

MOUSE GUARD

NEW RULES NEW MISSIONS



CREDIT DUE

MOUSE GUARD CONCEPT AND COMICS

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**The Mouse Guard Roleplaying Game:
Boxed Set Supplement**

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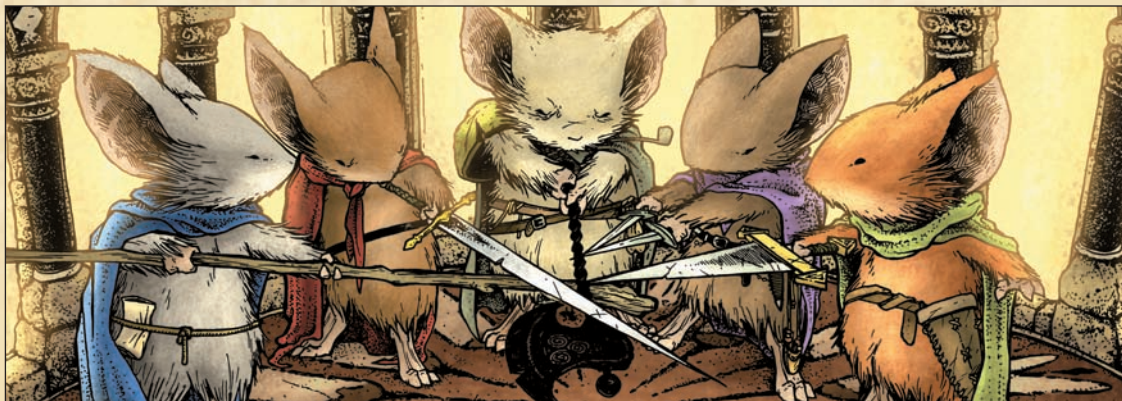
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TABLE OF CONTENTS

New Rules	5
New Missions	13
New Materials	42





NEW RULES

*The world beats heavily on us, the smallest of beast.
If not the rain or ice or cold, it's a predator's feast.*

—Excerpt from A Mouse's Eulogy for Life by Scribe Roibin

Mouse Guard is a remarkably complete game in one book. However, we thought we'd provide you with some new rules to enhance your game. In this chapter, we look at new weapons for conflicts, a revised conflict matrix, three new town descriptions and rules for using animals as mounts.

NEW WEAPONS

In the Mouse Guard Roleplaying Game rule book, fights, arguments, chases and wars have weapons detailed for them. In this section, we provide weapons for journeys, speeches, negotiations, fights with animals, mounts in war as well as the stats for Sienna's mace!

Journey

Here are four useful tools for venturing forth into the wild: supplies, maps, local guides and the right stuff.

Supplies

+ 1s to Defend. If you've prepared—packed the right amount of food and water—you can sustain yourself on a long journey.

Maps

+ 1s to Maneuver. If you have an accurate map of your route, you know where to go to avoid hazards on the trail. Maps can be

purchased with Resources or drawn with the Cartographer skill.

Local Guide

+ 1D to any one action (as sword). Sometimes a journey is complex or dangerous enough that even the indefatigable Mouse Guard use a local guide. Guides can be called up using Circles and paid using Resources.

The Right Stuff

+ 1s to Attack. More than just supplies, sometimes a journey requires specific gear: snowshoes in winter, rope for crossing a crevasse, candles for navigating in the dark, etc.

Speech

Here are four weapons to use when you're speaking to a crowd: elevated position, mood, repetition and a good uniform or outfit.

Elevated Position

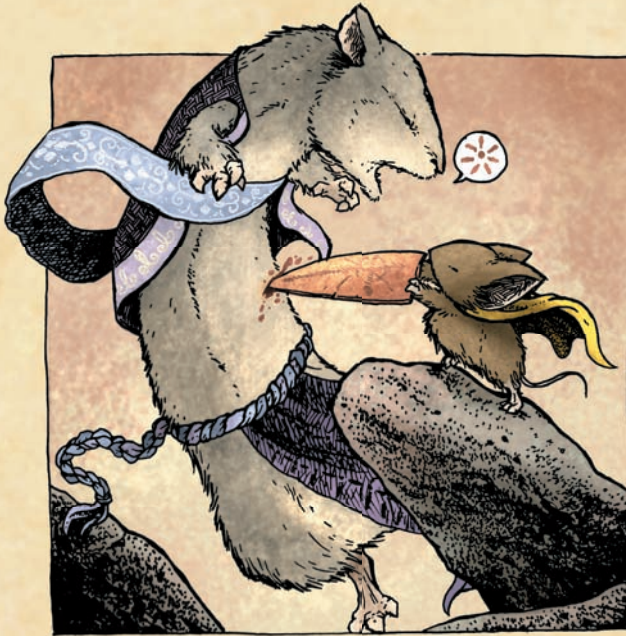
+ 1s to Attack. Make sure your entire audience can see you.

Mood

+ 1s to Defend. Always play to the mood of your audience; it bolsters your position.

The Rule of Three

+ 1D to any action (as sword). Reiteration is a tried-and-true tool in speech-making. You gain this benefit if you reiterate a theme,



statement or sentiment three times during your speech.

Uniform

+ 1D to Feint. A uniform or outfit lends gravity to your argument. It can help you lead your audience to where you need them. The Mouse Guard cloak is a good example of an influential uniform.

Negotiation

There are four weapons of negotiation: bluffing, flashing cash, being cool and calm, and using humor.

Bluffing

+ 1s to Feint. A good negotiator never shows how badly he needs this deal. He's prepared to walk away and he lets the other guy know it.

Flashing Coin

+ 1D to Defend. Flashing money and jewelry lets your interlocutor know you're there to do business.

Cool and Calm

+ 1s to Maneuver. Maintaining a cool, calm tone during the negotiations carries substantial benefits. You can't be cool and calm if you're Angry.

Humor

+ 1D to Attack. Cracking up your interlocutor can soften his stance and make him more likely to deal.

Fight Animal

You need more than just a blade and guts to bring down dangerous animals. In this section we detail three types of weapons you can use when on the hunt: nets, traps and lines; lures; and blinds and camouflage.

Nets, Traps, Lines

+ 1s to Attack. An effective hunter comes prepared with implements to entangle or slow down his quarry. However, nets, traps and lines must be built to the size of the animal.

Use Hunter to create nets and traps with the following factors:

Type of animal: prey, predator

Natural Order (equivalent): insect, small fish, bat, weasel, beaver, fox, coyote, wolf, bear.

