



Weasel Wars



Rulebook



About the Game

Weasel Wars is a competitive fantasy adventure board game set in the living forest of Evermoss, where asymmetric clan leaders fight for glory, survival and control across an ever-changing world.

Explore hidden paths, battle rival clans and dangerous raiders, discover mysterious settlements and adapt your strategy as the forest itself constantly reshapes the adventure.

Objective of the Game

There are many different paths to power within Evermoss. You may expand your influence through combat, exploration, resource management, missions or clever strategic decisions. But no matter how you choose to forge your legend, the ultimate objective of the game is to become the first player to reach Level 18.

How you achieve it will depend entirely on your cunning, adaptability and the choices you make throughout your journey.

What's Inside the Box



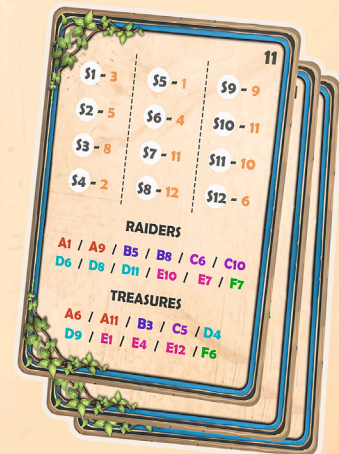
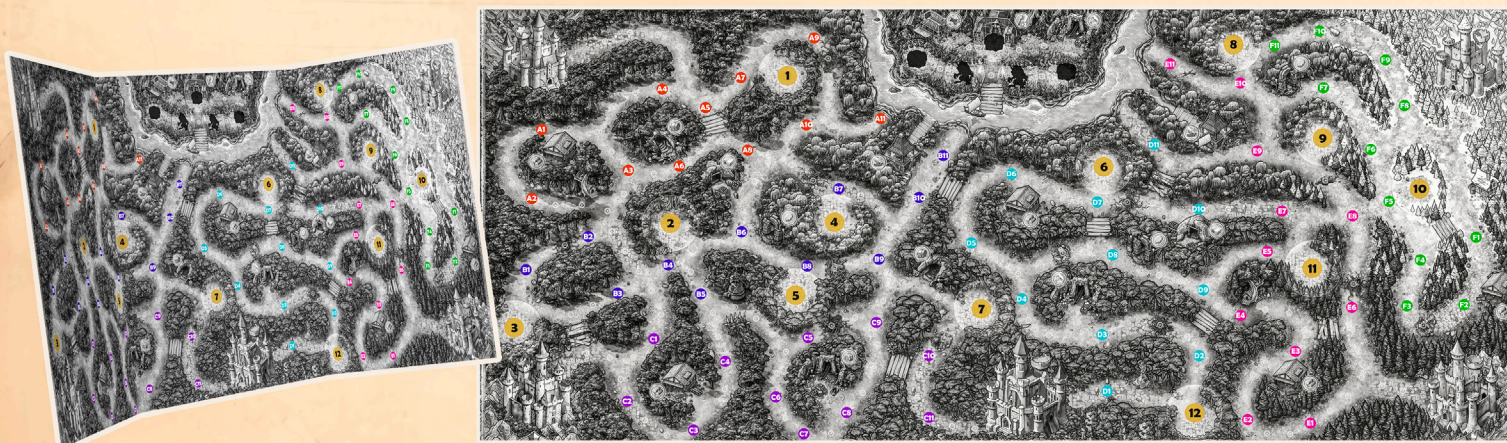
- Game Board
- Settlement Tiles
- Enemy / Treasure Tokens
- Miniatures / Clan Markers
- Hero Boards
- Building Tokens
- Skill Tokens
- Boat / Treasure Tokens
- Troop Tokens
- Gold / XP Tokens
- Bonus / Battle Cards
- Treasure Cards
- Mission / Character Cards
- Raider Cards
- Resource Cards
- Custom Dice

Board Setup



At the beginning of each game, the board is assembled using settlements, enemies and more to shape the forest of Evermoss.

