

DEN OF WOLVES: NEW SOEN

A SMALL MEGAGAME OF SURVIVAL,
POLITICS AND PARANOIA IN THE 27TH
CENTURY



PLAYER'S GUIDE



3-4 hours



2
facilitators



+
12-18
players

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INTRODUCTION

In this game you will play a member of a space fleet, survivors of a massive attack from the nation of Wolf - decimating and subjugating the other settled worlds. Together you will be trying to survive in space, flee further Wolf attacks and find a new home for your people - a New Eden.

The game runs for 8 to 18 players over 3 to 4 hours, split into 8 turns. The game plays in real time, so managing your time and delegating tasks is an important part of the game.

Each player will be assigned a role of one of the survivor fleet space ships and must work together to succeed. Each ship represents a team of players and each come from a different nation or colony from before the attack.

Beware, however, Wolf planted agents throughout the colonies before the attack and it's highly probable that some will be hiding amongst other players in the fleet.

SETTING BRIEFING

It is the 27th Century and thanks to Faster Than Light (FTL) technology, humanity has spread to multiple star systems. Research missions became colonies, colonies became self-sufficient societies, and before too long, these societies became powerful, independent interstellar nations in and of themselves. Many battles were fought over the centuries, but eventually humanity settled into a state of relative peace, as the Old Nations on Earth began to share more power and influence with the New Nations across the void of space.

And so it was that the Interstellar Council was formed – a government that represented the Old Nations and the New.

Though the Council was always fraught with heated debate and aggressive negotiation, it played its part in giving all of humanity's nations a place to debate their problems face-to-face rather than waste resources and lives in costly wars. However, the Interstellar Council still felt the need to create and maintain a military force, as pirates and small rebellions needed to be kept in check.

THE ATTACK

As such, it wasn't too great a concern when in recent decades, the nation of Wolf had become more hostile and reclusive, eventually pulling out of the Council completely. Though there was very little intelligence on what was happening on Wolf, it was generally believed that it would sort itself out internally, and the overwhelming strength of the combined Interstellar Council Service Navy would protect the Council's member nations if Wolf did anything rash.



*"The Attack", as it came to be known,
took everyone by surprise.*



Announcing their intention to enact the total obliteration of all other nations, the Wolf Navy launched a combined attack on the ICSN and planetary defences across inhabited space.

Advanced cyber-attacks managed to knock out automated defence protocols and cut off Command & Control networks. Carefully placed stryrium-yield bombs detonated in major munition stockpiles and aboard larger military vessels, and meticulously placed sleeper agents simultaneously performed uncountable assassinations, sabotage and sending of falsified information.

The entire event was chaos. No-one knows how many lives were lost or how many vessels were destroyed, but the results were catastrophic. Major urban centres were bombarded and any surviving vessels the Wolf Navy found were destroyed without the option of surrender. Except for Wolf, the combined planets of humanity were lost.

THE SURVIVOR FLEET

And yet there was hope.

The ICSS Aegis was undergoing system repairs during the attack, meaning that the cyber-attacks were unable to penetrate its systems. At a repair station deep between systems, it was also safe from the majority of the Wolf Naval forces, which were focused on planets.

In the days following The Attack, a number of vessels of varying sizes found the Aegis one way or another, and eventually a fleet was formed out of ships that had survived.

An emergency government was created in the form of a new Interstellar Council. The original Council's members had been lost to The Attack, and so representatives of each nation were appointed from the survivors. The previous council's Member for Transportation inherited the title of President, being the next in succession of all known surviving Executive Council Members.

Though there were some, especially aboard the Aegis, who wanted to turn back and fight the Wolf forces, it was decided that the Survivor Fleet would instead attempt to get as far away from the Wolfers as possible in order to preserve the lives of those already present.

GAME OVERVIEW

While playing *Den of Wolves: New Eden* you will be given a team (which is assigned to one of the 6 Ships in the fleet) and a role (which may start with a shuttle assigned to them).

