



MOOCH

Expansion booklet

**WINTER
COMPANIONS**

INTRODUCTION

As winter descends upon the land, the chilling winds sweep across the once lush and vibrant landscape. The forests, once teeming with life, are now shrouded in a pristine blanket of snow, a cold and unforgiving canvas. The tribe huddles together, their breaths forming clouds in the frigid air, for they know that they must venture forth into this frozen world in search of survival. Deep within the untamed wilderness of Moogh, a new tribe emerges with a unique bond between man and beast.

In this expansion to Moogh, you will find new and challenging maps to play with. As in the base game, you can play them in three difficulties. Below is also a set of new rules that can be used with the main game and for these maps.

COMPONENTS

- This rulebook
- 2 cavemen standees
- 2 beast standees
- 4 bases for the standees
- 1 leader card
- 1 sidekick card
- 1 beast card
- 2 beast action cards
- 4 map boards
- 11 snow terrain tokens
- 2 action cubes
- 7 idea cards
- 7 item cards
- 6 turn order cards



COMPANION TRIBE

You can play this tribe along with the other tribes.

Basfa the Visionary

Covered from head to toe in a thick coat of hair, he is a testament to the harsh conditions, and his resilience is as remarkable as his appearance. A true visionary, he communicates with the wolves, forming a profound bond that goes beyond mere ownership and is lifesaving in the daily beast encounters.

Roo the Loyal

The companion to the chieftain is a magnificent and ferocious wolf. This untamed beastress, known as "Roo", stands as a protector and loyal friend to Basfa. In this tribe, it's not just man and wolf, it's a partnership, a shared journey of survival and triumph.

NEW SKILL

Lupine Instinct



Her steadiness and sharpened senses allow Roo to predict her prey's movements. She's always prepared to attack when the time comes.

This is a basic action. No dice roll is needed.

Move the action disc of a beast one space up or one space to the right without triggering the action. **OR**

Move Roo's turn order card to the second place –if she's not already first or second-, so she will play first on the next round.

CRITICAL HITS

You can only obtain a critical hit on a stab. If you roll 3 or more successes, you obtain a critical hit! Reduce the beast's health by 2 and increase its rage by 2 (this only triggers one action). Get 2 savage points instead of 1.

HANGING ON TO THE BEASTS

If you feel like it, you may play using this rule. If you do so, cavemen and cavewomen may now hang on to the beasts. You can choose to hang on to a beast in these cases:

- If you are failing a climb roll.
- If you are being pulled down from the top of a beast by another caveman or cavewoman.

In such cases, you can choose to hang on to the beast. To do so, place your character on the beast card, on the space corresponding to where you were, or where the character who pulled you down was. When hanging on to a beast, you can only perform two actions:

- **Climb:** You can still try to climb the beast as normal.
- **Move:** You may move off the beast and go on the space surrounding the beast corresponding to where you

are standing (one of the 12 spaces surrounding a big beast, or one of the 8 spaces surrounding a small beast).



The green sidekick has succeeded his climb roll. Therefore, he decides to go on top of the beast, replacing the purple leader. The latter decides to hang on to the beast, in order to follow its movements. He then goes onto the beast card, on the space corresponding to where the green sidekick was.

When hanging on to a beast, you move along with the beast. Be careful, you are still thrown away when the beast shakes.

TITANOBA

Beware of this giant snake! It is as deadly as it looks. When you confront it, use these two special rules:

Crushing embrace

When moving forward, if Titanoba moves onto a caveman or cavewoman, it stops its movement right after moving onto them. They are pushed to the side, as usual, but Titanoba crushes them. The caveman/cavewoman gets injured and their turn order card becomes the leftmost one. This means that if they have not played this round, they will not play until the next round.

Venom bite

When Titanoba bites a caveman or cavewoman, they are injured as usual, but they do not take a rage token. Instead, place a rage token onto their heal action icon.

On their next turn, they may not perform this action. At the end of their turn, discard the rage token, so they can heal themselves again on their following turn.

Cavemen and cavewomen can still be healed by other means, such as the idea "healing herbs".

NEW TERRAIN

SNOW

When your caveman or cavewoman moves out of a snow space, they lose 1 movement after moving (if they have any movement left). This applies only once per turn per caveman or cavewoman.



SNOWY HILL

Snowy hills are not as high as they seem. They have no impact apart from being snow spaces.



ICE

Every time you enter a space containing ice (even if it's the same ice area you are walking onto), roll a die. On a **✖**, your movement ends immediately. Beasts are not affected by ice.