Lures

+ 1D to Maneuver. Using lures—calls or scents—a hunter can confuse his quarry and position him where he wants him.

Making lures is a test for Scientist. It's an Ob 5 test (physical, beneficial). Hunter and

Loresource may help, as well as appropriate animal wisers, of course.

Blinds, Camouflage

+ 1D to Feint. Setting up blinds on your hunting grounds or using camouflage can help deceive your quarry.

Fighting Weapons

Mice may also use regular fighting weapons when combating the animal menace.

Mounts in War

Mounts can be used in warfare. Use all of the modifiers and weapons that apply. For example, if you have two hawk-riding warriors, you gain + 1s to dispo, + 1s to your Attack actions, and + 2D to any action type of your choice.

Mounted Brigade

+ 1s to disposition. If you have a force of mounted mice, you increase the resilience of your force.

Predators

+ 1s to Attack. Mounts that are predators add to the potency of the attack force.

Flight

+ 2D to any action (as sword). Flying mounts add to the versatility of the fighting force.

Fight

Sienna asked us if we could include her mace in the weapons list. We're happy to oblige:

Mace

The mace is an armor-crushing weapon. It doesn't necessarily do any more or less damage than a sword or an axe, but it does make armor less useful. If a guardmouse is using a mace in a fight, use the following effects for his opponents: *Armor Crushing*: Light armor is negated and has no effect on disposition; heavy armor is reduced from + 1s to + 1D; shields are reduced from + 2D to + 1D to Defend; any animal armor (like the turtle's shell) is reduced by -1D.



REVISED CONFLICT MATRIX

We've modified the conflict matrix slightly. No interactions have changed. We altered the way Feint is represented to make it more clear at a glance. Read the new table from left to right.

	Attack	Defend	Feint	Maneuver
Attack	I	V	I	V
Defend	V	I	—	V
Feint	—	I	V	I
Maneuver	V	V	I	I

I = *Independent test*. Test against independent obstacle listed with action. Both actions can potentially succeed or fail.

V = *Versus test*. Roll skills or abilities against each other. Highest successes wins.

— = *Special*. Do not roll for this action in this interaction.



NEW TOWNS

We've detailed three more towns for you: Flintrust, Sandmason and Grasslake.

Flintrust

Flintrust is a city made of flint that protrudes from exposed limestone on a hill. The name Flintrust comes from the strong iron content in the limestone. The main structure has deteriorated due to age and neglect. Thus some mice have relocated into trees and stone caves outside the town. Each of these external structures houses two to three families.

Due to corruption, trade imbalances and labor costs, Flintrust has hit hard economic times. Despite the town's problems, it still has a strong backbone of working mice who hold out hope that their home will return to its former glory.

As a whole, Flintrust is loyal to the Guard. The populace welcomes guardmice with open arms, never seizing their weapons or restricting them inside the town. Because of this relationship of goodwill toward the Guard, Flintrust has long been the source of many tenderpaws seeking to join the Guard.

Size

Town (once a city)

Government

The role of mayor is decided by vote of the adult working mice. In recent years, the blame for the town's problems has been placed at the paws of the mayor. The disgruntled populace has begun calling for elections out of anger and frustration.

Major Trades

Flintrust specializes in tool making: pulleys, hammers, knives, levers, mills, etc. The town's motto is "Let the tool do the work."

Import/Export

Flintrust imports most of its daily needs, including food and clothing. This should make the town a thriving center of trade, but the poverty of its population means that few caravans make the route.

Flintrust exports tools of all kinds, specializing in various cutting tools made from flint and iron.

Skills

Smith, Tools-wise

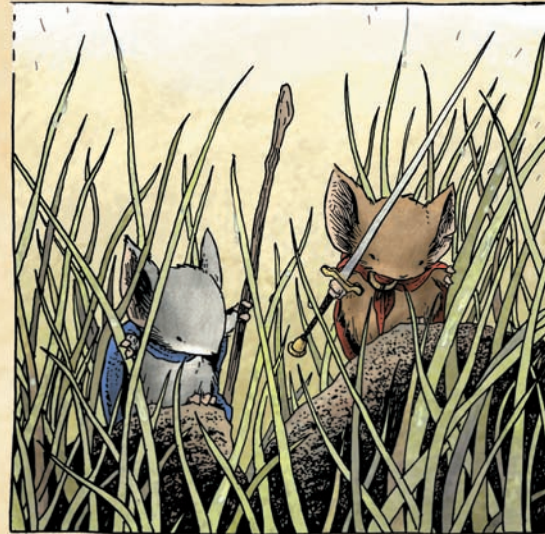
Traits


Bold, Determined

Sandmason

Sandmason is a stone castle surrounded by ever-shifting dunes.

The master masons of Shorestone built the castle structure as an extension of their domain. Due to the lack of shade outside the castle, the mice of Sandmason tend to sleep indoors while the sun is at its hottest. They venture outside when the sun has set and the breeze is cool. Thus you can often find them at their chores—harvesting, travel, etc.—at night. The mice of Burl and Mapleharbor think Sandmason mice to be odd as they often show up in the middle of the night to trade or travel.





The weather in Sandmason can be inhospitable. Sandstorms blow across the dunes. The mice of Sandmason often wear protective clothing over their muzzles to ward against the dust and grit.

Size

Castle and town

Government

The master masons who rule Shorestone appoint a mouse to oversee Sandmason until they see fit to appoint new leadership. While technically Sandmason operates as a colony of Shorestone, the Shorestone mice otherwise let Sandmason operate autonomously.

Major Trades

All types of glasswork (panes, glass jars, etc.), masonry, metal foundry, food preservation and a large collective of scribes and archivists.

Import/Export

Sandmason obtains most of its food from Mapleharbor and Burl.

Sandmason exports glass containers and bricks.

Skills

Dune-wise, Glazier

Traits

Nocturnal, Quiet

Grasslake

The town of Grasslake is a network of dwellings built into the twisted, exposed roots of trees along the bank of Grass Lake. While remote, the location is idyllic.

The facades of the dwellings were constructed at different times by different builders. They all connect inside with adjoining doors, tunnels, stairways, and passages.

Since Grasslake is so close to the eastern scent border into Wild Country, the city's resident often have to deal with major predators. In the past, they have banded together to overcome massive beasts that make their way into the Territories or emerge from the lake's depths. Grasslake trades with Burl by a ship route. And while they are close to Wolfepointe, Grasslake mice tend not to associate with mice from that area. They view them as "lawless savages."

