Defenders of the Wild

2ND EDITION RULEBOOK

Overview

PLAYERS	AGES	TIME
1-4	14+	60-90 min

In *Defenders of the Wild*, players are organizers of the animal resistance, fighting to liberate an important region of the Commonwood conquered by the machine occupation. Construction has begun on a new machine core and sprawling factory complex where an animal village once stood. Engines build walls that enclose habitat after habitat while mechs guard expanding factories and toxic pollution spreads.

Organizers must cooperate with each other despite longstanding factional disagreements and help their network of fellow Defenders take actions in the right locations and at the right times in order to win this crucial battle. Fight mechs , clear pollution, breach walls, build camps, and rewild factories before the machines complete construction of the core. Can the Defenders work together to defeat the machine invasion? Or will the Commonwood succumb to a devastating industrial winter? It's up to you and your comrades to decide.

Winning the Game

Defenders of the Wild is a fully cooperative game. All players win or lose together. To destroy the machine core and win the game, each player must build all of their camps and then infiltrate the machine core.

Losing the Game

If the supply of machine components is not sufficient to fully resolve a drawn machine or factory card, the game ends and all players lose.

If 2 defenders from the same habitat are killed, the game ends and all players lose.

Animal Factions AND Home Habitats

The Coven ~ Marshes
An ever-shifting alliance of witches, herbalists, bards, and bandits

The Order ~ Forests
An ancient fellowship of scholars, firekeepers, mapmakers, and librarians.

The Council ~ Plains
A powerful federation of civil servants, guards, farmers, and bakers

The Sect ~ Mountains
A shadowy society of miners, inventors, mechanics, and hackers

COMPONENTS

Location tiles (12)
3 hexagonal locations per tile

Damage tokens
(12, *3 per faction*)

Damage die

Rewild tokens (12)

Game board perimeter tiles (6)
4 basic tiles

1 toxic track tile

1 burial ground tile

Faction circles (4, *1 per faction*)

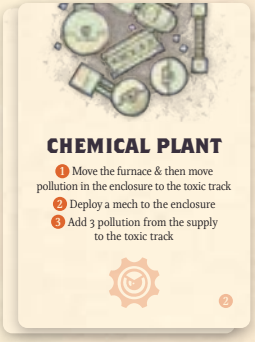
Defender cards
(72, *18 per faction*)

Machine cards
(14, *7 base & 7 difficult*)

Support trackers
(4, *1 per faction*)

Camps (24, *6 per faction*)

Organizer cards
(8, *2 per faction*)



Factory Cards
(12, *3 of each type*)

First player marker

Order organizers (2)

Council organizers (2)

Breach markers (12)

Coven organizers (2)

Sect organizers (2)

Factories
(3)

Furnace

Mechs
(20)

Engines
(2)

Order item:
Maps (4)

Coven item:
Potions (4)

Sect item:
Rockets (4)

Council item:
Bread (4)

Not pictured: Player aid cards

Core Gate

Machine Core

Pollution tokens
(30)

Walls
(34)

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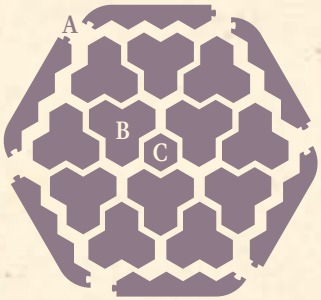
15

Setup

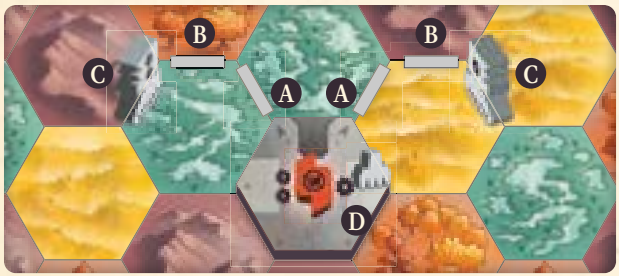
Follow the setup steps in the order below. Each of the steps is numbered in the diagram on page 4.

1 Game Board *(see right)*
(A) Connect all 6 perimeter tiles to create the perimeter of the game board. **(B)** Randomly place the 12 location tiles inside the perimeter as shown to the right. Each location tile can be placed on either of its sides but make sure the ⮝ arrows at the centers of all tiles point in the same direction. **(C)** Spin the machine core in your hand and place it in a random orientation in the open spot at the center of the game board with the machine eye side pointed up.



2 Engines & Walls ~ *(see below)* **(A)** Find the 2 edges of the hexagonal location adjacent to the machine core gate that the 2 arrows on the core point toward. Place a wall on each edge. **(B)** Place another wall on each of the 2 location edges beyond the first 2 walls, turning away from each other. **(C)** Place an engine on each of the 2 location edges beyond the second 2 walls, turning back toward the core. Place the engines upright, with their jagged fronts facing away from the walls at their backs. The 2 sets of walls and engine should mirror each other on either side of the machine core gate.