The aim of the game for most players will be to avoid getting killed, explore and find a new home for humanity – the fabled New Eden. The Wolf Nation is believed to have spies in the fleet, so some players may have other plans.

TEAMS AND ROLES

Depending on the player count not all roles or teams will be used.

	AEGIS	Admiral	Executive Officer	Wing Commander
	DIONE (F.A.S.)	Captain	Engineer	President
	ICEBREAKER (C.P.A.)	Captain	Engineer	Miner
	SHEPHERD (ROSAL)	Captain	Engineer	Scientist
	QUELLON (PROXIMA)	Captain	Engineer	Explorer
	REFINERY 124 (GLIESE)	Captain	Engineer	PDF Colonel
	1-2* Wolf Agents			
		0-2* J.E.U. Engineers		

* Who is a Wolf Agent is unknown at the start of the game, and are given a cover role within the fleet.

** The Joint Engineering Union assist with supply and logistics throughout the fleet.

URNS

The game is split into 6-8 turns, each of which consists of 2 timed phases:

- Team Phase (5 minutes)
- Coordination Phase (15 minutes)

The facilitators will announce when new turns and phases begin, as well as when the final turn is over.

Team Phase (5 Minutes)

During the Team Phase all players must stay at their ship's table with the rest of their team. This is a chance to discuss the events of the last turn and to co-ordinate next turn.

As well as communicating and coordinating each ship has a maintenance cycle that must be completed each turn by the engineer.


Coordination Phase (15 minutes)


During this phase players can communicate freely with one another and operate shuttles. They can also trigger Jumps, go on Away Missions and may have to look out for Wolf Attacks.



RESOURCES


There are 5 main resources in the game, which are represented by tokens (or written on resource sheets if your game isn't using tokens).

Resources can be traded freely while at a ship's table, but to move them between tables requires a shuttle capable of moving that resource type.

 **Strytium Ore:** Which is refined into strytium fuel.

 **Strytium Fuel:** Runs ship reactors and jump drives, allowing faster than light travel.

 **Food** and  **Water:** Are both required to keep the survivor population both healthy and happy.

 **Material:** Raw materials for repairs and upgrades.

Security Teams can also be moved between ships and shuttles as if they were resources.

Each team controls one ship in the fleet with consoles that can affect the game, an unrest score to track the mood of the ship and a count of the number of survivors on board.

Consoles

Ships have Consoles that can be used during the game. Some consoles need *charging* ⚡ before they can be used (during *maintenance step 5*, see page 7).

Each console lists how it can be used, as well as the effects of being upgraded (by the fleet's scientist) or damaged.

When a ship takes *damage* 💣:

1. Draw 1 card from the ship's damage deck and cover up the matching console.
—If a damage card should be drawn, but there are none left, the ship is destroyed.
2. Every time a ship takes damage survivors die, reducing the count on the ship by the amount indicated.

Damaged Consoles either stop working, or provide reduced benefits.

- Consoles can be *repaired* 🔄 by some of the fleet's engineering shuttles.

Maintenance Cycle

Each *team phase* the team run the ship's *maintenance cycle* to prepare it for the turn ahead. The cycle is written on the ship's sheet, but will use some or all of the following steps in order (1-6).

EXAMPLE MAINTENANCE CYCLE

1 STORAGE

Maintenance Step 1: If damaged, discard half of the ship's resources, including those on any docked shuttles.

Round losses down (i.e. 5 becomes 3).

DAMAGED **Damaged:** Resources are lost over time, see *Maintenance Step 1* above.

- Select a ration level for both food and water, placing a cube on the amount spent. You gain the associated bonus to your unrest check.
- Roll 2 dice and add any ration bonuses. If the total is less than 12 gain 2 unrest, if the total is less than 20 gain 1 unrest.
- Roll a six sided dice, if you score less than the ship's current *unrest* then the ship takes 1 damage from rioting.

5 REACTOR

Maintenance Step 5:
 Charge up to 4 consoles.

Upgraded: Charge 1 additional console.