Size

Town

Government

Two leaders, one male and one female, are selected by the former two leaders. They each hold one of three "votes" for town decisions. The popular opinion of the townsmice makes up the third.

Major Trades

Harvesting, fishing (for predator bait), weaving and pottery.

Import/Export

Grasslake imports metal goods and vegetables. It exports grains, clay, pottery and textiles.

Skills

Insectrist, Militarist

Traits

Nimble, Defender



MOUNTS

Mice don't often ride. It's tough to convince another animal to let them mount up. But some mice have managed to strike bargains with other animals or to capture and train some larger beasts for use as mounts.

Benefits of a Mount

A properly trained and controlled mount grants the benefits of its Nature, size and weapons to its rider.

Thus if your patrolmouse is riding a hare, you use its Nature 6 (running, hiding, foraging) rather than your own mouse Nature. Therefore a hare makes an excellent mount—you can use six dice for running to cover ground quickly—whereas a mouse could only use his Nature to escape, not necessarily to travel.

During a conflict in which you are mounted, you must use the animal's Nature instead of your own—its rank and descriptors. You also may use its weapons in place of your own.

Mounted Weapons

Most mouse weapons don't work from the back of an animal—they don't have the reach. Only shields, bows, spears, slings, and hooks and lines can be used effectively while mounted. Everything else is either too short or too unwieldy.

Capturing a Mount

It is very dangerous to try to capture an animal for use as a mount. Typically, a Fight Animal conflict must be used for the capture. But just capturing one isn't enough. The animal must be tamed and trained.

Capturing Young

Young animals have reduced Nature stats—by one or two. If you can find and capture them, they're easier to train.

Taming a Mount

To tame a mount, a mouse must engage it in a Taming conflict. The mouse uses Loremouse to Attack and Feint, and Hunter to Maneuver and Defend. Disposition is generated with Will plus Hunter or Loremouse.

The animal uses its Nature for all maneuvers, just as any other conflict. It may use its weapons as appropriate—to run away, to hurt its trainer or to otherwise be difficult.

Hitching Rides

Mice with the Loremouse skill can speak to an animal and convince it to allow the loremouse to temporarily mount up. Make the test versus the animal's Nature.

Mounts in War

As noted earlier in the Weapons section, mounts can be used in warfare. Use all of the modifiers and weapons that apply. For example, if you have two hawk-riding warriors, you gain +1s to dispo, +1s to your Attack actions, and +2D to any action type of your choice.

As before:

Mounted Brigade

+1s to disposition. If you have a force of mounted mice, you increase the resilience of your force.

Predators

+1s Attack. Mounts that are predators add to the potency of the attack force.

Flight

+2D to any action (as sword). Flying mounts add to the versatility of the fighting force.





NEW MISSIONS

*All manner of beasts dwell in sky and land and sea.
Covered with feather and fur and scale, they never agree.*

—Excerpt from The Crops of Our Burdens by the Scribe Roibin

Three new missions are presented in this section: *Mission of Mercy*, *Dam Beavers* and *Danger on the Scent Border*. *Mission of Mercy* recreates the events as described in the Winter 1152 comics. Kenzie, Saxon, Sadie and Lieam have each advanced one or two abilities. And they're joined by Celanawe on this dangerous winter trek.

Dam Beavers presents a spring mission for Dain's patrol. The members of Dain's patrol have all been out on the road for a full year and have changed to reflect their experiences. This new mission sends them off to Lonepine to deal with a pernicious beaver problem.

Danger on the Scent Border introduces Sienna's veteran patrol. They've been dispatched to repair the southwestern scent border, but when they arrive, they find that trouble is afoot.



MISSION OF MERCY CHARACTER TEMPLATES

Kenzie

Kenzie is a patient and calm patrol leader. As a veteran of the Winter War, he's seen many adventures and hardships in his tenure. Kenzie is loyal and devoted to his best friend, Saxon. Though they are of different temperaments, Kenzie always consults his friend before taking action.

AGE: 31	PARENTS: <i>Ailfrid & Laurel</i>		
HOME: <i>Willowroot</i>	SENIOR: <i>Fabron the Assistant Weaponsmith of Lockhaven</i>		
FUR COLOR: <i>Gray</i>	MENTOR: <i>Odell (deceased)</i>		
RANK: <i>Patrol Leader</i>	ENEMY: <i>Katlynn the Archivist</i>		
CLOAK: <i>Royal Blue</i>	FRIEND: <i>Jasper the Storyteller</i>		
RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	5
WILL	5	CIRCLES	4
HEALTH	4		

BELIEF: *A threat can come from anyone.*

GOAL: *I must guide my patrol safely to Sprucetuck.*

INSTINCT: *Always consult Saxon when trouble arises.*

SKILLS: *Persuader 5, Fighter 4*, Healer 2, Instructor 2, Survivalist 4, Weather Watcher 2, Archivist 2, Smith 2, Path-wise 2, Duck-wise 2, Escort-wise 2, Patrol leader-wise 2*

TRAITS: *Calm (1), Tall (1), Leader (1)*

GEAR: *Staff, map and orders from Gwendolyn*

*Kenzie advanced his Fighter in the Fall sessions.

Saxon

Saxon is a fiery and stubborn mouse, famous in the Guard for his skill in battle. Although he had enough experience to be promoted to patrol leader, Saxon passed on the opportunity to remain in his friend Kenzie's patrol.