3 The Core ~ *(see below)* **(D)** Set machine direction by placing a mech on the right-hand direction space on the machine core marked by the ⚙ icon. Place the furnace on the center of the core.



4 Mechs ~ Place 6 mechs, 1 in each location adjacent to a icon on the perimeter.

5 Pollution ~ Place 12 pollution tokens, 1 in each location with a ⬢ icon.

6 Factory Deck & Machine Supply
Shuffle the deck of 12 factory cards and place it face-down on the table near the toxic track perimeter tile. Make room for a discard pile. Place all remaining walls, mechs, and pollution in three piles on the table next to the toxic track. Place the 3 factories nearby.

7 Machine Deck & Difficulty
For your first games, play at beginner difficulty: Place the 7 machine cards marked *difficult* back in the game box. Shuffle the 7 base machine cards to make the machine deck and place it face-down near the machine supply with room for a discard pile.

To increase the game's difficulty: Randomly draw 1 or more difficult machine cards and substitute each drawn difficult card for a base card with the same name to compose the 7-card machine deck:

Beginner: no cards, **Experienced:** 1-2 cards, **Extreme:** 3+ cards

8 Choose Factions ~ Assign each player 1 of the 4 factions. Pass out the corresponding faction circle, organizers, organizer cards, camps, support tracker, and defender cards. Place all components corresponding to unplayed factions back in the box.

9 Faction Circle & Camps ~ **Each player:** Place your faction circle directly in front of you and set 1 of your camps aside to place on the board in step 14. The spaces on the top half of your faction circle form the support track. Place 1 camp on the support track space with the camp icon and the others as following:

4 players: Place 2 additional camps on the spaces to the right of the first camp so that there are 3 camps on the support track. The final camp on the right should be on the space with the ⁘ icon.

3 players: Place 3 additional camps on the spaces to the right of the first camp so that there are 4 camps on the support track. The final camp on the right should be on the space with the ∴ icon.

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2 players: Place 4 additional camps on the spaces to the right of the first camp so that there are 5 camps on the support track. The final camp on the right should be on the space with the •• icon.

Solo mode: See page 15

Each player: Place your support tracker on the first space of the support track on the left side of your faction circle. Place any remaining camps back in the box.

10 Choose Organizers ~ Each player: Review your faction's organizer cards and select 1. Set aside that wooden organizer with your starting camp. Tuck the chosen organizer card under the top of your faction circle with the portrait revealed. Place the other wooden organizer and the other organizer card back in the box.

11 Defenders Deck ~ Each player: Assemble the 6 defender cards bearing your organizer's initial in the lower right corner and the 6 cards with no initial into a deck of 12 cards. Place the other defender cards back in the box. Shuffle your 12 defender cards and place them face-down to the left of your faction circle. Make room for an exhaustion pile to the right of your faction circle. Draw 3 defender cards from your defenders deck into your hand and do not reveal them to the other players.

12 Breach Markers, Items, & Damage Tokens
Distribute the 12 breach markers evenly among the players.
2 players: 6 each, **3 players:** 4 each, **4 players:** 3 each

Each player: Place 1 item token from each of the 4 factions next to your faction circle with the darkened used side face-up.

Each player: Place your faction's 3 damage tokens next to your faction circle with the lighter healed side face-up.

13 Rewild Tokens ~ Place all 12 rewild tokens to the side of the board with their item sides face-down.

14 Choose Camp Location ~ Each player: Choose a location adjacent to the board perimeter with your faction's home habitat (see page 7) as the location for the camp you set aside in step 9. Place the camp in that location along with your organizer. If no locations with your faction's home habitat are adjacent to the perimeter, choose a location with your faction's home habitat that is 1 location away from the perimeter.

15 First Player ~ Choose a player to take the first turn of each round. Give them the first player marker and damage die.

Each Round

Defenders of the Wild is played in rounds. Each round consists of an **organize phase** that all players resolve simultaneously followed by an **action phase** in which each player takes a turn.

Organize Phase ~ *Each player chooses a defender*

1. At the start of a round, each player chooses a defender card from their hand as their active defender for the round and places it face down on their exhaustion pile. If a player has no cards in their hand, they place the top card from their defenders deck face down on their exhaustion pile. Players may not mention anything about their chosen defenders.

2. When each player has placed their chosen defender card face down, players simultaneously flip over the cards to reveal them to all other players. Some defender cards have reveal abilities that must be resolved before proceeding. Players may now discuss strategy and how to best to use their revealed defenders.

