

THE WITCHER®

PATH OF DESTINY

WILD HUNT

EXPANSION



RULEBOOK

CREDITS



Designer

Łukasz Woźniak

Project Owner

Barnaba Drukala

Art Director

Dawid Bartorniejczyk

Lead Developers

Eryk Nowak

Michał Sprysak

Developers

Łukasz Szopka

Franciszek Ostojcki

Wojciech Wiśniewski

Illustrations

Agata Skowronek

Katarzyna Przeździecka

Main Graphic Concept and Design, Playmat Art

Michał Długaj

Main Graphic Design

Łukasz Dudasz

Graphic Design

Jakub Litwornia

Maciej Simiński

DTP

Michał Kulasek

UX and Miniature Design

Nika Bartkowska

Miniature Design

Jakub Kacperski

Patryk Ornoch

Anna Drewniak

Klaudia Niewinowska

Katarzyna Żurawiecka

Robert Kurek

Tomasz Kalisz

Titan Forge

Story

Piotr Grzymisławski

Editor

Jarostaw Wójcicki

Marketing

Łukasz Simiński

Krzysztof Baranowski

Paweł Bożydaj

Jolanta Jaworska

Mateusz Pachciarz

Kamil Wargin

Wojciech Woźniak

Sales

Paweł Podgrudny

Michał Gryń

Jan Psiuk

Production and Logistics

Filip Buchalski

Szymon Faferko

Customer Service

Katarzyna Majewska

IT

Tomasz Kozak

HR

Aleksandra Banaszak

Lead playtesters

Artur Lutyński

Przemysław Ciemniejewski

Video

Tomasz Bar / Hexy Studio

Maciej Klimczak

Campaign Proofreaders

Hugues-Arnaud Lamot,

Francesco Alfieri, Hanna Schier,

David Ledesma Moraga,

Javier Rodriguez, Rémy Moreau,

Logan Wintgens, Emilien Sire,

Kevin Michaud, Bartek Zawadzki,

Gérald Fruchart, Bernhard Thöresz,

Markus, Benjamin Dupont,

Christian Meneses, Bonnard Johnny,

Arne Ruddat, Martin Frommherz



CD PROJEKT RED®

Product Development

Magdalena Drążek
Jan Rosner
Rafał Jaki

Art Director

Paweł Mielniczuk
Remigiusz Nowakowski

Brand Manager

Gabriela Jaroszyńska

Country Manager

Satoru Homma

Franchise and Lore Designer

Marcin Batylda

Communication

Robert Malinowski
Paweł Burza

Community Manager

Dominika Burza
Beatrice Pancalli
Camille Nogueira
Ryan Schou
Maria Delgado de Torres
Marcin Momot
Alicja Kozera

Legal

Kinga Palińska

Playtesting

Anna Dzitkowska
Kacper Ullmann

Public Relations

Radek Grabowski
Marta Piwońska
Michał Platkow-Gilewski

Producer

Anna Czaplńska
Magdalena Darda-Ledzion
Luigi Annicchiarico

Proofreading

Marcin Łukaszewski
Ryan Bowd
Alicja Zapalska
Łukasz Gręda

Senior Character Artist & Sculptor

Dawid Kowal

Illustrations

Anna Podedworna,
Przemysław Juszczyk, Yama Orce,
Adrian Smith, Ala Kapustka,
Bartłomiej Gawęł,
Bogna Gawrońska, Bryan Sola,
Diego De Almeida Peres, Graft Studio,
Karol Bem, Katarzyna Bekus,
Lorenzo Mastroianni,
Maciej Łaszkiwicz, Manuel Castañón,
Marek Madej, Nemanja Stankovic,
Sandra Chlewińska

© 2024 CD PROJEKT S.A.

All rights reserved. CD PROJEKT, the CD PROJEKT logo, The Witcher and The Witcher Logo are trademarks and/or registered trademarks of CD PROJEKT S.A. in the US and/or other countries. The Witcher game is set in the universe created by Andrzej Sapkowski in his series of books.


INTRODUCTION

The Wild Hunt expansion offers a new Tale and a new type of gameplay: one against many. One Player will take on the role of the Wild Hunt – elves desperately trying to save their world, for whom capturing Ciri is their last chance. The other Players, Heroes, form a cooperative team that won't let that happen.

You may also use this expansion to play solo against the automated opponent – the Wild Hunt Automata.

During the game, the Wild Hunt will advance his Generals on their Threat tracks, unlocking powerful Traits. Heroes must cooperate and play cards of the same color to defeat them and draw General Weakness cards.