AGE: 28

HOME: *Flintrust*

FUR COLOR: *Brown*

RANK: *Patrol Guard*

CLOAK: *Red*

RAW ABILITIES

RATING

PARENTS: *Gill & Anne*

SENIOR: *Briar the Textile
Master of Lockhaven*

MENTOR: *Loukas (deceased)*

ENEMY: *Roarke the Smith*

FRIEND: *Samuel the Printer*

SPECIAL ABILITIES

RATING

MOUSE NATURE

4*

RESOURCES

3

WILL

4

CIRCLES

3

HEALTH

4

BELIEF: *The best solution is always found at the point of my sword.*

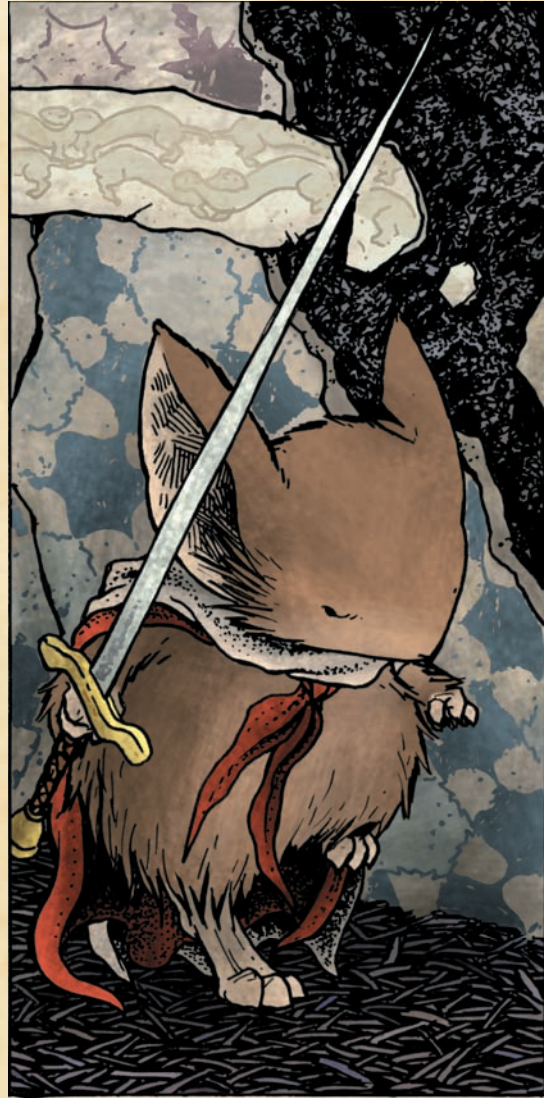
GOAL: *I will prove to Kenzie that my methods are the best.*

INSTINCT: *Always draw my sword at the first sign of trouble.*

SKILLS: *Fighter 6, Pathfinder 5, Survivalist 2, Carpenter 2,
Weaver 3, Deceiver 2, Weasel-wise 3, Darkheather-wise 2*

TRAITS: *Short (1), Fearless (1)*

GEAR: *Sword and a belt*



*Saxon advanced his Nature in the Fall sessions.



Sadie

Sadie is a well-regarded patrol guard from Port Sumac. Gwendolyn trusts her with independent and difficult missions.

AGE: 26		PARENTS: <i>Thane & Ilsa</i>	
HOME: <i>Port Sumac</i>		SENIOR: <i>Quinn the Cook</i>	
FUR COLOR: <i>Brown</i>		MENTOR: <i>Leith</i>	
RANK: <i>Patrol Guard</i>		ENEMY: <i>Shane the Trader</i>	
CLOAK: <i>Plum</i>		FRIEND: <i>Bonnie the Innkeeper</i>	
RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	2
WILL	4	CIRCLES	3
HEALTH	4		

BELIEF: *A guardmouse needs to be able to think with her head and act with her heart.*

GOAL: *I will ensure Kenzie and Saxon stop squabbling and focus on the mission at hand.*

INSTINCT: *Never delay when on a mission.*

SKILLS: *Weather Watcher 4, Survivalist 4, Fighter 3, Pathfinder 3, Scout 3*, Haggler 2, Boatcrafter 2, Cook 2, Persuader 3*, Coast-wise 3, Star-wise 2, Herb-wise 2*

TRAITS: *Clever (1), Tough (1)*

GEAR: *Sling, stones, a pair of well-balanced knives*

*Sadie advanced her Scout and Persuader in the Fall sessions.

Lieam

Lieam is a young guardmouse who proved himself a determined fighter during the defense of Ferndale in the Weasel War two years ago. Based on his service in the brutal fighting, Saxon and Kenzie took him under their care as a tenderpaw. He was quickly promoted to guardmouse and given a dusty green cloak to represent his ever-renewing spirit.

AGE: 19		PARENTS: <i>Jeph & Jann *</i>	
HOME: <i>Ferndale</i>		SENIOR: <i>None!</i> [†]	
FUR COLOR: <i>Red</i>		MENTORS: <i>Saxon & Kenzie</i>	
RANK: <i>Guardmouse</i>		ENEMY: <i>Nicoll the Brewer</i>	
CLOAK: <i>Dusty Green</i>		FRIEND: <i>Maya the Merchant</i>	
RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	4	RESOURCES	2
WILL	4 [§]	CIRCLES	3
HEALTH	5		

BELIEF: *It's not what you fight, but what you fight for.*

GOAL: *I will prove to Celanawe that I am a true guardmouse.*

INSTINCT: *If there's work to be done, always offer help.*

SKILLS: *Fighter 4[§], Pathfinder 3, Scout 5, Harvester 3, Laborer 2, Persuader 2, Harvest-wise 2, Hidey-hole-wise 2, Scent Border-wise 2*

TRAITS: *Determined (1), Defender (1)*

GEAR: *Broadsword, whetstone*

*Lieam's parents are deceasndsed.

†Lieam was inducted into the Guard under special circumstances in the Winter War. He never apprenticed with an artisan in Lockhaven, but he's always willing to help anymouse who asks.

§Lieam advanced his Will and Fighter in the Fall.





Celanawe

Celanawe is the mysterious bearer of the Black Axe. Pulled from retirement by the Midnight affair, he's agreed to aid Gwendolyn and the Guard for the betterment of the Territories. Even though he knows quite a bit about the Guard, he's not exactly a guardmouse himself.

AGE: 72	PARENTS: <i>Cadell & Marcin</i>
HOME: <i>Lockhaven</i>	SENIOR: <i>Madlyn the Armorer</i>
FUR COLOR: <i>Light Gray</i>	MENTOR: <i>Genevra, Survivalist</i>
RANK: <i>Guard Captain*</i>	ENEMY: <i>Wolves...all of them</i>
CLOAK: <i>Spun natural cloth</i>	FRIEND: <i>Lieam</i>

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	6
WILL	6	CIRCLES	5
HEALTH	3		

BELIEF: *The greater good must be served above the individual.*

GOAL: *I will test each of my patrolmates to see if he is worthy of becoming my apprentice.*

INSTINCT: *Put the needs of all mice before my own.*

SKILLS: *Armorer 3, Survivalist 5, Stone Mason 2, Orator 2, Fighter 3, Hunter 5, Pathfinder 2, Weather Watcher 2, Instructor 2, Scout 2, Short-Cut-wise 3, Predator-wise 3, Guardmouse-wise 3, Lovemouse 6*

TRAITS: *Guard's Honor (1), Stoic (1), Oldfur (2)*

GEAR: *The Black Axe', pauldron (light armor), cloak, acorn snow shoes, rope and tarpaulin (survivalist tools), and a pipe*

*Celanawe is not officially a Guard captain, but his experience is equivalent.

