



Weasel Wars



Rulebook



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Introduction

Weasel Wars is a game of adventure, exploration and conflict set in the living forest of Evermoss. Each player must take control of a unique clan struggling to claim dominance over the forest.

Flow of Play

Each turn follows the same structure.

At the start of your turn, you gain troops from your castle and draw a Bonus Card. Then, roll the Movement Die to determine how far your hero may travel through the forest.

During movement, you may explore Settlements, confront Raiders, gather resources, complete missions and interact with other players. Once you have no Movement Points remaining, your turn ends, and play passes to the player on your right.

The structure of a turn is explained in detail later in this guide.

Victory and Gaining Experience

To win the game, you must be the first player to reach Level 18.

Heroes increase their Levels by spending Experience Points earned throughout the game. Since Experience can be gained in many different ways, there are also many strategies for progressing through the Levels.

The main ways to gain Experience during the game are:



Treasures



Raiders



Settlements



Combat



Resources



Missions

How a Match Flows

As the game progresses, the balance of power across Evermoss constantly changes.

Players must adapt their strategies throughout the match, shifting their focus between exploration, combat, resource control and territorial expansion in order to reach Level 18 before their rivals.

Early Game

At the beginning of the game, players focus on exploration, gathering resources and confronting Raiders to gain Experience and equipment.

During this stage, venturing deep into the forest to discover its limited hidden treasures before rival clans can become a major advantage.

Mid Game

As heroes grow stronger, players begin competing for control of Settlements and strategic locations across the forest.

Combat between rival clans becomes more frequent, and controlling valuable resources and key paths grows increasingly important.

Late Game

During the final stages of the game, powerful heroes, upgraded castles and large troop forces dominate the forest.

Players must carefully choose when to fight, defend or pursue Experience in order to reach Level 18 before their rivals.

Turn Structure

Although players may choose different strategies throughout the game, every turn follows the same basic sequence:

1st



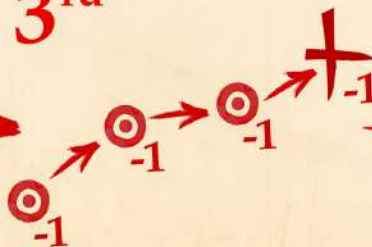
Gain Troops and draw your Bonus Card.

2nd



Roll the Movement Die.

3rd



Move through the forest and interact with locations, Raiders and other players.

4th



Upgrade your hero or castle, if possible.

5th



End your turn once all Movement Points have been spent.

Components

Troops



Troops represent the military forces of each player. They are mainly recruited from Castles and Barracks throughout the game.

Heroes



Heroes are the main characters controlled by each player. They travel across the forest, confront Raiders, complete missions and battle rival clans.

Game Dices



Dice are used for many actions throughout the game, from movement and combat to exploring caves and granting special bonuses.



Hero Boards



Represents your hero's castle, attributes and progression throughout the game. It is used to manage castle upgrades, improve attributes and place the equip card currently equipped by your hero.

Game Cards



Cards provide equipment, resources, missions, combat effects, rewards and special advantages throughout the game.

Settlements



Strategic locations spread across the forest. Players may visit, control and defend them to gain resources, advantages and much more.

Other Tokens



The game also includes additional tokens, such as Boats, which allow Heroes to travel to the island.

Level Markers



Represents the strength and influence of your clan throughout Evermoss. As players gain XP, the marker advances through the 18 Levels, tracking each hero's progression toward victory.

Gold & Xp Tokens



Gold and Experience gained by each player throughout the game. Both may be spent at any moments during the match to obtain upgrades, advantages and progression.

Setup

Weasel Wars is quick and easy to set up.

After just a few steps, the forest of Evermoss will be ready for play.

1st Board Setup

Place the Game Board in the center of the table. Then, place the 12 Dynamic Settlement tokens, the 12 Raiders and the 8 Treasures on the board.

Dynamic Settlement placement is explained step by step on the Dynamic Settlement Setup page.



2nd Card Decks Setup

Separate the Bonus, Raider and Mission Cards by type. Shuffle each deck separately and place the three piles face down on the left side of the Game Board.



3rd Resource Cards Setup

Separate the Resource Cards into their three different types and place each pile face up on the left side of the Game Board.



4th Clan Selection

Each player chooses a Clan. Then, take the corresponding Hero Figure, Hero Board and Hero Marker.