This setup process is simple and dynamic, using a series of interchangeable settlement tiles that fit naturally into their designated spaces on the board. Their placement is determined through the random setup cards and placement reference included in the game, ensuring that every match creates a different forest layout, with new paths, opportunities and strategic possibilities to explore.



Although the setup is randomized, it is designed to ensure balanced starting conditions for every player. Enemies and treasures are distributed in a structured way so no player begins the game at a disadvantage, with most randomization taking place farther away from the starting castles.

Character Selection

Before the game begins, each player must choose a clan. Every clan is led by a unique hero with special abilities that can be adapted to different strategies throughout the game.

Each hero also has their own Strength, Agility and Magic attributes, which can be upgraded during the match and allow them to equip powerful items capable of enhancing different aspects of gameplay.



Hero Board



EQUIPMENT CARD



HERO ATTRIBUTES



SKILL TOKEN



On your Hero Board, you can upgrade your hero's attributes, equip powerful items and improve your castle throughout the game.



CASTLE UPGRADE TILES



Game Tip

You can also play in Random Hero Mode by shuffling the hero cards and dealing them face down to each player.



The Cards

Cards are an essential part of the game.

There are six different types of cards used throughout the game, divided into four distinct card backs for gameplay purposes.

Each card category serves a unique role during the match and features its own characteristic color style for quick and intuitive identification.

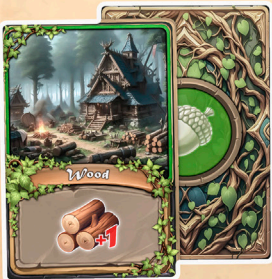


Battle Cards



Battle cards provide strategic advantages during combat between players, allowing you to influence battles in different ways. Only one Battle Card may normally be used per combat unless an ability states otherwise. These cards can only be played during combat and are discarded after use.

Resource Cards



Resource cards provide valuable materials used for trading, upgrading your castle and other gameplay effects. They can be used at any moment during your turn and are discarded after use.

Mission Cards



Mission cards offer valuable objectives with powerful rewards upon completion. They become active as soon as they are received and are discarded once completed.

Equipment Cards



Equipment cards provide powerful items that your hero can equip throughout the game, granting unique advantages and abilities. Each item has its own attribute requirements depending on its power level, and equipment may only be equipped or unequipped at the beginning or end of your turn.

Loot Cards



Loot cards can be obtained in many different ways and provide a wide variety of rewards, including resources, experience, equipment, Battle Cards and more. Discarded after use.

Raider Cards



Raider cards represent the dangerous enemies that roam the forest of Evermoss. Each card displays the enemy's characteristics, abilities and the rewards obtained for defeating them.



Beginning the Game

At the beginning of the game, each hero starts in their clan's castle. To begin the game, all card types are shuffled and placed separately by category. Resource cards are sorted by resource type and placed face up, while all other card decks remain face down. Each player then places their hero's starting attributes on their Hero Board.



At the start of the game, every clan receives **3 Bonus Cards, 8 Gold and 8 Troops.**