OVERVIEW

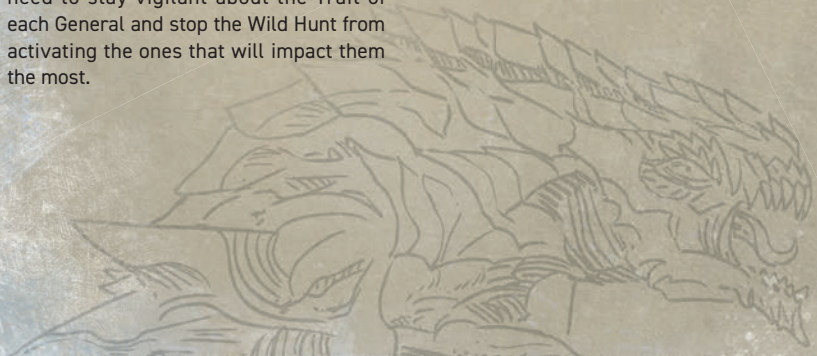
This Tale divides Players into 2 teams: the Wild Hunt and Heroes. The Heroes gain Victory Points () collectively and at the end of the game, they either win as a group, or the Wild Hunt Player wins.

The Wild Hunt acts as a regular Player, drafts cards from the offer in the Initiative order, and plays them to their timeline. Unlike in the base game, at the Placing the Destiny token Step, the token's place is determined only by the Wild Hunt's Symbols.

There are 4 Generals on the Generals playmat, each on his own Threat track. Heroes need to stay vigilant about the Trait of each General and stop the Wild Hunt from activating the ones that will impact them the most.

Heroes may freely (and only openly) discuss their strategy, decide together which cards they will draft and play, and when they activate Abilities. They may not share cards, or any other components with each other. Heroes gain Victory Points as a group, but each Player still individually tracks their Experience Points, following the regular rules of the game.

When playing the Wild Hunt expansion, do not use any other modules, or components from other expansions.



COMPONENT LIST



23 Tale cards



1 Generals playmat



4 Generals miniatures



6 Starting cards



1 Wild Hunt Character board



1 Wild Hunt miniature

5



6 Side Quest cards



1 Aid card



16 General Trait cards



16 General Weakness cards



5 Ability tokens



2 Experience tokens
(regular and gray)



Character standee



1 Victory Point miniature



1 Solo Mode Player Board

GAME SETUP

Follow the regular rules of the game.

1 PLACE THE PLAYMAT ON THE TABLE

Place the Generals playmat on the table next to the main playmat, in front of the Wild Hunt Player.

2 THE WILD HUNT TALE

When facing the Wild Hunt use the Tale cards provided in this expansion.

2A Place the deck of the Tale card in the designated place on the playmat.

2B Place the Destiny tokens next to the Tale cards. Do not use Path tokens with this expansion.

3 PLACE THE CARDS...

Shuffle the Main deck and place it on the designated spot on the playmat. Fill the Pool of available spots with pairs of cards.

- For 1,2, and 3-player game - there are 4 spots available.
- For 4 and 5-player game - there are 5 spots available.

4 ...EXTRA EXPERIENCE TOKEN...

Place the Extra Experience token next to the bottom-most filled spot.

5 ...AND SYMBOL TOKENS

Place Symbol tokens on the table.

6 CHOOSE CHARACTERS

Choose Characters and follow their regular setup following the Core Game rules. When playing with 2 or more Players, one of them has to pick the Wild Hunt.

If playing Solo, the Player chooses 1 Character as a Hero, and fights against Automa, that controls the Wild Hunt.

6

STARTING INITIATIVE ORDER

-  the Wild Hunt
-  Dandelion
-  Vesemir
-  Yarpen
-  Dijkstra
-  Regis
-  Geralt
-  Yennefer
-  Letho
-  Ciri
-  Triss



GAME SETUP

6A Place the Characters on the Initiative track following the Initiative order.

6B Use Ciri's Victory Point marker and place it on 0 on the Victory Point track (Solo and a 2-player game exception – place the token on the 9 Victory Points spot). Place the Wild Hunt scoring miniature on the 0 spot.

6C The Wild Hunt starts the game with 6 Action cards in their hand and 5 Ability markers. Place 1 on the first Ability from the left, active side up.

Place 2 Experience markers on the track: regular on the 0 spot, and gray on the right of the track (treat it as the golden marker, following the Core game rules).

6D Use Side Quest cards provided in this expansion, rather than the regular ones. Choose their side according to the number of Heroes.

7 TALE SETUP

7A Divide the General Trait deck into 4 piles, each corresponding to one of the Generals, and place 1 random card from each face-up in the designated spaces in order: Imlerith (red), Eredin (green), Nithral (blue), Caranthir (yellow) on the Generals Playmat.

7B Divide the General Weakness deck into 4 piles, each corresponding to one of the Generals, shuffle them separately, and place each face-down in the designated spaces on the Generals playmat.

