

Wabbit Wampage

Player Turn

- 1) Discard up to three cards, fill hand back up to three cards
- 2) Move a character
- 3) Attack with the character you just moved. If not moved: +1 attack
- 4) Repeat 2 and 3 for your other character

At any time, play a card, then draw immediately up back to 3 cards. You can play how many cards you want during your turn, even the cards you just picked up.

Fighting

Attack: fixed bonus + weapon/vehicle + dice roll. Defense is printed. If attack is even or more: whomped !

- ➔ Defender loses weapon and vehicle, attacker can pick them up
- ➔ Defender goes back to home space
- ➔ Attacker gains one point

Home location gives +2 defense. Hole give +2 defense to any wabbit in it. Only one wabbit per hole.

Shotgun can target 2 spaces away, but can't shoot inside buildings from the outside and vice-versa
Cannon can shoot anything anywhere

Characters

Critters, Robot and Monster play by your side, like characters. The Monster gets stronger with each attack. The Sleeping hand needs to be woken up by the Farmer or Dog, at start and every time it gets whomped.

Seasons

- **Spring:** 2 points for plowing fields with tractor. Leave carrots (don't pick them up yet)
- **Summer:** 2 points for taking carrots to home (Rabbit player) or barnyard (Farmer player)
- **Fall:** just fight. Farmer gets 3 hunters with shotguns, that disappear in Winter
- **Winter:** Wabbits try to destroy buildings, Farmer to protect them. Pond freezes (safe).

Map Spaces

Highway and Pond roll dice: if 10 or less -> whomped ! (not with jetpack and duck in pond).

Mailbox: passing by there you can leave one or more order cards. Put them face down in front of you. At your next turn, reveal them and they get delivered to the mailbox. Anybody can pick them up

Holes: Wabbits can dig new holes at the end of every move, where there are no buildings. Anybody can go in there, only one character per hole. The hole and the rest of the field is a single location for movement.

Buildings: have defense 17, cannot be attacked before Winter, except with H-bomb. Whoever gives the last hit scores points. At the end of the game Farmer Brown scores every building that is still standing.