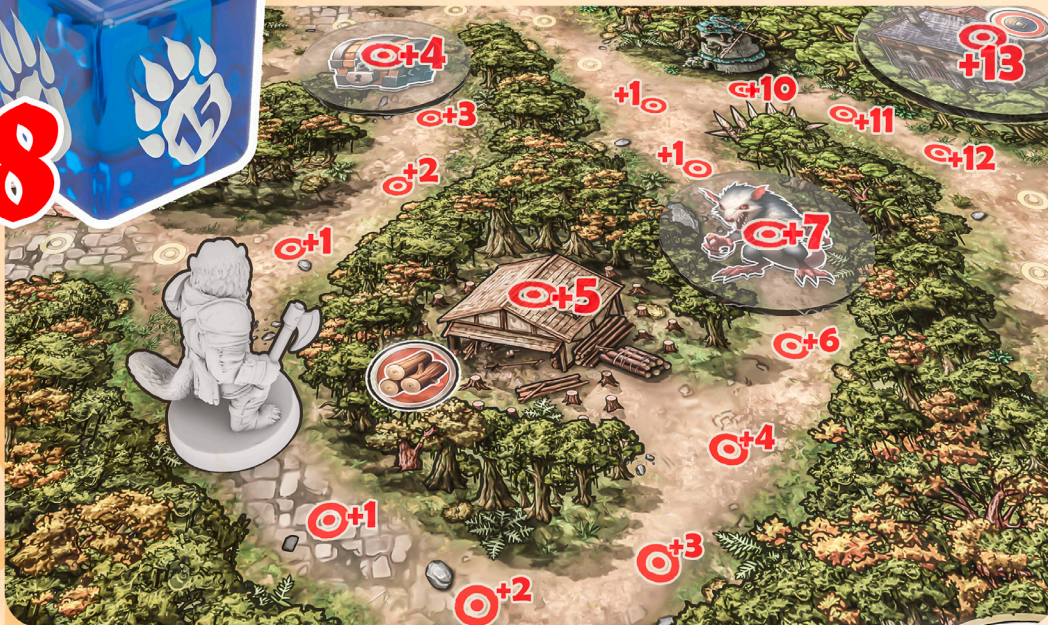
Turn Structure

At the beginning of each turn, draw **1 Bonus Card** and receive **2 Troops** from your castle.

You must then roll a Movement Die. The result determines how many movement points you may use during your turn to travel across the map. You are free to explore paths, visit settlements, interact with locations, battle enemies, manage your resources or make changes to your castle as you wish. Once you run out of movement points—or decide to end your actions—the turn passes to the player on your right.



Movement Across the Board



Movement across the board is performed by rolling the Movement Die. Your hero miniature then travels between the connected path points of the map according to the result obtained. Each point on the board costs **1 movement point to cross**. For example, if you roll **18** on your Movement Die, you may move up to **18** points across the map in any direction you choose.

To visit a settlement or important location, your hero must stop directly on top of that location. Just before each settlement or special area, there is an **orange point** that marks its access position on the path.



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Red points on the map represent obstacles and cost double movement to cross unless your hero has an ability or item that ignores obstacle penalties.



Your hero's movement points can also be increased in different ways through abilities, equipment cards, dice effects and other gameplay mechanics.

Game Tip

During the first turn of the game, each player rolls two Movement Dice instead of one, allowing heroes to explore the forest more quickly.

Dynamic Settlements



Dynamic Settlements are one of the core elements of the game, reshaping the map between matches to create new strategies, routes and opportunities while preventing repetitive gameplay. Additional settlements can also be added to make the forest even more varied and unpredictable.

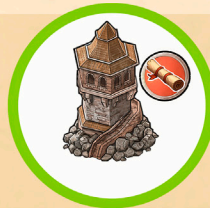
These locations allow players to perform key actions such as gathering resources, trading, recruiting troops or moving more efficiently across the map.

The game also includes several fixed settlements near each player's starting area to ensure balanced access to essential locations.



Ore Mine

Provides 1 Stone each time you visit it. If conquered, it produces 1 Stone per turn.



Tower of Wisdom

1 Bonus Card each time you visit it. If conquered, it produces 1 Bonus card extra per turn.



Cathedral

Allows you to exchange Relics and acquire Missions.



Gold Mine

Provides 2 Gold each time you visit it. If conquered, it produces 2 Gold per turn.



Provision Hall

Allows you to exchange Bonus Cards for Experience.



Haven

Allows you to take refuge from attackers.



Sawmill

Provides 1 wood each time you visit it. If conquered, it produces 1 wood per turn.



Mercenary Camp

Allows you to recruit Troops in exchange for Gold.



Ever Gate

Allows you to travel to your castle or another Gate for 3 Crystal.



Barracks

Provides 1 troop each time you visit it. If conquered, it produces 1 troop per turn.



Trading Post

The Trading Post Allows you to trade and exchange resources.



Cave

Allows you to explore it in search of loot.