DAMAGED **Damaged:** Charge 3 fewer consoles.

6 SHUTTLE BAY

Maintenance Step 6: You may spend 1 strytlum fuel to *refuel* one docked shuttle.

DAMAGED **Damaged:** Cannot *refuel* shuttles.

Example "Ration Table" (varies based on ship population)

Food		Rations Table		Water
0	+0	None	+0	0
3	+3	Minimal	+3	2
6	+6	Short	+6	4
10	+9	Normal	+9	7

Example Maintenance steps
 2-4: The ship has 2 unrest, 6 food and 6 water. Not wanting to be left with nothing the team spend 3 food and 4 water in step 2, which means they gain a +9 bonus to avoid gaining *unrest* .

In step 3 they roll [5+3], adding the +9 bonus is 17, so gain 1 *unrest*.

For step 4 they must roll 3 or more to avoid taking damage, but roll 2 so they take 1 *damage*, and draw a damage card to see which console has been hit.

Types of Console

Each console has an icon that shows when it has its effects resolved:



Activated during the *maintenance cycle* (see page 7) in the *team phase*, resolved in numerical order.



Activated during a *Wolf Attack* (see page 12).



These consoles are activated during the Maintenance Cycle, but only when **charged** by the ship's Reactor console.



Activated during an *FTL jump* (see page 10).



Activated during the *coordination phase* (see page 5).



Allows the owner to go on away missions (see page 14).

Example Consoles

When is it used?

Tick when charged by the reactor.

JUMP DRIVE

Coordination Phase: If **charged** the ship may perform an FTL jump. Requires 2 **strytium fuel** for a short jump, 3 for medium and 6 for long.

Upgraded: Jumps use 1 fewer **strytium fuel**. Jumps only fail when damaged on a 1.

Damaged: Jumps fails on dice roll of 1-3.

Card that damages this console.

Tick when upgraded by the Scientist.

HYDROPONICS

When charged: Spend 1 **water** to generate 3 **food**.

Upgraded: Generate +2 **food**.

Damaged: Cannot be charged.

FIGHTER BAY ALPHA

Wolf Attack: While **charged**, Fighter Wing Alpha can be launched.

Damaged: Cannot be used to launch fighters.

SHUTTLES


Each ship comes with several shuttles that start the game assigned to specific players.

Docking



When a player with a shuttle is at a ship's table the shuttle is said to have docked at that ship.



Refuelling

Most shuttles can be used without refuelling, but their capabilities are enhanced when refuelled from a ship's Shuttle Bay console during the *maintenance phase*.



SHUTTLE BAY

Maintenance Step 6: You may spend 1  *strygium fuel* to *refuel*  one docked shuttle.



DAMAGE  **Damaged:** Cannot *refuel*  shuttles.


Ship's Console

Shuttle's Console



REFUEL

If  *fuelled* in a Shuttle Bay during the *team phase*, this shuttle can use abilities with the  icon.

Tick the  *refuel* icon if the shuttle was refuelled this turn and erase it at the end of the turn.

Reassigning

Shuttles may be reassigned to other players by their original owner (written on the shuttle's sheet by player role), although they can be claimed back freely.

Consoles

Shuttle consoles are similar to ship consoles but can never be damaged.

Every console on a shuttle can be used each turn, although some require the shuttle to be fuelled first, or are enhanced by being fuelled.



CARGO TRANSFER

The Pallas can be used to transfer *security teams* to and from Ships it is docked at, during the *coordination phase*.




WOLF ATTACK

During the Boarding Action step:

the ship the Pallas is docked with may use its Security Teams to defend, and can re-roll up to 3 dice to repel boarders.



If  *fuelled*, the Pallas may move to a ship of its choice at the start of the Boarding Action step during a Wolf Attack.

FASTER-THAN-LIGHT JUMPS


Each of the large ships in the fleet is fitted with a jump drive that can move faster than light.

At most once per turn a ship may jump when a player (from that Ship's team) writes a jump coordinate in their jump drive and holds up their Jump card.

