



***Devil in the Wilderness* Extension for Solo/Cooperative Play**

Introduction

This document outlines a set of rules extensions and variations which support solo and cooperative play of *Devil in the Wilderness* using the standard cards and game rules. Players take the part of the Witch Hunters, with these rules providing an “AI” for running the Reverend Burroughs and his evil minions.

Game Concepts

This system replaces the normal turn objectives and the Chaos Level with a different system for determining victory.

Burroughs and the ghost witches and some other NPCs are classed as “level bosses”. This means that they will allow players to gain and lose the different levels during play (see below). All other characters (zombies, etc.) that are spawned during play move towards the nearest Witch Hunter at the end of each turn, but do not have the same impact on gaining or losing levels.

Players will always start at Level 4, but the way in which levels are gained and lost depends not on achieving objectives, but on defeating (or being defeated by) the “level bosses.” Victory conditions and game play are different for solo play and cooperative play, as described in the next section.

Turn Sequence and Chaos Levels

The players will always go first, and the AI-driven minions of Evil will go last. For coop play, players roll for the order of their actions during the turn, as for the regular game. Step-by-step instructions for play are given below.

Solo Play: For solo play, if you kill a level boss, you will advance to the next level. If the level boss kills you, you will lose a level. When killed, you draw a Location Card and appear at the indicated place, fully regenerated. The level boss which killed you “disappears” and is removed from play, having wandered off to perpetrate their evil elsewhere (at least for now).

If you are killed at level 1, you lose, if you kill the boss at level 7, you win.

Coop Play: For coop play, each player is given a number (1st Player, 2nd Player, 3rd Player) and tracks their own level separately in the appropriate column in the Level Matrix, below. All of the players main characters must make it to Level 7 before victory is declared. The odds are good that all of the players won't reach Level 7 at the same time – if, after reaching Level 7, your character dies while the other witch hunters are still fighting, the witch hunters lose. Your character may choose to instead leave the board. If you do so, you lose the two free activations and the use of the cards for your character, but you are no longer vulnerable to being killed.

All other rules for the witch hunter and their allies are per the Core rule book.

Setup

Use the standard game setup from the core rule book, with the following changes:

Remove the Objective Cards and Event Cards for the Witch Hunters.

For the Witches, follow the steps below:

1. Remove the objective cards from the deck.
2. Separate the Event, Spell, Recruit, and Item Cards into separated piles.
3. Put the Event Cards for the Witch Hunter in the same pile as the Witches Event Cards, to make a single pile of Event Cards.
4. Choose one of the Event Cards to be your “boss” card and declare it on a piece of paper (*i.e.*, choose the “Angry Mob” card as your boss card.) See the explanation below.
5. Put 8 Spawn Points, with numbers 1-8, on board in random locations. They should be no closer than 10” to each other. Optionally, you may choose to have fewer Spawn Points to make the game easier.

“Boss Card”: The boss card provides a mechanism for the Witches and other NPC opponents to appear on the table. When the boss card comes up, note the Chaos Level of each player. By consulting the Level Matrix below, you will see which “boss” is indicated, and place that “boss” on the nearest spawn to each player character. This is done by cross-indexing the player (1st Player, 2nd Player or 3rd Player) with their current level, which shows which opponent “level boss” will appear on the Spawn Point nearest them. Every time the boss card comes up, each player will get a “level boss” figure – not just the player who triggered the event.

Game Play:

At the beginning of the turn, roll a D10. On a roll of 1-8, put Rev Burroughs on the Spawn Point with that number (on a 9 or 10 he does not appear). Note that Reverend Burroughs plays a special role in this extension: he is in hiding and will disappear after his activation, only to reappear at the beginning of each turn in a randomly chosen place, unless he appears on the table as a “level boss”.

When Reverend Burroughs appears, draw one card from each of the Spell, Item, and Recruiting decks for the Witches. Burroughs will play these cards if he can, and then disappear, only to re-appear at the start of the next turn.

After Reverend Burroughs has performed these actions, the witch hunters activate, as normal from the core rulebook, with one addition: before a character moves, roll a d10. If your figure is within that number of inches of a Spawn Point, or comes within that number of inches of a Spawn Point during movement, you will draw a card from the combined Event Deck.

That Event Card is then played out, as applicable, and then the Witch Hunters will finish the turn. You may trigger more than a single Event if you move too close to multiple Spawn Points. (Note that one of these Event cards has been designated as the “boss” card and will trigger the appearance of “level bosses” on the table, one for each player, as described below.)

After the Witch Hunters have taken their actions, all NPC characters activate. If there are none, the turn starts over.

When you encounter a level boss (by drawing the “boss” Event Card), you pick another three witch cards for each level boss, one from each of the Spell, Item, and Recruiting Decks. If any of the cards will aid the Witch in combat, they are played. The “boss” immediately activates and moves towards you and attacks. You can then counter-attack. If in melee, normal melee rules apply (however the “boss” will never break melee first). If figures are within shooting range, shooting is simultaneous. Witch Hunters may choose to run or use a different action when attacked. Note that any given character (player or NPC) will only make their actions at one point during the turn.

You play the game in this way until all Witch Hunters have completed Level 7 or fallen below Level 1.

Alternately, for time-limited games, you can total the Levels of all players, and then divide by the number of players. If the resulting score is within the range 5 to 7, the Witch Hunters win, otherwise the Witches are victorious. The Players will always win or lose together – they are not competing against each other (Evil doesn't work that way!)

Players will be assigned a number at the start of play, and will keep it throughout the game. If there is one player, they are always the “1st Player”. If there are two players, they are the “1st Player” and the “2nd Player”.

At the start of play, place a marker for each player at Level 4 in their column, and move it up and down as play progresses, based on whether their level boss is killed, or whether it kills them

Level Matrix			
Level	1st Player	2nd Player	3rd Player
1	Rev Burroughs	Keekwajoo (werewolf)	Townfolk Zombie
2	Pukjinskwes Second ghost witch	Townfolk Zombie	Keekwajoo (werewolf)
3	Skadegamutc First ghost witch	Keekwajoo (werewolf)	Plague rats
4	Lost Brave Wabanaki Zombie	Plague rats	Keekwajoo (werewolf)
5	Skadegamutc First ghost witch	Keekwajoo (werewolf)	Plague rats
6	Pukjinskwes Second ghost witch	Dire Wolf	Keekwajoo (werewolf)
7	Rev Burroughs	Keekwajoo (werewolf)	Townfolk Zombie

NPC Characters

Name	Current	Total	SV	MV	Resil	Diplomacy
Dire Wolf		3	2	4	3	2
Large Familiar		1	2	3	3	2
Small Familiar		1	2	1	3	2
Plague Rats		1	2	2	2	2
Townfolk		1	2	2	3	2
Aglebemu (giant frog)		3	2	3	5	2
Keekwajoo (werewolf)		5	2	4	5	2
Chenoo (ice giant)		5	2	4	5	2
Zombie		1	2	2	3	2

Level Bosses							
Name	Current	Total	SV	MV	Resil	Diplomacy	Weapons
Rev. Burroughs		10	3	2	5	2	pistol, sword
Skadegamutc		10	3	2	4	2	Bow, knife
Pukjinskwes		10	2	2	4	2	Bow, knife
Lost Brave		10	2	3	3	2	Bow, Tomahawk