7C Place 4 Generals miniatures on the Generals Playmat in the starting spaces.



GAMEPLAY

DRAFTING CARDS, PLAYING CARDS

Players (Heroes and the Wild Hunt) draft and play cards following the regular rules. Heroes may freely discuss their strategy, especially regarding which cards to play.

Playing as Dandelion

When Dandelion activates his 3rd Ability, only the Wild Hunt is affected by the "each other Player" part of the Ability.

After the playing cards Step, play an additional Step:

THE WILD HUNT

The Phantom Riders are restless. In this Step, the Players will clash in a battle.

During the Strategic Withdrawal, the Heroes will have a chance to stand up to them, by coordinating their attacks. Playing cards of one color will force a General to back out of fight... for a moment.

Then, during the Advancement, the Wild Hunt will move its Generals up on the Threat tracks to gain more power.

STRATEGIC WITHDRAWAL

If 1/2/3/4 Heroes (Players other than the Wild Hunt) have 2/3/4/5 cards in the same color among the 2 last cards in their Timeline, they Defeat a General corresponding to that color.

Heroes may only defeat 1 General during the Wild Hunt Step (they choose 1 if they were to defeat more).

An example: 3 Heroes have 4 red cards in total as their last 2 cards in Timelines. Im-lerith is defeated.



Defeating a General:

- move the General back to the starting space on his Threat track (don't move him if he's already there),
- draw a Weakness card from his pile and place it face-up next to the playmat. Later in the game, Heroes may decide together to put it at the bottom of the General's Weakness pile to use its once-per-game effect.

GAMEPLAY


ADVANCEMENT

Now it's time for the Wild Hunt to act.

The Wild Hunt Player checks the color of the last 2 cards in their Timeline and moves the corresponding General(s) 1 space up on their Threat track for each matching card. Resolve each movement separately. **If a multicolor card was played, the Wild Hunt chooses 1 General of only 1 of its colors to move.**

During the General movement, several bonuses may be activated:




the Wild Hunt gains 2 .




Dire Threat space - as long as the General remains in these spaces, his Trait card with a passive ability is in effect.



the Wild Hunt gains 1 .



the Banner: if the General would move, but he's already on the highest space of his Threat track, don't move him, and the Wild Hunt gains 1 .


PLACING THE DESTINY TOKEN

The Destiny token with the current Turn number is assigned to one of the Active Symbols **the Wild Hunt Player has the most of**. If there's a tie, set the token aside.



THE END OF THE CHAPTER

After determining the Dominating Symbol according to the regular rules, all Players gain Experience points individually, for each of their Non-Dominating Symbols.

Example of Advancement:

the Wild Hunt gains 2  and Eredin's Trait is now in effect.







the Wild Hunt decides to use the multicolored card as yellow, moves Caranthir twice: gains 1  from the last space and an additional 1 .




GAMEPLAY

The Wild Hunt gains 1 Victory Point for each of their Dominating Symbols, and extra Victory Points for each Hero, who has fewer Dominating Symbols, depending on the number of Heroes:


1 Hero	2 Heroes	3 Heroes	4 Heroes
0 	3 	2 	1 
	for each	for each	for each





Heroes gain 1 Victory Point for each Dominating Symbol of:






- a Hero, who has the most Dominating Symbols,
- a Hero, who has the fewest Dominating Symbols



If there is only 1 Hero Player, they score  for Symbols once.




Example

After the 1st Chapter,  was the Dominating Symbol:

1. the Wild Hunt has 4 , Geralt has 6 , Ciri 4 , and Dandelion 2 :

- the Wild Hunt scores 4  for his Symbols and an extra 2  for having more  Symbols than Dandelion,
- Heroes score 6  for Geralt's Symbols (the most) and 2  for Dandelion's Symbols (the fewest).

2. the Wild Hunt has 4 , and Dandelion has 2 :

- the Wild Hunt scores 4  for his Symbols and no extra  as there is only 1 Hero,
- Heroes score 2  for Dandelion's Symbols.

THE END OF THE GAME

Only 1 Hero scores Victory Points for the Heroes according to the Experience Points track, choose one, who has the most of them. The Wild Hunt scores these points according to their Experience Points track.

The Wild Hunt and Heroes score Victory Points for completing their Side Quests.

SOLO MODE

When playing against Automa follow the Solo Mode rules, page 20 in the core rulebook.

SETUP

Choose any of the Characters as your Hero and take the Wild Hunt Automa board.

Set up the game and follow the following rules specific for the Tale.



Place the Hero Victory Point token on the 9 Victory Points spot.

THE END OF THE CHAPTER

Do not award any bonuses from the Tale cards effects.