For example, should the fleet decide to jump to coordinates 1312 a member from each team will have to write the jump co-ordinates onto their ship's sheet:

JUMP COORDINATES

1	3	1	2
---	---	---	---

A facilitator will then adjudicate how the jump went - whether the destination was correct and if the hold had enough  *strytium fuel* to make the jump. Errors could cause the jump to fail, damage the ship or even worse!

Scouting

Each turn there are 3 players with access to Scouting abilities - two shuttles (the AEGIS's Scout Captain and the Quellon's Explorer) and a long range sensor (the Shepherd's Scientist).

These players may see a facilitator during the Coordination Phase, say where they are visiting and the facilitator will give them a report on what they find.

A Star Chart is provided for recording this information.

Away Missions

Each time a new destination is reached an away mission can be sent by the fleet to gather resources. Players with Shuttles can go on a mission, and certain shuttles may have specialities that make them well suited to some missions.

There must be a single Mission Leader assigned by the fleet, and it is advisable for at 3 shuttles to be sent, otherwise it will be hard to exploit any opportunities you may find.

A facilitator will run the Away Mission with the players on that mission. A successful mission can expect to return with extra resources or information for the fleet.

PURSUIT TRACK

There is a pursuit track that marks how close the Wolf forces are to the survivor fleet. This escalates over time but is decreased by performing Jumps further away from Wolf space.

The following calculation is updated after each jump, and at the start of each turn.







- 2 points per turn.
- -1 point for each system the fleet is away from the starting system (0000), taking the shortest route.

The higher the track the more Wolf forces will be present in each attack and if it ever hits 10 you have been surrounded and the **game ends in failure**.

WOLF AGENTS

Sabotage Opportunities

Wolf Agents have the training necessary to perform direct sabotage, but doing so can raise suspicion. They can perform **one** of these actions per turn by informing a facilitator :

- **Sabotage Console:**  *Damage* one console of a ship they have just visited. They must have spent 10 seconds adjacent to the table and see the facilitator within 1 minute. +2 suspicion for a random console, +4 suspicion if they choose a specific one.
- **Sabotage Supplies:** Destroy half of one type of stored resources (    ) on a shuttle they control. +2 suspicion
- **Homing Beacon:** Summon a Wolf Attack to this star system next turn, it may not arrive at the start of the turn. +5 suspicion.
- **Provide Intel:** Give a short message to their handler, for instance the survivor fleet's next destination. +3 suspicion.

Suspicion

After any act of sabotage the agent's suspicion will be raised and this will determine how much information will be given to players who investigate (or even if they don't once suspicion is high enough).

Arresting Players

If you wish to detain a player, for being a wolf agent or any other reason, see a facilitator. If you are successful you cannot detain a player for long - they must be punished or released by the end of the turn.

WOLF ATTACKS

When the facilitators declare a *Wolf Attack* **all players must dock their shuttles at the nearest ship**, but may otherwise still move around and discuss freely.

If they control a shuttle that can defend during a *Wolf Attack* they may take it to the Battle Table to resolve the attack, as can the player controlling the AEGIS's weaponry.

The attack is run in 5 steps – Targeting, Long Range, Medium Range, Short Range, Boarding.

Targeting


One 6 sided dice is rolled for each wolf ship to see which ship it targets.

Targeting Table	
1	AEGIS
2	Dione
3	Icebreaker
4	Quellon
5	Shepherd
6	Refinery 124

Long, Medium and Short Range

Ships, Shuttle and Fighter Wings can take actions, as described on their sheets, at the appropriate ranges.

All damage is rolled simultaneously, then targets are chosen.

When a wolf ship is destroyed it does *damage*  to its target based on the current step (long, medium or short).


Boarding Action


Boarding actions are resolved when 1 or more Wolf Assault Teams are deployed to a vessel.

These are defended against by security teams which roll 1 dice each on the defence table.

Defence Table	
1	Team dies
2-3	No effect
4+	Wolf Assault Team Dies

| You do not need to defend with all your teams.