†The Black Axe: +2s after successful Attack, -2D to Defend or Feint. Its reputation allows it to be used as tools for Lovemouse tests. Due to its size and weight, the Black Axe causes its bearer to be counted as one size greater on the Natural Order scale. If part of a team, the whole team gains this benefit for purposes of forming a conflict goal.

MISSION OF MERCY

Mission of Mercy is a new Mouse Guard adventure based on the events at the start of winter 1152. The patrol has been ordered to make a circuit to Sprucetuck and collect any medicine they can. Their brother Rand is sick and dying. He needs urgent care lest he expire.

Form Your Patrol

You're setting out on a dangerous winter mission. Kenzie, Saxon, Lieam, Sadie and Celanawe all have volunteered for this mission. You can use any and all of them. That's right, you can use five players for this mission. It's very dangerous.

Prologue

If your group has played together previously, conduct a prologue as per the standard rules. If your group is sitting down for the first time, one player should use this opportunity to recount some of the events of Fall 1152 that lead to this mission. Be sure to remind everyone that Rand was badly wounded during the battle with Midnight.

Assign Mission

Gwendolyn calls Kenzie and Celanawe to her briefing room: "I am looking for volunteers to make a circuit to Sprucetuck, collecting any



medicine that can be found. Rand is very ill from his wounds. He doesn't have long. You must make the journey there and back in a week."

Write Session Goals

The Goals have been included for the patrol, but if you're using different guardmice for this mission, be sure to adjust their Goals as appropriate.

Mission Structure

This mission uses a complex obstacle to arrive quickly at Sprucetuck (Pathfinder) and get the medicine (Persuader). The patrol's return to Lockhaven is handled with a journey conflict.

GM's Turn

When we begin, our patrol is rushing toward Sprucetuck in a heavy snowfall. They must gain Sprucetuck and treat with the governor there. Then they must immediately set out again and head for home. There's no time to waste!

Pathfinder to Sprucetuck

Getting to Sprucetuck in the snow is a Pathfinder obstacle. The factors are “long journey” (+ 3), “well-traveled” (+ 1) and snow (+ 1). Thus the total obstacle is 5.

If this test is failed, you can use it to give the patrol conditions like Hungry or Tired. Or you can use this chance to introduce the owl through a twist. If you want to keep true to the pacing of the comic, bring in the owl and offer a clue that the patrol is being hunted, but don't say by what just yet. When they emerge from Sprucetuck, describe the owl perched on a branch, waiting for them. You can use a full-blown Fight Animal conflict or just a simple versus test between the owl and the patrol. I recommend the latter. In the comic, Sadie handles the behemoth on her own!

Convince the Governor

The patrol need only announce they are guardmice and the governor will come and meet with them. Use Persuader vs Will to convince the governor to relinquish some of his precious elixir. If the test is failed, apply a condition like Angry or Tired.

There's no time to tarry in Sprucetuck. Once the players have the elixir, they must head out immediately. Therefore, there's no Players' Turn or any other test in the city.

The Return Trip

The return trip from Sprucetuck to Lockhaven requires a journey conflict against winter's Nature of 7. Winter's goal is: “Prevent the patrol from reaching Lockhaven in time to save Rand.” Winter throws snow, ice and cold at the patrolmice.



If winter wins without compromise, then Rand's fate is sealed. If the patrol gains any degree of compromise, they should demand that they make some progress toward their goal. They can ask that another obstacle be introduced. The greater their level of compromise, the easier the obstacle will be to overcome.

If the patrol only gains a minor compromise, they only make small progress toward their goal. They should be confronted with the owl or diverted into the Darkheather—forcing a new, riskier challenge in order to get back to Lockhaven in time. If the patrol earns a compromise, they can ask to be stuck halfway to Lockhaven with another obstacle between them and their mission. If the patrol earns a major compromise, they are most of the way to Lockhaven. I would simply end the GM's Turn here and have them spend their checks to complete the journey.

If winter loses but gains a minor compromise, you could split the patrol as happens in the comic—introducing the Darkheather, as well. If winter wins with a straight compromise, you could reintroduce the owl and dive right into a Fight Animal conflict. If winter wins with a major compromise, you can combine the above two results or you could cause a patrol

member to succumb to the cold—sacrificing himself for his guardmate, Rand.

The Governor of Sprucetuck

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	2	RESOURCES	5
WILL	6	CIRCLES	5
HEALTH	3		

SKILLS: *Orator 4, Persuader 4, Hagglor 3, Scientist 4, Medicine-wise 4, Coin-wise 4*

TRAITS: *Quick-Witted (1), Curious (2), Oldfur (2)*

The Owl

Great horned owls are dangerous predators who hunt mice, rabbits, skunks, porcupines, snakes and even other birds.

While its “horns” are just tufted feathers, the great horned owl has excellent hearing. It hunts year-round and it doesn't build its own nest; it captures the nests of crows and hawks.

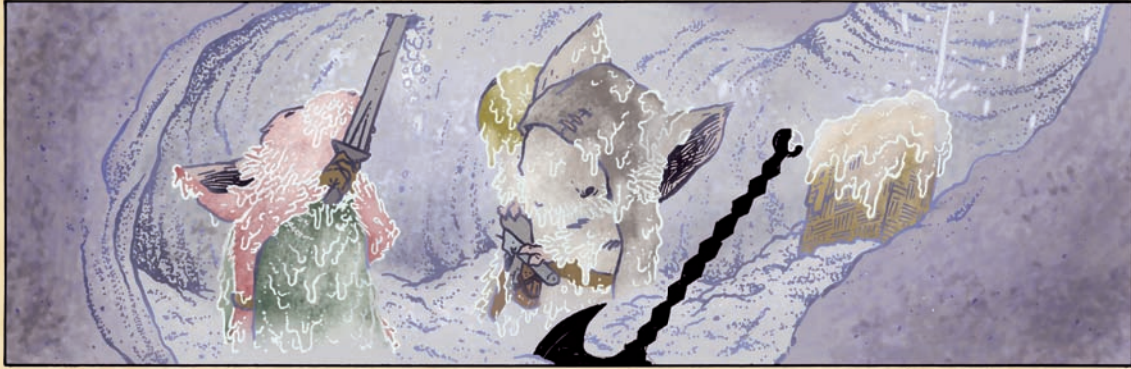
Great Horned Owl Nature 8

Silent, Excellent Hearing, Flying, Predator

Great Horned Owl Weapons

Talons— +1s to a successful Attack.