- 1st Place your Hero Figure in one of the starting Castles.
- 2nd Place your Hero Board in front of you and set its starting Attribute Points.
- 3rd Place your Hero Marker on the initial space of the Level Track.



Game Start

At the beginning of each turn, every player receives at least 2 Troops from their Castle and 1 random Bonus Card.

5th Starting Troops & Cards

Give each player their starting cards, troops and Gold. Each player receives:

- 8 Troops
- 8 Gold Coins
- 3 Random Bonus Cards

The Map

The Game Board represents the forest of Evermoss, where most of the game's action takes place.

① Paths

Paths are used by players to travel across the forest.

They are divided into Nodes, and each Node represents one step of movement.

② Nodes

Each represents 1 Movement Point. Orange Nodes provide access to Settlements, while red Nodes represent obstacles and cost double the Movement Points to cross.



③ Bridges

Bridges act as shortcuts that allow Heroes to travel more quickly across the forest.

They may only be used while they remain intact.



① ② ⑥ ⑦ ③ ⑤ ④

④ Castles

Castles are the starting location of each player and the main source of Troops throughout the game.

If a Hero loses a battle, it immediately returns to its Castle.

⑤ Fixed Settlements

Fixed Settlements are permanent locations placed on the Game Board that players may visit throughout the game.

⑥ Dynamic Settlements

Interchangeable locations that players may visit throughout the game.

They provide a wide variety of things, including Troops, resources, trading opportunities and special advantages.

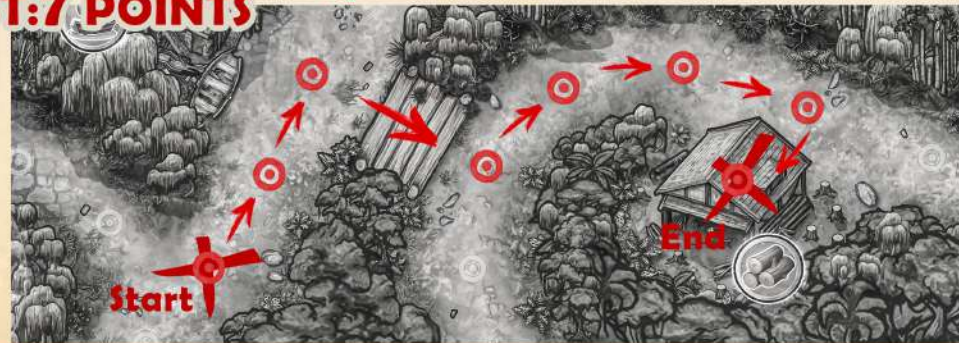
Placed during game setup.

⑦ Level Track

Tracks each Hero's progression throughout the game.

Move Example

COST: 7 POINTS



Movement & Exploration

Heroes travel across Evermoss by moving through Paths and exploring locations throughout the forest. During movement, players may discover treasures, confront Raiders, visit Settlements and obtain valuable resources. Carefully managing movement and exploration is essential to progressing through the game.

1st

Movement Roll

At the start of each turn, the player rolls the Movement Die to determine the total number of Movement Points available during that turn.

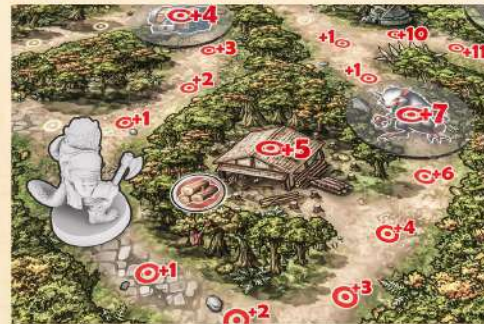
During the first turn of the game, players roll two Movement Dice instead of one.



2nd

Hero Movement

Players may travel freely across the forest as long as they continue moving through connected Nodes. Heroes may also retrace their steps and move back through previously crossed Paths.

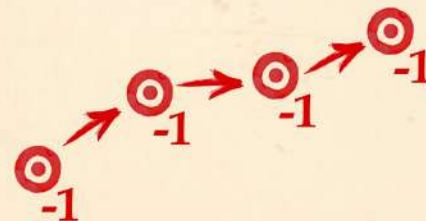


3rd

Spending Points

Movement Points are spent only as the Hero moves through the forest.

If a Hero still has remaining Movement Points after completing an action or stopping at a location, it may continue moving normally during the same turn.



4th

Movement End

Once all Movement Points have been spent, the Hero may no longer move during that turn.