Action Phase ~ *Each player takes a turn*

1. The first player marker determines which player takes the first turn. On your turn, you may spend as many action points as indicated on your active defender card to take actions (see page 9). You may also use items on your turn (see page 11). Some defender cards have ongoing abilities that may affect your turn as well as other players' turns (see back cover).

2. After taking actions, draw and resolve a machine card to finish your turn. Each type of machine card deploys, moves, and manages a specific set of machine components.

Turn order rotates clockwise around the table and each player repeats the action phase. Once all players have taken their turns, all active defenders become exhausted and a new round begins.

Restricting Communication

Even though animals from all factions stand in solidarity with each other against the machines, ancient distrusts and bitter disagreements between factions remain. When playing *Defenders of the Wild*, players may not reveal their hand of defender cards to other players and may not speak or communicate about any of the features of any defender cards in their hands.

The Game Board

The *Defenders of the Wild* game board has 36 hexagonal habitat spaces called *locations* inside the perimeter and surrounding the machine core.

Organizers ~ A player is represented on the board by their organizer. You may only take actions in the location where your organizer is, unless a defender's ability indicates otherwise.

Habitats ~ There are 4 types of habitats and each of the animal factions has a different home habitat where they can build their camps: the Coven's home is the marshes, the Order's home is the forests, the Council's home is the plains, and the Sect's home is the mountains. A set of adjacent locations that are all the same habitat type form a habitat corridor (see page 9).

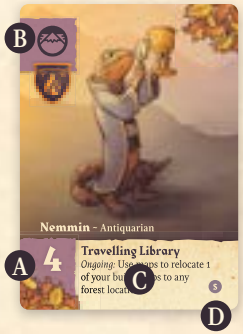
Walls & Enclosures ~ Walls, the machine core, and the board perimeter all contribute to the enclosure of the locations they border. When a location is enclosed on all 6 edges, the machines immediately build a factory there.

Machine Core ~ To win the game, each player must infiltrate the machine core through its gate after building all of their camps. Players may not infiltrate the core before building their final camp. The mech on the core cannot be destroyed or affected by players in any way.

Defender Cards

Choose a defender card from your hand to activate each round. When it's your turn during the action phase, use the features of your chosen active defender to take actions on the game board. There is no limit to the number of defenders in your hand.

Features of Defender Cards



(A) Action Points ~ The number of action points a defender gives you to spend on your turn is noted in the bottom left of the card. Spend an action point to take any action (see page 9).

(B) Habitat ~ A defender's habitat type is noted in the upper left corner of the card. Half of each faction's defenders are from their faction's home habitat. The other half are from other habitats. Moving through corridors of your active defender's habitat allows you to travel much farther with one action (see page 9).

(C) Ability ~ Each defender card details a *reveal* or an *ongoing* ability along the bottom of the card. Learn more about abilities on the back cover of this rulebook.

(D) Organizer Initials ~ When building your defenders deck, look for your organizer's initial in the lower-right corner of your faction's defender cards.

Reshuffling the Deck

If no cards remain in your defenders deck, shuffle all the cards in your exhaustion pile other than your active defender. Place the shuffled cards face down to the left of your faction circle to start a new defenders deck.

Marshes
home of the Coven

Forests
home of the Order

Plains
home of the Council

Mountains
home of the Sect

Support & Camps

Support ~ To win the game, each player must build all their camps and then infiltrate the machine core through its gate. To build camps, players must gain support from the animals of the Commonwood by taking actions against the machines. Your level of support is represented by the support track around the top half of your faction circle where your camps are placed.

Gaining Support ~ Gain 1 support each time you destroy a mech, breach a wall, clear pollution, or rewild a factory at any time in the game. Each time you gain 1 support, move your support tracker forward (clockwise) 1 step on the support track. Your support is maxed out when the next step on the track is blocked by a camp. When your support is maxed out, you can still take any action but you cannot gain additional support until you build your next camp.

Endgame: Your Final Camp ~ When you build your final camp, leave your support tracker in the final step of the support track. You can still take any action but you cannot gain additional support after building your final camp. You may now complete your final objective of the game: infiltrating the core (see page 15).

Support example (left): **(A)** A player has taken 2 actions that gain support. To mark the gained support, the player has moved their support tracker forward 2 steps on the support track. **(B)** The support track is now maxed out. The player may now spend an action point to build their next camp (see page 10).

Damage & Mechs

Rolling Damage ~ Mechs are the machines' deadly attack units. When starting an action, if you are in the same location as a mech or adjacent to a mech, you must roll the damage die once to determine if you take damage. Only roll damage once per action taken, regardless of how many mechs are currently threatening to inflict damage on you. The damage die has faces that can inflict 1 damage, 2 damage, or no damage. When you take damage, flip the corresponding number of your damage tokens from their healed side to their damaged side. See rolling damage examples on page 9.