Silent Wings— +1D to Maneuver, +1s on successful Maneuver.



Players' Turn

Turn the reins over to the players at the conclusion of the journey conflict. They don't necessarily have to be in Lockhaven. In fact, I recommend that you give them their turn while they're in the wilderness, if at all possible. Force them to choose how to spend their checks—will they use their own resources to save Rand or will they stop and tend to their own conditions?

End of Session

It is possible to end this session with Rand's fate still in doubt.

An astute reader will notice that the mission as described in the comic goes horribly wrong. The patrol is separated, and they're all nearly killed as a result—while Celanawe pays the ultimate price. Therefore, don't be timid with the compromise results. In the spirit of the comics, introduce big twists.

Continuing the Adventure

End the session after the Players' Turn as per the standard procedure. It is likely that the patrol will be in the wilderness, in disarray. Continue play from there next time. New mission goals could be to explore the Darkheather, defeat the owl or something that arises in your session that we haven't even thought of yet.







DAM BEAVER CHARACTER TEMPLATES

The Dam Beaver mission uses a four-mouse patrol consisting of Dain, Quentin, Baron and Robin. These four characters have advanced and gained traits from a full year's patrol. They are not the same as they are in the main rule book. However, we didn't mark each change. The characters would be too cluttered.

Dain

Dain is the patrol leader. Together with his lifelong friend, Quentin, he serves the Guard in the name of reason and right action.

AGE: 26

HOME: Sprucetuck

FUR COLOR: Brown

RANK: Patrol Leader

CLOAK: White

PARENTS: *Damon & Dara*

SENIOR: *Darrow the Insectrist*

MENTOR: *Conrad (deceased)*

ENEMY: *Tuk the Bandit*

FRIEND: *Kenzie*

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	4	RESOURCES	5
WILL	5	CIRCLES	4
HEALTH	5		

BELIEF: *Reason is the best guide to right action.*

GOAL: *I will take Robin under my wing.*

INSTINCT: *Check the weather early each morning.*

SKILLS: *Loremouse 4, Fighter 4, Hunter 2, Instructor 3, Pathfinder 3, Scout 3, Survivalist 3, Weather Watcher 3, Persuader 5, Administrator 3, Archivist 4, Insectrist 2, Scientist 2, Snow-wise 3, Owl-wise 3, Weasel-wise 2*

TRAITS: *Teacher (2), Stoic (1), Weather Sense (1), Leader (1)*

GEAR: *Sword, lyre and spectacles*

Quentin

Quentin had a rough season. While attempting to delve into the scientific properties of the scent border brew, he caused an industrial accident. Now he smells like a weasel. Nothing seems to be able to cure his condition.

AGE: 29

HOME: Sprucetuck

FUR COLOR: Amber

RANK: Patrol Guard

CLOAK: Fiery Red

RAW ABILITIES

RATING

MOUSE NATURE

3

WILL

4

HEALTH

4

PARENTS: *The Von Rods*

SENIOR: *Konard the Scientist*

MENTOR: *Julian the Scout*

ENEMY: *Firbean of Sprucetuck*

FRIEND: *Marcus (guardmouse)*

SPECIAL ABILITIES

RATING

RESOURCES

4

CIRCLES

2

BELIEF: *All possibilities should be explored for the well-being of the Guard.*

GOAL: *I will save Lonepine with science!*

INSTINCT: *Always draw maps of all the new locations through which our patrol travels.*

SKILLS: *Fighter 4, Instructor 3, Scout 3, Survivalist 2, Weather Watcher 2, Scientist 3, Cartographer 4, Cook 3, Deceiver 3, Owl-wise 2, Bonehead-wise 1, Rain-wise 2, Grain-wise 2*

TRAITS: *Inquisitive (1), Curious (1), Brave (1), Musk (1)*

GEAR: *Bow, pipe, paper, ink and pens*





Baron

Baron's heart of gold was thoroughly tested in the previous year's patrol. In service of the Guard and his patrol, he tortured and killed a weasel spy. This event has made him even more watchful and protective of his mates.

AGE: 23

HOME: *Elmoss*

FUR COLOR: *Brown*

RANK: *Guardmouse*

CLOAK: *Gold*

PARENTS: *Ma & Pa Twistwood*

SENIOR: *Feris the Carpenter*

MENTOR: *Gavin*

ENEMY: *Paul (guardmouse)*

FRIEND: *Tuk the Bandit*

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	3
WILL	3	CIRCLES	3
HEALTH	5		

BELIEF: *I'll build a good name for the Mouse Guard.*

GOAL: *I must protect Dain and Robin.*

INSTINCT: *Anticipate what the patrol leader needs.*

SKILLS: *Fighter 5, Healer 3, Hunter 3, Survivalist 3, Scout 2, Deceiver 4, Carpenter 4, Armorer 2, Stone Mason 2, Lockhaven-wise 2, Governor-wise 2, Darkheather-wise 2*

TRAITS: *Compassionate (2), Watchful (1), Protective (1)*

GEAR: *Halberd, two weasel knives, wood carving knife*

Robin

Robin earned his cloak from his mentor, Quentin, after the last year's patrol. Quentin declared his color to be orange to represent Robin's warm, generous disposition.

AGE: <i>18</i>		PARENTS: <i>Kem & Bram</i>	
HOME: <i>Barkstone</i>		SENIOR: <i>Vernon the Weaver</i>	
FUR COLOR: <i>Light Brown</i>		MENTOR: <i>Quentin</i>	
RANK: <i>Guardmouse</i>		ENEMY: <i>Thom (Patrol Leader)</i>	
CLOAK: <i>Orange</i>		FRIEND: <i>Curran</i>	
RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	4
WILL	2	CIRCLES	3
HEALTH	6		

BELIEF: *I must embody the true ideals of the Guard.*

GOAL: *I must personally ensure the safety of the townsfolk.*

INSTINCT: *Always create useful things in my free moments.*

SKILLS: *Fighter 4, Pathfinder 2, Scout 4, Survivalist 3, Weather Watcher 4, Orator 2, Persuader 3, Potter 3, Cartographer 2, Smith 2, Weaver 3, Snakes-wise 2, Tunnels-wise 2*

TRAITS: *Fearless (2), Steady Paw (1), Generous (1), Idealistic (1)*

GEAR: *Spear, knitting needles, mason's tools and rope*



DAM BEAVER

Last fall, on the river to the north of Lonepine, a beaver erected a dam, created a pond and built a lodge. No one took much notice. The river level was low. The pond was small. If anything, it was more of a curiosity than any trouble.