Then each surviving Wolf Assault Team does 1  *damage* to the ship, and boarding action ends.

After the Boarding Action step all surviving wolf ships do *damage*  to their target and then FTL jump away.

WOLF ASSAULT TRANSPORT	DAMAGE TAKEN	TARGET	WOLF FIGHTER WING	DAMAGE TAKEN	TARGET
<p>Damage Capacity: 2</p> <p>If destroyed during Long Range: No effect.</p> <p>If destroyed during Medium Range: No effect.</p> <p>If destroyed during Short Range: No effect.</p> <p>If not destroyed: 4 Wolf Boarding Parties attack the target during the Boarding Phase.</p>			<p>Damage Capacity: 1</p> <p>During the Short Range phase all fleet damage must be assigned to Wolf Fighter Wings first.</p> <p>If destroyed during Long Range: No effect.</p> <p>If destroyed during Medium Range: No effect.</p> <p>If destroyed during Short Range: 1 damage to target.</p> <p>If not destroyed: 1 damage to target, plus the fighter wing will return in the next Wolf Attack.</p>		

Example Wolf Attack: The fleet is attacked by a Wolf Assault Transport and 2 Wolf Fighter Wings, and is being defended by a single Point Defence Lasers console.

In the Targeting step the facilitator rolls a targeting dice for each attacker - The Transport rolls a 3 and is heading for the Icebreaker, the Fighter Wings both roll 1s and will be damaging the AEGIS.


At Long Range the Point Defence Lasers have no actions, so nothing happens.

At Medium Range the Point Defence Lasers roll their damage: a 4 and 5 mean **2 damage** against different targets - choosing 1 Fighter Wing (destroying it, which has effect at medium range) and the Assault Transport (reducing its damage capacity to 1).

At Short Range they roll a 1 and 5, doing just **1 damage**. Which has to be assigned to the remaining Wolf Fighter because of their special rule. When destroyed at Short Range the Wolf Fighter deals **1 damage** to its target, the AEGIS.


In the Boarding Action step the surviving Assault Transport drops 4 Boarding Parties on its target - the Icebreaker, which has 4 security teams to defend with. Committing all 4 and rolling 1, 3, 4 and 6 on the defence table. One security team is destroyed and 2 Boarding Parties are destroyed. The remaining 2 each deal **2 damage** to the Icebreaker.

The Wolf Attack now ends with the AEGIS having taken **1 damage** and the Icebreaker taken **2 damage**.




POINT DEFENCE LASERS

Wolf Attack: While **charged:**




CHARGED

- At Medium Range, target up to 2 different ships and do **1 damage** on a roll of 4+.
- At Short Range, target up to 2 different ships and do **1 damage** on a roll of a 2+.



DAMAGE **Upgraded:** +1 target.

Damaged: Cannot be used in Wolf Attacks.



UPGRADED

AWAY MISSIONS

Players who want to go on an away mission to the current system can go to a Facilitator who will organise the mission. The team should choose a mission leader between them and are then dealt 1 playing card each (which they can look at, but must keep secret).

The Facilitator will outline the mission and players can discuss their plans freely. Once they are finished the mission plays out without further discussion:

1. The Mission Leader chooses who gets the extra mission cards, up to one card per player per opportunity.
 - Players are allowed to request a number of cards, but cannot give their reasons (or hint at them).
 - Cards are dealt face down without any player seeing them, including the leader.
2. Players must each discard one of their cards (in secret), and then must place **all** their remaining cards on the Away Mission's opportunities (at most 1 per opportunity).
 - Who played what is to remain secret, given face down to the facilitators.
3. The Facilitator adds 1 additional card from the top of the deck to each opportunity and shuffles each pile.
4. The total for each opportunity is calculated from the sum of all card values played there, with the following additional rules:
 - Some players have shuttles that provide bonuses to certain opportunity types, they add that bonus if they contributed a card.
5. If they reach the threshold for the mission it is a success and the rewards are handed to the Mission Leader by the Facilitator (which have been hidden until now), if they fail then there may be consequences for the mission.