Melee Damage Rolls ~ When taking an action starting in the same location as 1 or more mechs, both the 1 damage and the 2 damage faces on the damage die inflict damage on you.

Ranged Damage Rolls ~ When taking an action starting in a location free of mechs but adjacent to 1 or more mechs, only the 1 damage face on the damage die inflicts damage on you. If at least 1 mech is in the location where you start your action, roll for melee damage no matter how many mechs are adjacent to you.

1 damage

2 damage

No damage

Healed

Damaged

The Mech on the Core ~ When starting an action adjacent to the core, you must always roll damage.

Death

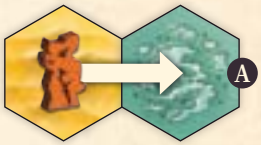
If you already have 3 damage and take an additional damage, 1 of your defenders is killed. Another player must randomly choose a defender card from your hand. Bury that defender by tucking the card under the burial ground perimeter tile with its habitat showing. Flip all your damage tokens back to their healed side. If the death occurred while taking an action, finish resolving the action. If you have no defenders in your hand, draw and bury the top card from your defenders deck.

Remember! If 2 defenders from the same habitat are killed, the game ends and all players lose.

Rolling damage examples (below): **(A)** A player rolls 1 damage when taking an action adjacent to a mech and takes 1 damage. **(B)** A player rolls 2 damage when taking an action adjacent to a mech and takes no damage. **(C)** A player rolls 1 damage when taking an action in a location with a mech and takes 1 damage. **(D)** A player rolls 2 damage when taking an action in a location with a mech and takes 2 damage.

Taking Actions

Spend an action point to take any action in the location where your organizer is.



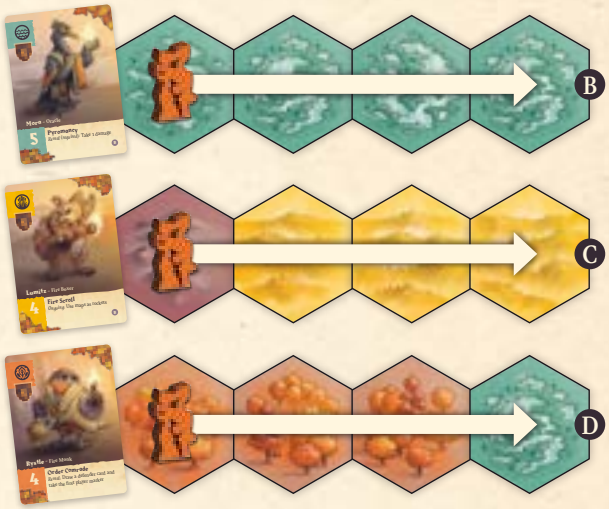
Action: Move

A move action allows you to reposition your organizer to an adjacent location or through a habitat corridor that is the same type as your active defender's habitat. When you end a move action in a location with a camp, you gain that faction's item (see page 11).

Walls, engines, the machine core, and the perimeter obstruct move actions. You cannot move through walls unless those walls have been breached (see page 11). You can never move through engines, the machine core, or the board perimeter.

Moving to an Adjacent Location ~ To move, spend an action point and move your organizer to any adjacent and unobstructed location.

Moving Through a Habitat Corridor ~ A habitat corridor is a set of adjacent, unobstructed locations that are all the same habitat type. You may take a move action to move through any number of unobstructed locations in a habitat corridor that is the same type as your active defender's habitat. When taking a move action using a habitat corridor, your organizer must start and/or end the action in the corridor. You may not pass through locations with mechs as part of a move action through a corridor.



Move actions (above): **(A)** A player spends an action point to move their organizer to an adjacent and unobstructed location. **(B)** A player spends an action point with an active marsh defender to move their organizer to another location within a marsh habitat corridor. **(C)** A player spends an action point with an active plains defender to move their organizer to a location that is part of an adjacent plains habitat corridor. **(D)** A player spends an action point with an active forest defender to move their organizer from the forest habitat corridor they are in to a location adjacent to the corridor.

Action: Build a Camp

Building a camp is how you draw more defender cards into your hand and how you create an additional location for regrouping, healing, and gaining items. Building all of your camps is also a requirement for winning the game. Only 1 camp can be built in each location.

To build a camp, your support track must be maxed out (see page 8) and your organizer's location must be your faction's home habitat. Spend an action point, pick up the camp occupying the next step on the support track, and place it in your location. Draw 2 cards from your defenders deck into your hand and reset your support tracker to the starting position on the track. When you build your final camp, leave your support tracker in the final step of the support track.

Build a camp (above): **(A)** The Order player has maxed out their support track. **(B)** Their organizer is in the forest, which is the Order's home habitat. **(C)** The player spends an action point to place the next camp on the support track in their organizer's location. **(D)** The player draws 2 defenders into their hand. **(E)** The support tracker resets to its starting position.