However, the player may still construct buildings or improve their Hero, since these actions do not consume Movement Points.



Exploration Example

20 points



-7
13



-6
7



-3
4



-4
0

Forest Exploration

The forest of Evermoss contains a wide variety of exploration opportunities, rewards and strategic locations. Each of them may serve a different purpose throughout the game, providing players with valuable resources, advantages or new ways to progress.

These are some of the most representative locations and encounters found throughout Evermoss:



Resource Points

Resource Points provide the resource they represent when visited by a Hero.

If conquered with at least 1 Troop, they generate that resource for the controlling player at the start of each turn.



Markets & Trading Posts

Markets and Trading Posts allow players to exchange resources, as well as sell cards and objects for Gold and Experience.

They become especially useful when accumulating large amounts of cards or resources.



Ancient Caves

Caves are unpredictable locations hidden throughout the forest.

Exploring them may grant powerful rewards or reveal dangerous enemies lurking within. Once a Cave is explored, the Hero's turn immediately ends.



Portals

Portals allow Heroes to teleport to another Portal on the map or return directly to their Castle by spending Crystal.

They are especially useful for traveling quickly across the forest.



Treasures

They provide Bonus Cards to the first player who claims them.

A simple way to strengthen your Hero during the early stages.



Raiders

Raiders are hostile enemies roaming throughout the forest.

Defeating them grants Experience, loot and valuable rewards.



Castles

Castles are the starting locations and strongholds of each Clan.

Assaulting them grants large amounts of Experience and loot, but leaving your own Castle undefended can be dangerous.

Combat

Combat is one of the main ways to gain Experience, defend strategic locations and weaken rival Clans throughout the game.

Battles may occur against Raiders, enemy Troops or opposing Heroes during movement and exploration.



Starting Combat

Combat begins whenever a Hero attacks a Raider, another Hero or assaults a Castle. To initiate combat, the attacking Hero must be positioned on a Node directly adjacent to its target.

During combat, both sides fight using the Troops currently available to them.



Combat Dice

Combat is resolved using Combat Dice. Each die represents 1 Troop, and a maximum of 3 dice may be used by each player during combat.

Their symbols may deal damage, block attacks or trigger special effects. Combat Dice are explained in detail below.



Damage

Successful attacks remove enemy Troops. Troops are immediately removed after damage is resolved and before the next combat round begins.



Victory & Rewards

The defeated Hero immediately returns to its Castle. The victorious Hero steals 3 random cards from the defeated player and gains 1 Experience Point for every 5 defeated Troops, with a minimum of 2.

Dice Combat Example

Both players roll their Combat Dice...



One player attacks another. Both sides have 3 Troops available for combat.



Result: Both players lose 1 Troop.

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



Dice Combat



Attack and Defense dice are compared against each other, with the highest results winning each comparison.

Special Symbols are the highest possible result, defeating all other symbols and only being countered by other Special. After them come Double Swords, Single Sword and finally Misses as the lowest result.

In case of a tie, the defender wins the comparison.

During combat, the attacker uses the red Combat Dice, while the defender uses the green Combat Dice.

Both function identically, differing only in their color and special symbols.

Battle Cards

Battle Cards represent tactical actions, special attacks and unexpected advantages used during combat. They allow players to influence battles in different ways, creating more dynamic and unpredictable encounters throughout the game.

Playing Battle Cards



1st



2nd



3rd



About Battle Cards

Battle Cards may only be used during combat against other players.

They add a wide variety of effects to battles, from improving dice results and increasing attack or defense strength to introducing unexpected tactical options, such as escaping combat or copying an opponent's ability.

First Card

Battle Cards may be played from the moment one player attacks another, including before the first Combat Dice roll.

Each player may only play 1 Card per combat, and the attacker always acts first, unless modified by abilities or equipment.

Card Effect

Once played, the Battle Card immediately applies the effect written on it during combat, either benefiting the player who used it or affecting the opposing player.

Reaction

Once the first Battle Card has been played, the defending player may also play a card. The defender may choose the moment they prefer during combat to use it, allowing them to wait and react to the development of the battle before deciding their strategy.


Battle Card Example

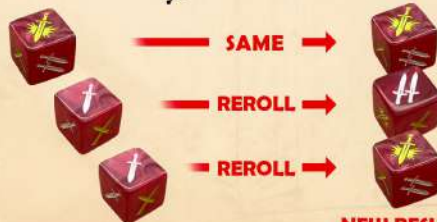
1st



The attacking player plays a Battle Card...