If using playing cards for away missions:

- 2-10 cards are valued at their number.
- Aces are valued 10.
- Face cards are valued -5.

STAR SYSTEM DATA (POOR)

A

LICHEN-COVERED ASTEROIDS

This system seems deserted, with just a smattering of asteroids, poor in minerals but covered in some proto-lichen.

Away Mission

Deal 6 cards for 2 opportunities:

Difficulty: 17, exploration

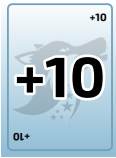
Edible lichen can be harvested from asteroids to feed the fleet. Nutritious but disgusting.

Difficulty: 24, mining

The asteroids of this system has a low yield of stryrium ore that could be mined with great effort.

Example Mission: A team of 4 players are visiting the Lichen-Covered Asteroids. Each player is dealt 1 card by the Facilitator and they agree that the Explorer should be the mission leader.

EXPLORER SCIENTIST MINER SCOUT CAPTAIN

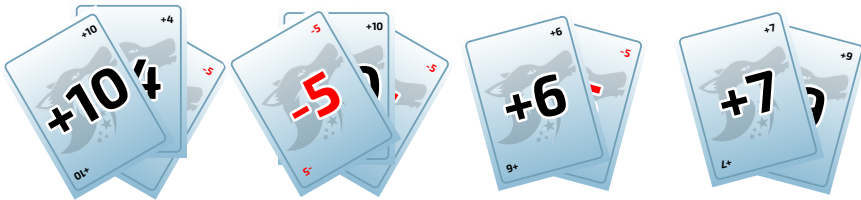


This mission gives 6 additional cards. The Explorer, as mission leader, deals each player 1 card and then assigns an extra card to themselves and the Scientist - who had asked for a second card.

This means, with 3 cards each, the Explorer and Miner will have to go on both opportunities. The Miner and Scout Captain will only go on one, as all players must discard 1 of their cards.

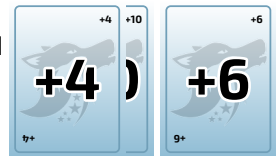
The group decide that the Explorer and Scientist, with their extra cards, should try and complete the first opportunity by themselves and then everyone should contribute to the second and it's higher difficulty.

Each players hand is as follows:



They each discard one card, then place their remaining cards on the opportunities, the Facilitator adds a random card from the deck, and then they are shuffled and revealed...

The first opportunity scores 20 from cards, plus 3 for the Explorer's exploration bonus and exceeds the 18 difficulty. The Mission Leader is given the reward for success by the Facilitator.



The second opportunity scores 12 from cards - there are two -5 penalties from face cards - plus 3 for the miner's mining bonus, and so fails.

The Scientist claims one of the negative cards is their own, they had no choice but to play it. Is that true? If so, where did the second card come from - was this bad luck or is there a Wolf Agent on the team?

SURVIVOR FLEET GUIDE

The survivor fleet consists of 6 Ships, as well as numerous shuttles and fighter craft, with each originating from a different member state of the Interstellar Council.

Frictions between the old nations of Earth and the new nations of the colonies were common before the Attack, but whether a common enemy has made common ground remains to be seen.

AEGIS BATTLESHIP

The AEGIS is the last known military ship from the ICSS and the main protector of the survivor fleet.

It is a medium-sized military vessel, functioning as both battleship and carrier. As well as having some weapon batteries, it carries a healthy complement of both space fighter squadrons and marines.

THE SHIPS AND OLD NATIONS OF EARTH

Dione Luxury Cruiser (F.A.S.)

The Dione is a huge luxury cruiser designed for long-term recreation. In the Survivor fleet it hosts almost half of the fleets civilian population.

It's officers and crew come from the "Federated Atlantic Syndicate", a large nation from Earth that helped lead the colonisation of other stars, until those colonies gained their independence from Earth.



Icebreaker Miner (C.P.A.)