Action: Heal

Healing allows you to flip damage tokens over to their healed side, minimizing the risk of your defenders being killed. To heal, your organizer must be in a location with a camp of any faction. Spend an action point and flip all damage tokens from their damaged sides to their healed sides.

Heal (right): A player's organizer is in a location with a camp. The player spends an action point to flip all their damage tokens to their healed side.

Action: Regroup

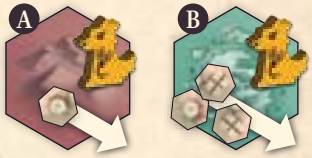
Regrouping allows you to relocate your organizer to any of your faction's camps, anywhere on the board. To regroup, spend an action point and relocate your organizer to any location where one of your camps is built. Unlike move actions, regroup actions are not restricted by distance or obstructions and do not allow you to gain an item.

Regroup (above): A player spends an action point to regroup to another location where they have a camp.

Action: Clear Pollution +1 support

Clearing pollution allows you to remove all pollution tokens from a location and it is a way to gain support. To clear pollution, spend an action point and remove all pollution tokens from the location where your organizer is. Place cleared pollution tokens back in the machine supply and gain 1 support.

Clear pollution (right): **(A)** A player spends an action point to clear a pollution token. **(B)** A player spends an action point to clear 3 pollution tokens.



Action: Destroy a Mech +1 support

Destroying a mech allows you to remove a mech from the game board and it is a way to gain support. To destroy a mech, spend an action point and remove a mech in the location where your organizer is. Since the action started in the same location as a mech, you must roll damage Place the destroyed mech back in the machine supply and gain 1 support.

Destroy a mech (right): A player spends an action point to destroy a mech and must roll damage.

Action: Breach a Wall +1 support

Breaching a wall allows you and other players to move through it as if it was unobstructed and it is a way to gain support. To breach a wall bordering the location where your organizer is, spend an action point and place a breach marker so its notch fits over the wall. Gain 1 support. A wall cannot be breached twice. If you have already placed all of your breach markers on the game board, you cannot take another breach action.

Breach a wall (right):
A player spends an action point to place a breach marker so its notch fits over a wall.

Action: Rewild a Factory +1 support

Rewilding a factory allows you to remove a factory from the board, gain an item or draw a defender card, and it is a way to gain support. To rewild a factory, spend an action point and replace the factory in the location where your organizer is with a rewild token. Place the factory back in the machine supply, gain 1 support, and look at the item noted on the bottom of the rewild token. You can either gain this item or draw a defender card. If the rewilded factory was the location of the furnace, place the furnace back on the machine core. Factories cannot be built in locations with rewild tokens (see page 14).

Rewild (left): A player spends an action point to replace a factory with a rewild token that gives the player the choice of gaining maps or drawing a defender card.

Remember! Always roll damage when you take an action starting in a location containing or adjacent to a mech.

Items

Gaining ~ Each faction offers a unique item that has a beneficial effect when used. To gain a faction's item, end a move action in a location with one of that faction's camps. If your organizer is already in a location with a camp, you may spend an action point to gain that faction's item. When you gain an item, flip your corresponding item token to its colorful gained side.

Using ~ You can use items you have gained at any time during your turn of the action phase before drawing your machine card. When you use an item, flip the item token over to its darkened used side and then resolve the item's effect. Using an item does not require spending an action point and never requires rolling damage. Spending the action point gained from using bread requires rolling damage as normal. Resolve the effects of potions, rockets, and maps following the rules for resolving the action with the same effect (see pages 9-11).

Gaining an item (left): A player ends their move action in a location with a camp built by the Council and gains bread.

Types of Items

Bread ~ Council item:
Gain an additional action point *to spend this turn*

Potions ~ Coven item:
Heal *or* Clear Pollution *in your location*

Rockets ~ Sect item:
Destroy a Mech *or* Breach a Wall *in your location*

Maps ~ Order item:
Move *or* Regroup

The Machine Deck

After you have finished taking actions, draw and resolve a machine card to complete your turn. Place drawn machine cards face up in the discard pile. Always ensure that you resolve a machine card in the correct sequence, 1 step at a time. Once all 7 machine cards have been drawn and resolved, reshuffle the discard pile and place it face down to start a new machine deck.

REBOOT

Toggle Machine Direction

The position of the mech on the right direction space or left direction space of the core determines machine direction. Toggle machine direction by moving the mech to the opposite machine direction space.

