RITUAL OF THE DARK SPIRAL**



**RENOWN 6**

Select 1 non-Black Spiral Wyrms character. On a successful vote that character must walk the Black Spiral. Decide the following randomly (equal chance for each): A- The character is driven mad and destroyed. B- The character gains strength from his madness and returns at +2 Rage, +2 Gnosis and +2 Health.

**BOARD MEETING**

Blas, by Matt Miller. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**DEFENDER** 6

**BATTLEFIELD**

**RIVERBANK ENFILADE**

Draw 3 additional combat cards.

**WYRM PACK**  
RENOWN 15

Draw 3 additional combat cards. Attacker cannot use Gifts, Equipment, or Combat Events to bring additional characters into the attack.

**ATTACKER** 6

Blas, by Bruce Latham. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**ROARS LIKE THUNDER** 6



**Mokole** **Homid**

**RAGE 2 GNOSIS 5 HEALTH 3**

When in Archid form, Roars Like Thunder's challenges cannot be refused. She may escape any combat after the 4th round.

Blas, by Rebecca Lacey. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**ROARS LIKE THUNDER** 6



**Mokole** **Archid**

**RAGE 5 GNOSIS 5 HEALTH 5**

When in Archid form, Roars Like Thunder's challenges cannot be refused. She may escape any combat after the 4th round.

Blas, by Rebecca Lacey. ©1996 White Wolf Inc. All Rights Reserved.

**ROCKET LAUNCHER**

**EQUIPMENT**

Weapon, only usable in Homid form. The equipped character may play 1 Combat Action, up to Rage 12. Discard the Rocket Launcher upon use.



Blas, by Mike Chaney & Matt Miller. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.

**DEFENDER** 2

**BATTLEFIELD**

**ROUTING DEFEATIST**

Draw 1 additional combat card.

**WYRM PACK**  
RENOWN 10

Draw 1 additional combat card.

**ATTACKER** 2

Blas, by Matt Hale. ©1996 White Wolf Inc. All Rights Reserved.  
The card/illustration combination is a trademark of The Topper Deck Company. All rights reserved.







**SPIRIT TIGER** 6



**ALLY**  
**RAGE 7**  
**GNOSIS 2**  
**HEALTH 5**

Requires: Gnosis 7; Bastet or Uktena  
 This ferocious jungle spirit may not take any actions (other than defense) during the turn it is brought into play.

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.

**STAND LIKE A FOOL** 11



A Ragabash can play this card on any opponent she is facing in combat. For the next round the opponent cannot play any Combat Actions. If the opponent survives to the following round, she immediately enters frenzy.

**ACTION**

Illustration by Brian LeBlanc. ©1995 White Wolf Inc. All Rights Reserved.

**SUICIDE FOMORI TEAM** 6



**ENEMY**  
**RAGE 4**  
**GNOSIS 3**  
**HEALTH 6**

Attackers may not freely break off combat with the Suicide Fomori team. If combat with this team lasts past 3 rounds, these fomori explode, doing 2 aggravated damage to the highest Renown opponent in combat against them. These fomori are worth no victory points if they explode.

Illustration by Richard Thomas. ©1996 White Wolf Inc. All Rights Reserved.

**SUPERIOR TACTICS** 5



You may choose 2 of your characters involved in a Battlefield conflict. Your opponent can only play Combat Actions against these two characters. If either one of these characters dies, your opponent can play Combat Actions against any of your characters involved in the combat.

**COMBAT EVENT**

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 5

**WYRM PACK**  
**RENOWN 15**

Draw 4 additional combat cards. Prefer characters and allies are at 2 Renown for the purpose of totaling Pack Defense.

**BATTLEFIELD**

**GAIA PACK**  
**RENOWN 20**

Draw 3 additional combat cards.

**ATTACKER** 5

Illustration by William Orson. ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 4

**GAIA OR WYRM**  
**RENOWN 20**

Draw 1 additional combat card.