The Icebreaker is a large mining vessel, providing an essential function for the Fleet by harvesting important materials and stryrium ore from nearby asteroids.

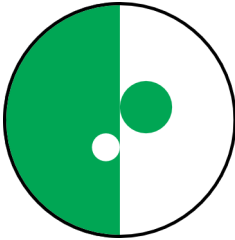
It's officers and crew come from the "Confederated People of Asia", a large nation from Earth that helped lead the colonisation of other stars, until those colonies gained their independence from Earth.

THE SHIPS AND NEW NATIONS OF THE COLONIES

Shepherd Supply Vessel (Rosal)

The Shepherd is a very large food production vessel, designed to grow food in deep space or orbit for various interstellar missions or surface-based emergencies.

It's officers and crew come from the colony of "Rosal", the first of the New Nations to gain their independence.



Quellon Water Hauler (Proxima)

The Quellon is a general purpose operations vessel designed to provide support for exploration missions and emergencies. It has facilities for producing large quantities of water.

It's officers and crew come from the colony of "Proxima", the most recent of their New Nations to gain their independence.

Refinery 124 (Gliese)

Refinery 124 has taken on many civilians, but a great deal of its crew are still workers in the refinery stations – working hard to provide the Survivor Fleet with the stryrium fuel it needs to avoid pursuing Wolf forces.

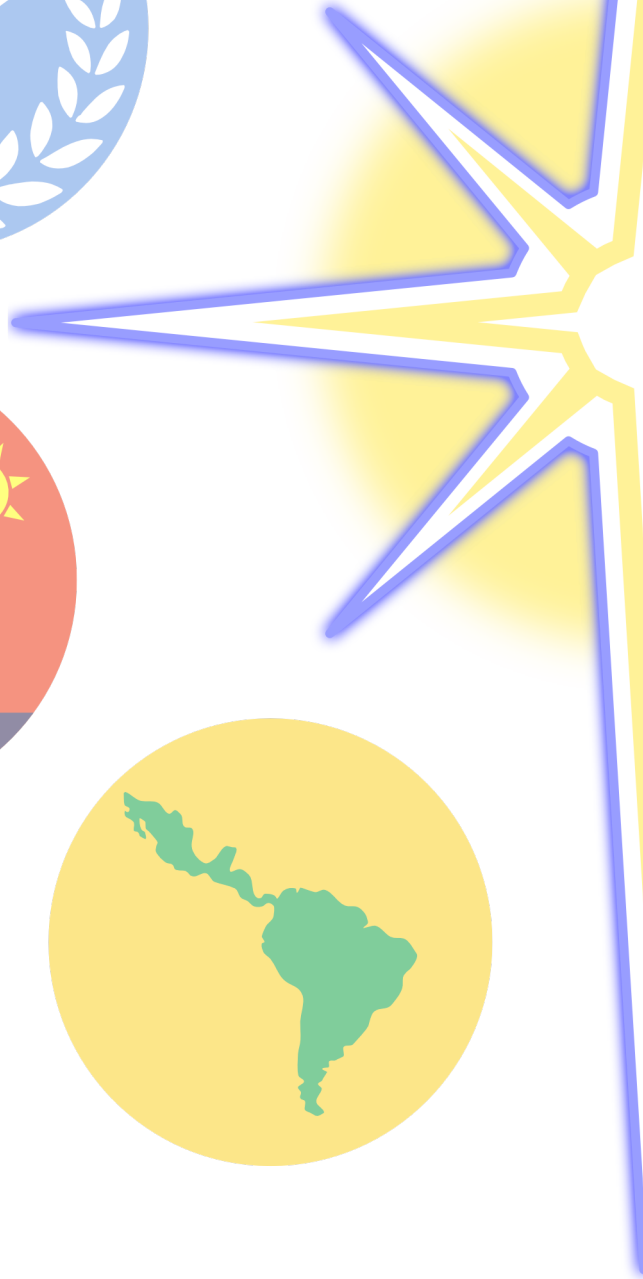
It's officers and crew come from the colony of "Gliese", a New Nation that strongly values their independence.