ICE CRACK

Every time a big beast moves and is completely standing on ice (the four spaces of the big beast are on four ice spaces), roll a die. On a **⚡**, the ice cracks! The big beast falls through the ice and is killed. Put the ice crack token where it was standing. The ice crack is an obstacle.

1

FIRST SNOW

Food is becoming increasingly scarce, and the echo of empty bellies can be heard throughout the camp. Driven by hunger too, two huge bears venture into the camp to plunder what they can. Faced with growing threats, the tribe is forced to abandon its shelter and embark on a long and perilous journey across the bleak and icy expanses, in search of a safer and more plentiful hunting ground.

OBJECTIVE

Kill the two beasts

OR

The beasts have escaped.

SPECIAL RULES

In solo or cooperative play, if at least one bear is on a hut during the appeasement phase, place one more savage point on the turn start card.

You better hurry.

TRACKER

 **12**

1 =  **5**

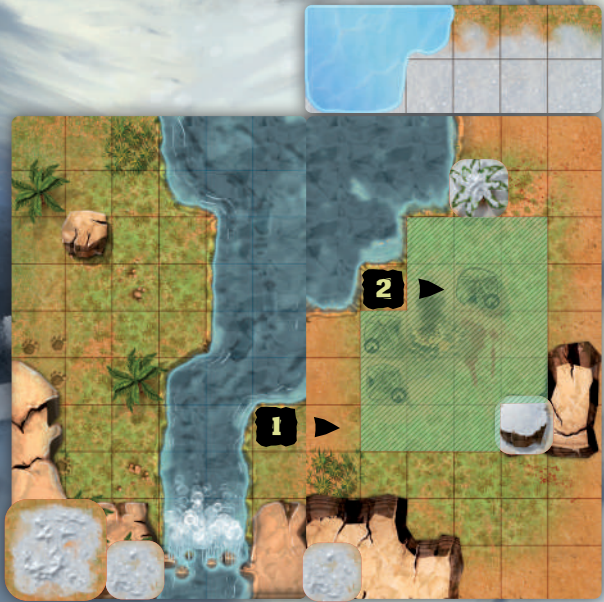
2 =  **4**

HUNTER

  **9**

1 =  **5**

2 =  **5**  **2**





2

FOOT OF THE MOUNTAIN

Covered by the shadow of the mountain, embraced by the cold, the members of the tribe observe the trials that await them. On the threshold of this icy expanse, each and every one can catch a glimpse of an immense wild Moogh. Its very presence seems to make the surrounding rocks tremble. A little further on stands another creature, less imposing but no less terrible. It won't be easy to get past.

OBJECTIVE

Kill a beast before one escapes.


You lose if any beast runs off the board.

SPECIAL RULES

Strength of despair

The last two cavemen/cavewomen in the turn order start the game with 1 rage token each.

Abandoned items

The first caveman/cavewoman to reach this spot  may draw two item cards, keep one of them and discard the other one.



TRACKER

 10

 =     =  

HUNTER

  9

 =     =  





3

SOMETHING INSIDE


The scouts gaze into the gaping maw of a cavern. Their attention is caught by dancing shadows coming from within. A colossal form seems to be moving in the depths of the cavern. To survive the bite of winter, there's no alternative but to enter...

SPECIAL RULES

Titanoba


Beware of this giant snake! It is as deadly as it looks. When you confront it, use its two special rules (see p.5).

Surprise intruder


During each appeasement phase, roll a die. If you obtain , a saber-tooth tiger appears.

The saber-tooth tiger may only appear once in a game.

Snake's lair

Eggs have been laid down in the cave. The first time a caveman/cavewoman enters this space , they crush the eggs. They receive a rage token and Titanoba's rage increases by 1 and acts immediately.

Cave entrance

When you move from one of the yellow spaces  towards the cave, enter the cave, on the space in front of it. You can go out of the cave the same way.