**BATTLEFIELD**

**BASTET OR MOKOLE ALPHA**  
**RENOWN 12**

Draw 1 combat card. You may look at the defender's sept hand after attack and defense are declared, but before the first round of combat.

**ATTACKER** 4

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.

**SVAJDA** 5



**Bastet** **Homid**

**RAGE 2**  
**GNOSIS 4**  
**HEALTH 2**

Svajda possesses a distracting beauty. Once per game she may end any attack against her before any Combat Actions are played. This action will revert her to Homid form.

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.

**SVAJDA** 5



**Bastet** **Crinos**

**RAGE 5**  
**GNOSIS 4**  
**HEALTH 5**

Svajda possesses a distracting beauty. Once per game she may end any attack against her before any Combat Actions are played. This action will revert her to Homid form.

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.

**SWIFT RECONNAISSANCE** 10



**GIFT**

The Gift user may see her opponents Combat Action before it is played and select her own Combat Action once her opponents has been seen. The Gift user must play a Combat Action during each round of combat. Discard this Gift after 3 rounds of combat have passed, or the current combat ends.

**GNOSIS 5**

Requires: Ragabash, Silent Strider

Illustration by Ashi Amara. ©1996 White Wolf Inc. All Rights Reserved.



**TAMARA LOVEGROVE** 4



**7th Generation Medical Caste** **Homid**

**RAGE 2** **GNOSIS 2** **HEALTH 2**

**Eater-of-Souls**  
While in play, Tamara can choose any 1 Garou character and "lock" them into whichever form they're in (Homid, Gnosis or Lupus). This cannot be done until the second turn of play, but will last for as long as Tamara does.

Illus. by Silver Canyon "©1996 White Wolf Inc. All Rights Reserved"

**DEFENDER** 3

**WYRM, MOKOLE**  
Draw 3 additional combat cards.  
OR **BASTET**  
Draw 3 additional combat cards.

**TEMPLE RUINS AMBUSH**



**BATTLEFIELD**

**GAIA PACK**  
RENOUN 10

Draw 2 additional combat cards.

**3 ATTACKER**

Illus. by Mark Jackson "©1996 White Wolf Inc. All Rights Reserved"

**THE CLEANER** 6



**ALLY** **RAGE 5** **GNOSIS 2** **HEALTH 5**

**Requires: Pentex or 7th Generation**  
A specialist in charge of taking care of trouble spots. The Cleaner may attack the highest Renown Gaia character or ally at the beginning of each Combat Phase, before alphas are chosen. He is considered armed with a 9mm semi-auto pistol. If disarmed, his Rage becomes 4.

Illus. by Ash Amett "©1996 White Wolf Inc. All Rights Reserved"

**THROAT BARE** 1



Play this action any time before a character receives a mortal wound. The character taking this action cannot play any more Combat Actions for the duration of the combat. However, if killed, the attacker receives no victory points for the kill. This card will only work in a Gaia vs. Gaia or Wyrms vs. Wyrms situation.

**ACTION**

Illus. by Barb Ametta "©1996 White Wolf Inc. All Rights Reserved"

**TOURIST LITTERBUG LOU** 1



**ENEMY** Teach this clown a lesson.

**RAGE 1** **GNOSIS 0** **HEALTH 2**

Illus. by Brian Horton "©1996 White Wolf Inc. All Rights Reserved"

**TRACER ROUNDS** 1

**EQUIPMENT**

A character equipped with Tracer Rounds is considered -1 Renown for the purposes of engaging a Battlefield.