2nd

The card says: If you roll two dice each showing , reroll both dice.



This allows the player to improve their roll.

3rd

After several rounds, the defending player finds themselves overwhelmed and decides to play their Battle Card.



4th



The defender retreats to their Castle, keeping all remaining troops and cards.

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.

1st



To confront a Raider and reveal the enemies hidden behind it, your Hero must stop adjacent to the Raider on the board. Until revealed, neither its strength nor its rewards are known.

Some abilities and items allow players to reveal Raiders.

3rd



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.

2nd



When you engage a Raider, draw a Raider Card. This reveals the type of Raider and the number of Raider Dice to roll.

Roll the indicated dice. The combined result determines the Raider's total number of Troops.

4th



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 in Weasel Wars, allowing Heroes to improve their Attributes and progress through the Level Track toward victory.

Experience may be gained in many different ways, including defeating Raiders, winning battles, discovering treasures and completing missions. Players must adapt their strategy throughout the game to gain Experience as efficiently as possible



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 **1** extra Ore 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.

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.



Defeat in Battle

Being defeated in battle does not eliminate a player from the game or place them at a major disadvantage. Defeated Heroes simply return to their Castle and begin their next turn from there with 6 Troops ready to rejoin the conflict.



Victory

Despite the many different strategies and paths available throughout the game, victory is achieved by being the first player to reach Level 18.

In Team Mode, both players on the same team combine their Levels to determine their progression toward victory.

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

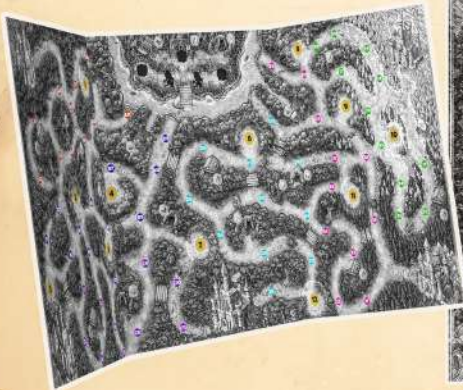


Board Setup



At the beginning of each game, the forest of Evermoss is assembled using Dynamic Settlements, Raider Tokens, Treasures and other interchangeable elements.

The setup process is simple and highly variable. Settlement placement is determined using the Setup Cards and placement reference included in the game, creating different forest layouts, routes and strategic opportunities each match.



To place the Settlements, simply draw a random Setup Card and use the Placement Reference to match the numbers and colors shown on the card with their corresponding spaces on the board.

Glossary & Icons

Action: Any activity performed by a Hero during their turn, such as moving, recruiting, trading, exploring, or interacting with a settlement.

Assault: A single combat roll during a battle. Several assaults may occur during the same battle.

Attacker: The player who initiates a battle.

Battle Card: A card used exclusively during PvP combat to gain special effects or strategic advantages.

Castle Assault: An attack against another player's Castle.

Conquered Settlement: A settlement currently controlled by a player with 1 troop minimum.

Defender: The player being attacked in a battle.

Equipment Card: An object card that grants permanent or ongoing effects until discarded or replaced.

Experience (XP): Points earned through various actions and used to level up Heroes.

Exploration Die: The die used when exploring Ancient Caves.

Hero Level: A Hero's current progression level.

Landmark: A unique location on the map with special rules or effects.

Levels: Any point on the map that a Hero can visit or interact with.

Loot Card: A card obtained through exploration, rewards, or other game effects.

Mission Card: A card that provides objectives.

Movement Value: The number of nodes a Hero may move during a turn.

Node: The movement points in the map.

Raider: A hostile enemy encountered on the map.

Raider Card: A card revealing a Raider's type, strength, and rewards.

Raider Dice: Special dice used to determine a Raider's troop strength.

Settlement: Any point on the map that a Hero can visit or interact with.



Stone Resource



Wood Resource



Gold Resource



Crystal Resource



Experience (XP)



Bonus Card



+5 Troops to each Raider when all players reach Level 2.



Number of Raider Dice Rolled



Miss



Special Defense Hit



Special Attack Hit



Hero Strength



Hero Dexterity



Hero Magic

Still have questions?

Ask Grimrick the Wise!

If you have any questions about the rules, gameplay, Heroes, or anything else related to Weasel Wars, simply scan this QR code with your phone and ask.

Grimrick always has an answer for those seeking wisdom.