TRACKER

 10

1 =  **9**

 **2** =  **6**

HUNTER

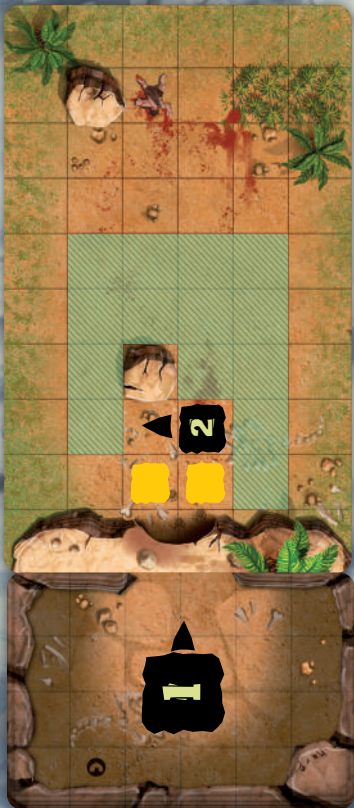
  11

1 =  **7**

 **2** =  **5**

OBJECTIVE

Kill Titanoba.




4

PARTY CRUSHERS

Cut off from the cold by the cave's protective bark and embraced by its fiery heart, the tribesmen and women can finally find some rest. Yet, animated by the lights of the fire dancing on the cave walls, an echo reveals the presence of unexpected guests. The sharp ears of some recognize a bear, probably attracted by the warm shelter.


OBJECTIVE

The bear is dead and you have an uninjured character in the eastern area (one of the spaces in red  on the map).

SPECIAL RULES

When a caveman or cavewoman kills the saber-tooth tiger, they immediately draw an item card and equip it.

Exit the cave

When you move from one of the yellow spaces , exit the cave, on the space in front of it. You can go into the cave the same way.

TRACKER



HUNTER





5

FROZEN RIVER



Tribesmen and women venture along the brittle contours of a mighty river, whose frozen surface whispers tales of unspeakable mysteries waiting on the opposite bank. The winter air crackles with anticipation as the cavemen advance cautiously, their eyes scanning the frozen expanse for signs of life or danger.

OBJECTIVE

Kill two beasts.

SPECIAL RULES

Protective

When the baby Moogh  suffers damage, the ferocious Moogh  has its rage increased by 1 and acts immediately.

In solo or cooperative play, if a Moogh falls down through the ice (see **ice crack** p.5), remove up to two savage points from the time track.

TRACKER




13

1 =  4 2 =  4 3 =  4

HUNTER



12

 1 =  8 2 =  6 2 3 =  4



6

BLIZZARD

An unexpected storm descends upon the exodus tribes, enveloping the landscape in an impenetrable blanket of swirling snowflakes. The blizzard's furious dance obscures the view, transforming the familiar terrain into a ghostly expanse. In the midst of this whiteout, a precious prey emerges and evaporates through the icy veil. Determined, the tribes set off in pursuit of the animal before it is swallowed up by the storm.

OBJECTIVE

Kill both beasts.

SPECIAL RULES**Titanoba**

Beware of this giant snake! It is as deadly as it looks. When you confront it, use its two special rules (see p. 5).

No visibility

When you use the throw action, you can only throw to a maximum of 2 spaces away.

Huts are not obstacles.

TRACKER

8

1 =



5

1

2 =



4

1

HUNTER

9

1 =



7

3

2 =



5

3



7

WINTERS FINAL

The biting cold has withdrawn its claws, but the echoes of the howling blizzard still linger in every pore of the tribe members' skin. Exhausted, they trudge across the plateau. The howling winds are now no more than whispers, lifting the veil on a small camp in the distance. After all this way, your hopes seem to have been rewarded. Then a veincurling whistle is heard...

SPECIAL RULES

Titanoba

Beware of this giant snake! It is as deadly as it looks. When you confront it, use its two special rules (see p.5).

After a long walk

All cavemen and cavewomen start injured side up.

OBJECTIVE

Kill Titanoba and reach one of the camp huts.

Aggressive

Both beasts perform the action "look for a target" instead of "seek freedom".

TRACKER



8

1



4

2



5

2

HUNTER



9

1



5

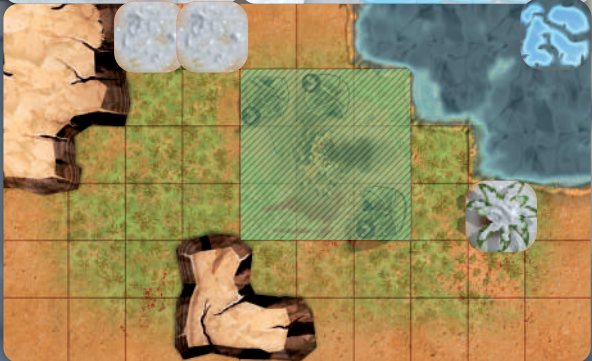
2

2



8

3





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