Illus. by Matt Hasty "©1996 White Wolf Inc. All Rights Reserved"

**TREMERE WARLOCK** 6



**ALLY** **RAGE 4** **GNOSIS 7** **HEALTH 5**

**Requires: 7th Generation**  
The Tremere Warlock can use Defiler, 7th Generation, and Wendigo Gifts.

Illus. by Lawrence Searby "©1996 White Wolf Inc. All Rights Reserved"

**TRIBAL WARRIORS** 3



**ALLY** **RAGE 2** **GNOSIS 1** **HEALTH 3**

**Requires: Anyone who will listen to their tragic story.**  
Often misguided, the Tribal Warriors will lend their support to any who pretend to care about their plight. They are considered to be Renown 1 for the purposes of joining a Battlefield combat.

Illus. by Barb Ametta "©1996 White Wolf Inc. All Rights Reserved"

**TRIBAL WISDOM** 1

**GIFT**

The Gift user may search through her sept deck and bring any 1 Battlefield into play immediately. Discard this Gift after its effects take place. Reshuffle the sept deck when used.

**GNOSIS 5**

**Requires: Philodox, Silver Fang, Silent Strider**



Illus. by Omasha Perez "©1996 White Wolf Inc. All Rights Reserved"



**UNBOUND BANE** 6



**ALLY** Requires: Bane  
You may discard the Unbound Bane during any Redraw Phase and bring 1 victim of equal or less Gnosis into your pack as an ally.

**RAGE 1**  
**GNOSIS 5**  
**HEALTH 2**

Illustration by Steven Gaspard ©1996 White Wolf Inc. All Rights Reserved.

**UNSEELIE TROLL** 7



**ALLY** Requires: Pentex Executive  
Having sworn an oath of fealty to Pentex, the Unseelie Troll is a formidable ally indeed. He can use Beast-of-War and Eater-of-Souls Gifts. The Troll is considered to be in Crinos/Battle form.

**RAGE 5**  
**GNOSIS 5**  
**HEALTH 6**

Illustration by Richard Housman ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 4

**WYRM PACK** RENOWN 15  
Draw 2 additional combat cards.



**GAIA PACK** RENOWN 14  
Draw 2 additional combat cards.

**ATTACKER** 4

**URBAN CLASH** **BATTLEFIELD**

Illustration by Bruce Hartman ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 3

**WYRM PACK** RENOWN 15  
Draw 2 additional combat cards. At least 2 Rage.



**VILLAGE ANNEXATION** **BATTLEFIELD**

**ATTACKER** 3

Illustration by Bruce Hartman ©1996 White Wolf Inc. All Rights Reserved.

**VISIT FROM WHITE FATHER**



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.

**EVENT**

Art by John K. Snyder ©1996 White Wolf Game Studios. All rights reserved.  
Rage is copyright White Wolf Game Studios.

**WALKING BETWEEN WORLDS**



**GIFT**  
The Gift user can step sideways, into or out of the Umbra, regardless of the Gauntlet. Discard this Gift upon use.

**GNOSIS 5**  
Requires: Mokole, Nuwisha

Illustration by Sean ©1996 White Wolf Inc. All Rights Reserved.

**WAR COUNCIL**



**RENOWN 7**

Select 1 Gaia Garou. This character is nominated for a prestigious position on the Amazon War Council. This character gains 1 Renown.

**MOOT**

Illustration by Art Bennett ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 6

**ANY** RENOWN 20  
Draw 4 additional combat cards. If this combat does not last 5 rounds, this Battlefield remains worth no victory points.



**WAR OF ATTRITION** **BATTLEFIELD**

**ANY** RENOWN 20  
Draw 4 additional combat cards.

**ATTACKER** 6

Illustration by Martin Rex ©1996 White Wolf Inc. All Rights Reserved.

**DEFENDER** 3

**WYRM PACK** RENOWN 10  
Draw 1 additional combat card. No weapons may be used.



**WAREHOUSE BRAWL** **BATTLEFIELD**

**GAIA PACK** RENOWN 10  
Draw 1 additional combat card. No weapons may be used.

**ATTACKER** 3

Illustration by Mike Chappo & Mark McElroy ©1996 White Wolf Inc. All Rights Reserved.