Fixed Settlements



Crystal Mine

Provides 1 Crystal each time you visit it. If conquered, it produces 1 Crystal per turn.



Stronghold

Provides 2 Troops each time you visit it. If conquered, it produces 3 Troops per turn.



Harbor

Allows you to purchase a boat.



Hidden Hollow

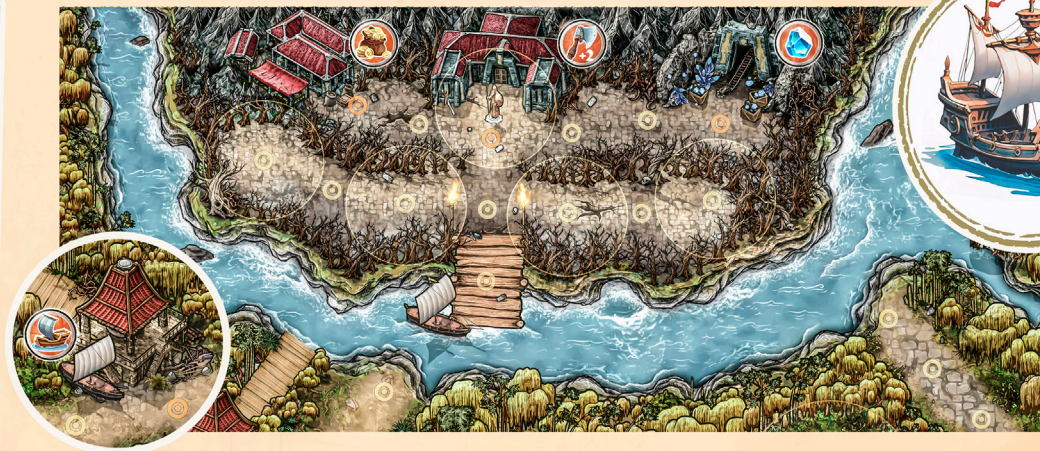
Provides a Wanderer Advantage.

Treasures



Treasures provide 3 random Bonus Cards when claimed. To collect a treasure, your hero must stop exactly on its location on the board. Once opened, the treasure is removed from the map.

Island of Twisted Roots








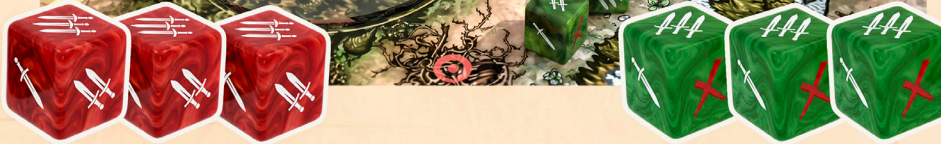
The Island of Twisted Roots contains epic treasures and rare settlements, but to reach it you must first purchase a Boat at the Harbor.

Boats can be purchased at any time for 15 Gold and 8 Wood. Once acquired, the boat remains available for the rest of the game.

Combat System

The Combat System is one of the core elements of the game. Battles are resolved through player Troops and a custom dice-based combat system. This system adds unpredictability and excitement to every encounter while maintaining a strong strategic component, as combats can be influenced through multiple tactics, abilities, equipment and card effects capable of compensating weaknesses or reducing an opponent's advantages.

-  **1 Sword**
- Attack / Defense
-  **2 Sword**
- Attack / Defense
-  **Critical Hit**
- Attack
-  **Block**
- Defense
-  **Miss**
- Attack / Defense



Dice combat is designed to be fast, intuitive and dynamic while still offering strong strategic depth.

During combat, each player rolls one die for each Troop participating in the battle, up to a maximum of three dice per side, not including additional bonuses from abilities, items or card effects.

The results are then compared one against one. Each winning result eliminates one enemy Troop. In the case of equal values, the defender wins the comparison.

Critical Hits and Blocks are special results that can only be countered by each other, making them some of the most powerful outcomes during combat.

Some hero abilities and Equipment Cards directly influence combat by adding extra dice, attack or defense bonuses, creating powerful combinations and even allowing players to escape from combat.