However, spring is here and the snow melt is rapidly filling the new pond. The water level is threatening to flood Lonepine.

Form Patrol

The Dam Beaver mission can be used as a spring mission for a patrol out of Lockhaven, or it can be inserted into a longer patrol.

Assign Mission

This mission can be assigned by Gwendolyn or, if the patrol is out near Lonepine, the mayor can send word and beg their help.

Session Goals

The mission goal is to save Lonepine by alleviating the beaver problem. At least one player must take that as his Goal. The other players can take Goals as they see fit.

Mission Structure

This mission is built around two complex obstacles—the threatened town and the beavers themselves. One is a mouse obstacle, the other is an animal obstacle. The town must be dealt with immediately, otherwise it will be wrecked.

GM's Turn

When the patrol arrives at Lonepine, start the mission with the mayor entreating the Guard to help Lonepine. He's lost control of the town.

Floodwaters

The floodwaters are rapidly rising. The townsmice are in a panic. The patrol must act immediately to save the town.

Before any real work can be done, the populace must be calmed. This is a test of Orator versus Will 4. If this test is successful, the patrol can organize the townsmice into two groups of laborers. Each group can help with one task. The helping laborers provide one helping die.

Once the mice are in order, the patrol must fight the flood—digging trenches, laying sandbags, etc. Use the spring season rating 6 for versus tests. The players can test Laborer and Scientist.

You can use the results of these tests to tire the patrol out—to give them conditions and bang them up a bit before the next obstacle.

Alternately, if the test to save the town is failed, you can flood the town: Mice float by, clinging to their belongings. This will provide serious motivation to confront the beavers.

If the test to organize is failed, you can also use a twist to bring Dain's enemy, Tuk, into the picture. Tuk is a bandit. He and his crew will start exploiting the chaos in Lonepine for their own benefit.

Beavers

There's a stream to the east of Lonepine that drains the Grasslake and runs out into the bay. Late last year, the beavers built a dam across it and then built a lodge in the center of the pond they created.

Destroying the dam requires a full Scientist conflict. Test Scientist plus Will for disposition. Skills for actions are: Scientist for Attack and Feint, Laborer for Defend, Carpenter for Maneuver.

For the dam, you can use the Beaver Nature 7 or, if the beavers have been removed, use the season, spring 6.

The beavers will come forth and defend their dam if it is attacked. They won't directly attack the mice, but they'll move about patching up the structure as the mice try to tear it down. There are two beavers living in the lodge. They act as a team and help one another. Thus they



roll 7 + 1D for all actions in this conflict (due to their Building Nature descriptor).

If the patrol decides to attack the beavers before taking on the dam, then use a Fight Animal conflict first. Regardless of the result of the fight, the dam must still be tackled afterward with a Scientist conflict.

Beavers are really big—two steps above mice on the Natural Order scale. A savvy patrol could mobilize the mice of Lonepine and turn this conflict into a war on the beavers and their dam. In this case—if the group has successfully used Orator to mobilize the town—use a War conflict. The beavers will try to defend their dam. The patrol can lead the townsmice into battle to kill the beavers and destroy the dam.

Choosing the correct conflict type depends on how the players react to the obstacle of the dam. If they're stuck, try something like this, "You must confront the beavers and get rid of that dam. You can tear it down, but it's going to be an herculean effort. Any other ideas?"

In a conflict, the beavers' objective is to make their dam impregnable. If they succeed, Lonepine will either become flooded or completely cut off by the beaver pond.

The Beaver Lowdown

Beavers are massive rodents with large, flat tails. They live on lakes or rivers and do not

directly compete with mice for food. Beavers eat bark, green leaves and aquatic plants, which are all plentiful in the Territories.

The problem beavers pose is that they fell trees to build dams on rivers and lodges on lakes. The trees could be home to mice or fall on a nearby mouse settlement. Even if that's not the case, a beaver dam can block the flow of a river and ruin mouse industry downstream.

Beavers are active year-round.

Beaver Nature 7

Gnawing, Building, Swimming, Tunneling

Players' Turn

The Players' Turn in this mission can be used to rest and recover, of course. The patrol can also help Lonepine cope with its new situation. Maybe the populace must be evacuated and relocated. The patrol must find a suitable location with shelter, food and water. Sandbags and dikes are only temporary measures. The patrol might have to carve a canal to redirect the flow and reduce the water level. Maybe Lonepine needs to be rebuilt after the floodwaters recede.

If Tuk was introduced in the GM's Turn, then the patrol might have to deal with him in the Players' Turn. As a bandit, he'll capitalize on the misfortune of others to enrich himself—stealing, kidnapping and sowing confusion.

Tuk the Bandit

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	4	RESOURCES	2
WILL	2	CIRCLES	3
HEALTH	5		

SKILLS: *Scout 5, Fighter 4, Deceiver 3*

TRAITS: *Young (1), Driven (1)*

WEAPONS: *Halberd*

ARMOR: *Light Armor*

Tuk leads a band of six bandit mice armed with bows and spears.

Ending the Mission

This mission ends when either the patrol has dismantled the dam and chased the beavers off, or when the beavers have triumphed and rendered their dam impregnable to attack.

The former case is a victory for the patrol. The latter is a disaster. Lonepine will be ruined if the beavers triumph!

Continuing the Session

If the patrol successfully overcomes the beavers and saves Lonepine, they can return to Lockhaven and report in or they can take another mission in the field. If Tuk wasn't captured or killed in this mission, you can begin the next session with him and his mice raiding Burl. The patrol will have to deal with him before they move on.

Another fun follow up is to have Thom and Paul's patrol—Robin and Baron's enemies—arrive at Lonepine. They come over the water in boats, ready to solve the problem. If the beavers have been dealt with, they attempt to take credit and boss the patrol around. If the patrol failed, Thom berates Dain for incompetence and inexperience. Thom then tries to take command of the situation and solve it his way. His method will be the opposite of whatever the patrol did—if they used science, he'll go to war; if they used warfare, he'll use science.

Given that Baron is Paul's enemy and Thom is Robin's enemy, there should be plenty of room for conflict. The first obstacle in the next mission should be a mouse obstacle—Thom's patrol!