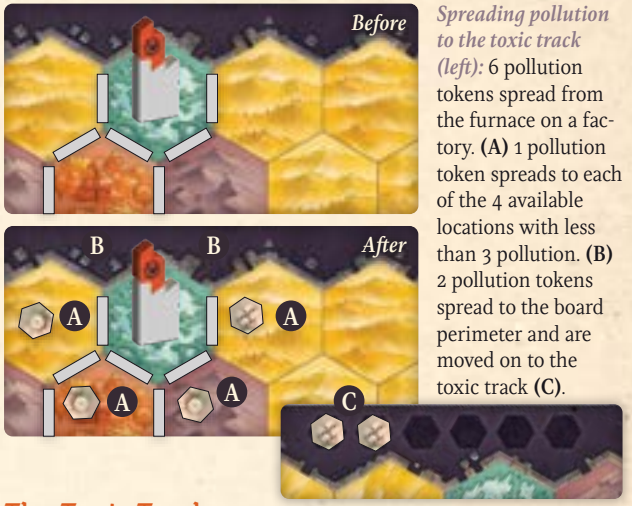
Reboot (left): The mech in the core is moved from the left direction space with the 2 icon to the right direction space with the 1 icon.

POLLUTION

Spread pollution from the furnace

Locate the furnace and spread 6 pollution tokens by placing a token from the supply in each adjacent location. 3 pollution tokens are the maximum that can be placed in a single location. Do not place pollution tokens in locations with 3 pollution, locations with factories, or the machine core. Instead, continue spreading those pollution tokens in the same direction away from the furnace and place them on the next available location. Move any pollution tokens that spread to the board perimeter onto the toxic track.

Spread pollution (left): 6 pollution tokens spread from the furnace on the core. **(A)** 1 pollution token spreads to each of the 4 adjacent locations with fewer than 3 pollution and no factory. **(B)** 1 pollution spreads past the adjacent location with 3 pollution to the next available location in the same direction. **(C)** 1 pollution spreads past the adjacent location with a factory.



Spreading pollution to the toxic track (left): 6 pollution tokens spread from the furnace on a factory. **(A)** 1 pollution token spreads to each of the 4 available locations with less than 3 pollution. **(B)** 2 pollution tokens spread to the board perimeter and are moved on to the toxic track **(C)**.

The Toxic Track

Each pollution token added to the toxic track takes 1 of the track's 6 spaces. A toxic disaster is triggered when a 6th pollution token is added to the track. Immediately spread all 6 tokens from the track to the locations adjacent to the furnace following the same steps for resolving a pollution machine card.

MECHS

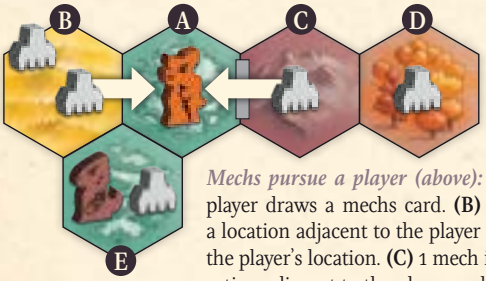
1 Deploy a mech from each engine

For each engine, place a mech from the supply in the location on the engine's right ⚙ side or left ⚙ side according to machine direction.

Deploy a mech (left): Machine direction is set to left ⚙ so the engine deploys a mech to the location on its left side.

2 Move mechs in pursuit

If any mechs are in locations adjacent to the player whose turn it is, move 1 from each adjacent location to the player's location. Mechs move through walls and engines. If multiple mechs are located in the same adjacent location, only move 1 of them to the player's location. Do not move mechs that are already in a location with another player's organizer. Repeat moving mechs in pursuit of each other player going clockwise around the table.



Mechs pursue a player (above): **(A)** The Order player draws a mechs card. **(B)** 2 mechs are in a location adjacent to the player and 1 moves to the player's location. **(C)** 1 mech is in another location adjacent to the player and moves through a wall to the player's location. **(D)** 1 mech is 2 locations away from the player and does not move. **(E)** 1 mech is in a location with another player's organizer and does not move.

The Mech on the Core ~ The mech on the core never moves in pursuit. It cannot be destroyed or affected by players in any way.

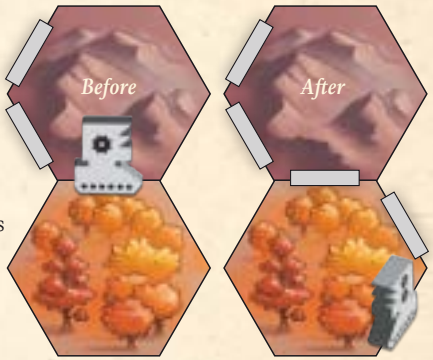
CONSTRUCTION

1 Advance each engine twice

Like walls, engines sit on location edges, with a location on their right ⚙ side and another location to their left ⚙ side. They have a jagged forward-facing front and a flat back.