Battle Cards provide strategic effects useful in different combat situations and playstyles. Normally, each player may use only one Battle Card per combat unless an ability or item allows otherwise. The attacking player always rolls first.



Game Tip

Although players are committed to combat once it begins, it is still possible to escape through abilities, cards or even negotiation. However, if your hero is defeated, you must return to your castle.



Raiders

Raiders infest the forest of Evermoss, lurking across its hidden paths and dangerous territories. Although players never know exactly what threats await within the shadows, Raiders are one of the most efficient ways to gain Experience and valuable loot, especially during the early stages of the game.



To confront a Raider and reveal the enemies hidden behind it, your hero must stop exactly on the Raider's position on the board. Until revealed, neither its strength nor its rewards are known. Some abilities and items allow players to reveal Raiders.



Once the Raider's number of Troops has been determined, place the corresponding Troop Tokens and begin the battle. A minimum of three full combat rounds must be completed before retreating becomes possible. After the third round, the player may choose to retreat back to their castle.



Once you engage a Raider, draw a hidden Raider Card. This card reveals the type of Raider you are facing and the number of Raider Dice that must be rolled to determine its strength.

Roll the indicated number of Raider Dice. The combined result represents the total number of Troops controlled by that Raider.



If you defeat the Raider, gain the rewards shown on its card. If your hero is defeated, return immediately to your castle.

Game Tip

Some abilities and items provide special advantages when fighting Raiders, including bonus effects and increased or even doubled rewards.

Experience & Progression



Experience is one of the most important elements of the game, as it allows players to improve their hero's attributes and gain levels, which is ultimately the main objective of the game.

There are many different ways to earn Experience, including Raiders, battles, treasures and missions, among others. Players must adapt their strategy to gain Experience as efficiently as possible according to their preferred tactics and playstyle.



Experience Allocation



Each hero has a set of attributes that can be improved using Experience. **Every 2 Experience Points increase one attribute of your choice by 1 point.**

Attributes allow heroes to equip increasingly powerful items, among other gameplay advantages.



Experience can also be spent to gain Levels. As your hero reaches higher Levels, new hero abilities will be unlocked.

Each new Level costs **3 Experience Points.**



Game Tip

Experience may be saved without being assigned until the moment it becomes most useful.



Castle Upgrade

Castle Upgrades are another important part of the game, as the castle is the clan's main source of Troops from the very beginning of the match. Using Resources and Gold, players can improve different parts of their castle to gain increasing benefits and advantages for their clan throughout the game.



Watchtower

Adds **1** extra Defense Die during sieges.



Goldhaven

Provides **3** extra Gold per turn.



Scrollnest

Provides **1** extra Bonus Card per turn.



Barracks

Provides **2** extra Troops per turn.



Ore Mine

Provides **2** extra Troops per turn.



The castle always contains a minimum of **5 permanent Troops**. If your castle is besieged, the attacker steals half of your cards, but your castle Troops regenerate after the battle.

A player's castle cannot be attacked again until a different player's castle has been attacked first.

Game Tip

Winning a siege grants valuable loot and immediately increases your hero by 2 full Levels.

Battle Experience

When defeating a Raider, the player gains the amount of Experience shown on the Raider Card unless modified by bonuses, abilities or items.

In battles between players, the winner steals **3 random cards** from the opponent and gains **1 Experience for every 5 enemy Troops** defeated during combat. The minimum Experience gained from a player battle is always **2**.



Missions

Mission Cards provide specific objectives that reward players with valuable prizes and Experience upon completion. Missions can be requested at the Cathedral, where players receive a random Mission Card. Once the objective has been completed, the reward may be claimed at any Hidden Hollow within the forest.

Victory

Although there are many different strategies and paths to victory, the winner of the game is the first player to reach the final Level by advancing all the way to Level 18.

In Team Mode, victory is achieved in the same way, but the Levels of both players on the same team are combined to determine the total progression toward Level 18.

How you choose to reach victory will depend entirely on your strategy, alliances and decisions throughout the adventure.