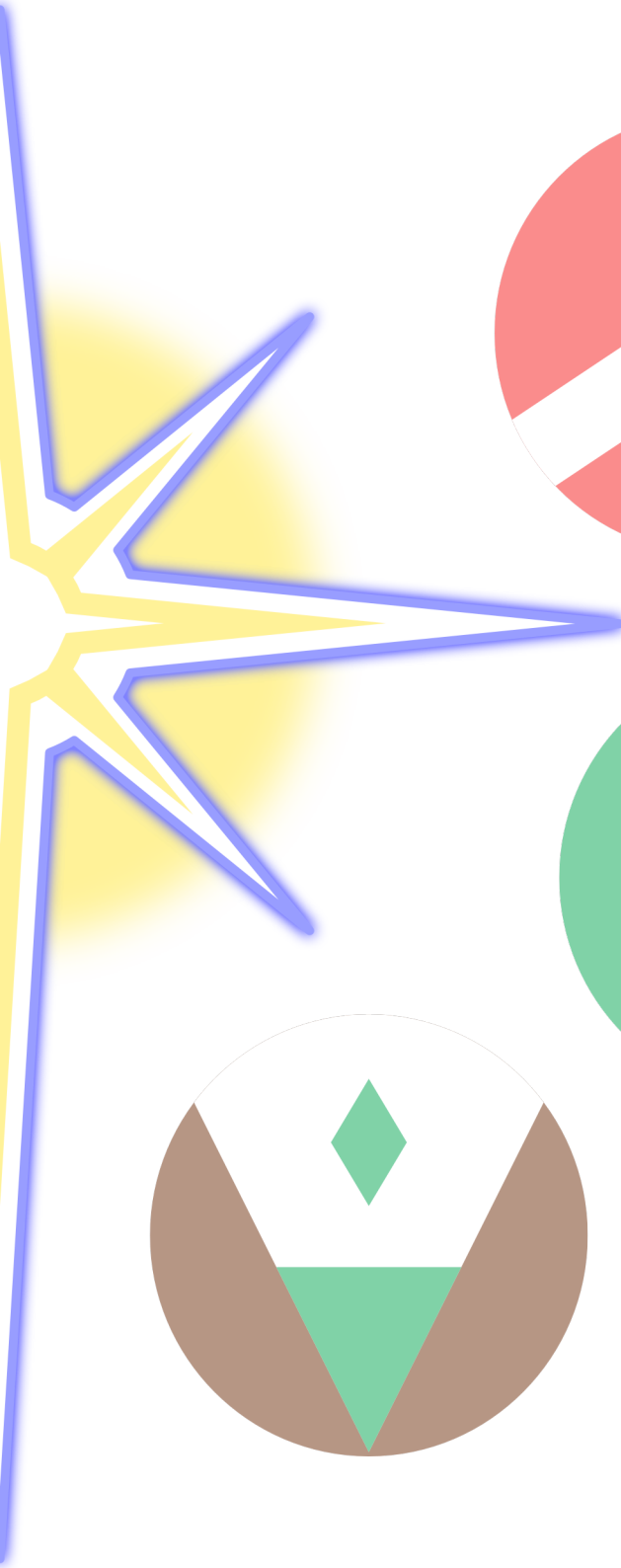


South American Nations (S.A.N.)

The S.A.N. is an Old Nation from Earth, but they do not currently have any ships in the fleet.

They covered South and Central America and are the least influential of the Old Nations, so were most commonly concerned with maintaining their voice on the Interstellar Council.





CREDITS

Based on the original megagame "*Den of Wolves*" by John Mizon (South West Megagames), which is available from his website.

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DEN OF WOLVES: NEW EDEN

In *Den of Wolves: New Eden* you will play a member of a space fleet, survivors of a massive attack from the nation of Wolf - decimating and subjugating the other settled worlds.

Together you will be trying to survive in space, flee further Wolf attacks and find a new home for your people - a *New Eden*.