To advance an engine, move it forward 1 edge around the location to its right ⚙ side or to its left ⚙ side according to machine direction. Place a wall from the supply on the edge the engine moved from. Advance both engines simultaneously and then advance them both simultaneously again so that they each advance twice.

Engine advances twice (right): Machine direction is set to right ⚙. The engine advances twice around the location to its right building a wall on each edge it moved past.



Reroute Blocked Engines ~ When the location edge an engine is advancing to is occupied by a wall, the core, or the perimeter, the engine is blocked and must reroute.

To reroute a blocked engine, pick it up and build a wall on the location edge where it was sitting. Reverse the picked up engine backwards, wall by wall, until it crosses an intersection of 3 locations where 1 location edge is open and 2 edges have walls. Place the engine on the open edge with its back to the 2 walls and the intersection (see example on page 14). Follow machine direction when reversing the engine through intersections with paths of walls leading to both the right ⚙ and to the left ⚙. Rerouting an engine counts as 1 of an engine's 2 advances per engines card.

CONTINUED ON NEXT PAGE

CONSTRUCTION CONTINUED

Rerouting a blocked engine (above): **(A)** An engine's 2nd advance is blocked by a wall. **(B)** The engine resets in reverse and a wall is built on the edge where it was sitting. **(C)** The engine reverses until crossing an intersection of 3 locations where 1 location edge is open. The engine resets to that open edge with it's back to the intersection and 2 walls.

Initial steps on all factory cards (above): **(A)** There's an empty enclosure on the board. **(B)** Place a factory on the location. **(C)** The furnace is placed on the factory. **(D)** The pollution in the location moves to the toxic track. (E) Deploy a mech to the location.

2 Build a factory in all empty enclosures

An empty enclosure is a location that is fully enclosed on all 6 edges without a factory or a rewild token. Walls (including breached walls), the machine core, and the perimeter all contribute to the enclosure of the locations they border.

Build a factory in an empty enclosure by placing a factory from the supply in the enclosure and then drawing and resolving a factory card. Factory cards all have the same initial steps: Place the furnace on top of the newly built factory, move any pollution tokens in the location to the toxic track, and deploy a mech to the location. If there are multiple empty enclosures, build the factories in any order, one at a time, and then place the furnace on top of the new factory built with the highest numbered factory card, as seen on the cards' lower right corners.

Each factory card has 1 of 4 additional steps:

Armory ~ Deploy an additional mech to the location

Engine Depot ~ Advance each engine once

Chemical Plant ~ Add 3 pollution from the supply to the toxic track

Surveillance Outpost ~ Each player must exhaust a defender from their hand. Place the defender at the bottom of your exhaustion pile. If you have no cards in your hand, exhaust the top card from your defenders deck.

Difficult Machine Cards

See the instructions on page 5 for adjusting the game's difficulty when setting up the machine deck. Each difficult machine card includes an additional step:

Difficult Reboot ~ Draw an additional machine card

Difficult Pollution ~ Add 3 pollution from the supply to the toxic track

Difficult Construction ~ Deploy a mech to the location of the furnace

Difficult Mechs ~ Deploy a mech to the location of the player whose turn it is

If a difficult construction or mechs card deploys a mech to the core, place the mech in the location adjacent to the core's gate.

Solo Mode

Defenders of the Wild is primarily designed as a multiplayer game but can also be enjoyed solo. When playing solo mode, play as 2 factions with 1 hand of defender cards. Follow the 2 player setup rules but draw any combination of 3 defenders from either faction's defenders deck for your initial hand of cards. Do not look at the features of the cards until you have drawn all 3.

Solo: Defender Cards ~ Each turn, you may choose any defender from your hand as your active defender regardless of their faction. Place the active defender face-up on the exhaustion pile next to that defender's faction circle. Resolve the turn with the faction components matching the active defender's faction. Make sure to draw and resolve a machine card after taking each turn.

If you have no defender cards from 1 of the factions in your hand, you may draw the top card from that faction's defenders deck as your active defender for the turn.

When taking an action to build a camp, draw cards from the defenders deck belonging to this turn's active defender.

Solo: Defender Abilities ~ When you choose a defender with an ability marked 'reveal' as your active defender for the turn, the ability is resolved immediately. Special abilities marked 'ongoing' continue to affect gameplay for as long as the defender with the ability is visible on top of its exhaustion pile. A defender's special ability affects only its faction unless noted as affecting other players.

Solo: Death ~ If one of your factions takes damage resulting in exceeding the maximum of 3 damage tokens, shuffle your hand and randomly choose the defender that is killed. If you have no defenders in your hand, draw and bury the top card from that faction's defenders deck.

Solo: Endgame ~ When 1 of the factions infiltrates the core, place all of its defenders from your hand in its exhaustion pile. That faction exits the game. Continue playing as the other faction.

Endgame

Infiltrating the Core ~ If you have built all your camps and you are in the location adjacent to the core gate, you may spend an action point to infiltrate the core and leave the game. Roll damage and move your organizer from the location adjacent to the core's gate onto the core. If you are the final player to infiltrate the core, do not draw a machine card. Otherwise, draw and resolve your final machine card. You may continue strategizing with other players until the game ends but you cannot participate in additional rounds of gameplay.

Core Gate

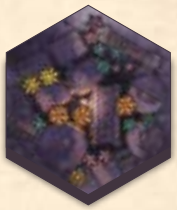
Winning the Game

Destroy the Core ~ If all players infiltrate the core, the game immediately ends. Destroy the mech on the core and destroy the furnace. Flip the core to its rewilded side. All players win.

Losing the Game

Core Construction Complete ~ If the remaining supply of machine components is not sufficient to fully resolve a drawn machine or factory card, the game immediately ends and all players lose.

Massacre ~ If 2 defenders from the same habitat are killed, the game immediately ends and all players lose.



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Defender Abilities

Each defender card details a *reveal* or an *ongoing* ability along the bottom of the card. Resolving your active defender's ability is always optional unless noted otherwise. The ability affects only you unless noted otherwise.

Reveal abilities are resolved during the organize phase and never require rolling damage. Players may resolve reveal abilities in any order. Gain 1 support per mech destroyed, wall breached, and location cleared of pollution.

Ongoing abilities modify actions and items during the action phase. All rules pertaining to using items and taking actions, including those for rolling damage and gaining support remain the same other than the modifications that the ongoing ability specifies.

Each organizer has a unique deck of 6 defender cards that feature 3 unique abilities. The organizer's deck is shuffled with a faction's core deck of 6 defender cards to make a player's deck of 12 cards (see page 6). All abilities are detailed below:

ALL FACTIONS

Core Decks

4 ~ **Comrade** ~ *Reveal:* Draw a defender card & take the first player marker
3 ~ **Give Item** ~ *Reveal:* Another player gains your faction's item
2 ~ **Gain Items** ~ *Reveal:* Gain your faction's item and any other item

THE SECT

Guszper, *Hacker* G

1 ~ **Hack Attack** ~ *Ongoing:* Do not draw a machine card at the end of your turn
4 ~ **Punch Card Reader** ~ *Ongoing:* Reveal the next machine card at the start of each player's turn
3 ~ **Mech Meltdown** ~ *Reveal:* Destroy a mech in any location with at least 2 mechs

Urzai, *Miner* U

3 ~ **Mining Blast** ~ *Reveal:* Destroy a mech in any mountains location
3 ~ **Tunnels** ~ *Reveal:* If you are in a mountains location, relocate to any location
3 ~ **Ballistic Breach** ~ *Reveal:* Breach any wall

THE COVEN

Zyrinn, *Bandit* Z

4 ~ **Smuggler's Hideout** ~ *Ongoing:* Gain any item when you build a camp
3 ~ **Evasion** ~ *Ongoing:* Do not make ranged damage rolls
3 ~ **Ambush** ~ *Reveal:* Destroy a mech in your location

Aylitza, *Water Witch* A

2 ~ **Apothecary** ~ *Reveal:* All players gain potions
2 ~ **Friendly Fungi** ~ *Reveal:* If you are in a marsh location, gain 2 support
3 ~ **Witch's Whirlpool** ~ *Reveal:* Destroy a mech in any marsh location

THE ORDER

Burren, *Pyro Philosopher* B

3 ~ **Tempered by Flames** ~ *Reveal:* Each player may take 1 damage to gain 1 support
4 ~ **Fire Scroll** ~ *Ongoing:* Use maps as rockets
5 ~ **Pyromancy** ~ *Reveal (required):* Take 1 damage

Skarwen, *Almanac Editor* S

2 ~ **Almanac Printing** ~ *Reveal:* All players gain maps
2 ~ **Write Manifesto** ~ *Reveal:* If you are at any faction's camp, gain 2 support
4 ~ **Travelling Library** ~ *Ongoing:* Use maps to relocate 1 of your built camps to any forest location

THE COUNCIL

Neztor, *Chef* N

4 ~ **Kitchen Duty** ~ *Reveal:* Exhaust a defender to gain bread, Place the defender at the bottom of your exhaustion pile.
2 ~ **Supply Lines** ~ *Ongoing:* Gain 1 support after any player builds a camp
1 ~ **Storehouse** ~ *Reveal:* Gain rockets, maps, and potions

Thexulia, *Guard Veteran* T

3 ~ **Sharp Shooter** ~ *Reveal:* Destroy a mech in an adjacent location
4 ~ **Feint** ~ *Ongoing:* Use bread to move any mech to your location
3 ~ **Field Hospital** ~ *Ongoing:* Ignore ✸ on the damage die