DANGER ON THE SCENT BORDER CHARACTER TEMPLATES

Sienna's patrol has been formed to repour a section of the scent border in the summer of 1152. While in the field, they encounter Elymis, who has lost his patrol in a weasel ambush.

Sienna

AGE: 25

HOME: Sprucetuck

FUR COLOR: Sandy Brown

RANK: Patrol Leader

CLOAK: Orange

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	6
WILL	5	CIRCLES	4
HEALTH	4		

PARENTS: Argus & Loralyn

SENIOR: Volker the Apiarist

MENTOR: Odell

ENEMY: Ernst the Quartermaster

FRIEND: Kenzie

BELIEF: *The Territories belong not to mice; we only own what we can safely hold.*

GOAL: *I must ensure the scent border is properly repaired.*

INSTINCT: *Always circumnavigate an obstacle before you fight it.*

SKILLS: *Scientist 4, Glazier 2, Persuader 3, Orator 2, Apiarist 2, Fighter 4, Pathfinder 5, Scout 4, Apiary-wise 3, Apothecary-wise 3.*

TRAITS: *Inquisitive (1), Clever (1), Natural Bearings (1)*

GEAR: *Mace and a small pot of honey*





Bastian

AGE: 33

HOME: *Grasslake*

FUR COLOR: *Brown*

RANK: *Patrol Guard*

CLOAK: *Deep Orange*

PARENTS: *Allyn & Maura*

SENIOR: *Kelwyn the Insectrist*

MENTOR: *Hunter*

ENEMY: *Goryn, Magistrate*

FRIEND: *Timook the Fletcher*

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	3	RESOURCES	4
WILL	4	CIRCLES	4
HEALTH	4		

BELIEF: *Hunting predators improves the quality of life for mice in the Territories.*

GOAL: *I will repour the scent border in order to prevent big predators from entering the Territories.*

INSTINCT: *Aim twice, fire once.*

SKILLS: *Militarist 2, Hunter 6, Insectrist 3, Persuader 2, Weather Watcher 2, Pathfinder 3, Scout 4, Turtle-wise 2, Archery-wise 2, Lake-wise 2*

TRAITS: *Nimble (1), Scarred (2)*

GEAR: *Bow and sword*

Delvin

AGE: 39

HOME: *Flintrust*

FUR COLOR: *Warm gray*

RANK: *Patrol Guard*

CLOAK: *Grey (fur)*

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	5	RESOURCES	2
WILL	4	CIRCLES	3
HEALTH	4		

BELIEF: *A balance between aggression and defense is the solution for mouse autonomy.*

GOAL: *I must convince Sienna to hunt and destroy these weasels before we do anything else.*

INSTINCT: *Always care for the mice in my patrol before caring for my own needs.*

SKILLS: *Weather Watcher 3, Healer 2, Deceiver 2, Baker 3, Survivalist 5, Cook 4, Fighter 3, Tool-wise 2, Shield-wise 2, Herb-wise 3*

TRAITS: *Determined (1), Generous (1), Jaded (1)*

GEAR: *Sword, shield and belt*





Elymis

AGE: 42

HOME: Sandmason

FUR COLOR: Dark Brown

RANK: Patrol Leader

CLOAK: Dark Violet

PARENTS: Caitlin & Finnegan

SENIOR: Roibin the Scribe

MENTOR: Oriana

ENEMY: Clarke the Cartographer

FRIEND: Leith Weathermouse

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
MOUSE NATURE	3	RESOURCES	5
WILL	5	CIRCLES	2
HEALTH	4		

BELIEF: Anymouse can become a threat worse than a predator.

GOAL: I must rescue the rest of my patrol from the weasels.

INSTINCT: Always remain hidden and observe.

SKILLS: Fighter 3, Archivist 3, Deceiver 2, Healer 4,
 Loremouse 2, Scout 4, Survivalist 3, Instructor 2,
 Dune-wise 2, Poison-wise 3, Scent Border-wise 2,
 Camouflage-wise 2

TRAITS: Quiet (1), Leader (1), Suspicious (1)

GEAR: Sword, knife and belt.

DANGER ON THE SCENT BORDER

Sienna's patrol has been dispatched during high summer to patch up the southwestern scent border. The scent border is usually repoured during the spring and fall. However, since Ferndale and Woodruff's Grove fell in 1150, Gwendolyn has paid extra attention to the border, ensuring that it is well-maintained.

Form Patrol

Sienna's veteran patrol consists of herself, Bastian and Delvin. Elymis is not technically part of the patrol.

However, at the start of the mission, Sienna and company encounter Elymis at the border. His patrol was attacked by weasels! He joins up with Sienna to help them complete their mission and hopefully find his mates.

If you're playing with two or three players, use Sienna and members of her patrol. The GM will control Elymis. If you have four players, each player takes on one of the patrolmice.

Assign Mission

Gwendolyn summons Sienna to her map room and informs her that she's dispatching her to the scent border outside of Ferndale. Sienna is to pick up a barrel of the scent fluid at Sprucetuck and then head out for the border.

Start the mission at the scent border. Simply describe the journey and the transaction at Sprucetuck. There's no need to make any rolls.

GM's Turn

The GM's Turn begins with Sienna, Bastian and Delvin arriving at the border outside of Ferndale. Bastian and Delvin have been hauling a barrel of scent brew and they're beat. They want to get this over with.



Before they can get started, Elymis staggers from the underbrush. His patrol was ambushed by weasel scouts. He's lost and alone. He needs help.

Begin play here. Encourage Elymis' player to take the lead. It's a dramatic scene!

Choosing Between Two Obstacles

There are two obstacles for the GM's Turn—wilderness and animal. The wilderness obstacle is the repouring of the border. The animal obstacle is another weasel ambush. The patrol can decide to repour the brew now and then hunt weasels or they can hunt weasels first and then repour the border.

If there is a dispute in the patrol, make a Persuader versus test to determine which party wins out.

Repouring the Border

Repouring the scent border is an Ob 4 Scientist test. Laborer and Scent Border-wise can be used to help. A map can be created using Cartographer to act as tools or supplies.

Don't tell the players the odds until they decide if they're going to tackle this obstacle or the weasels.

If this obstacle is tackled first, failure on this test should result in conditions for the patrol. Make them Tired or Hungry. If this obstacle is tackled second, introduce Elymis' enemy, Clarke the Cartographer. The patrol stumbles into his camp as he's being dragged off by weasels!

Weasel Hunt

Unbeknownst to Sienna and Elymis, there are two groups of weasel raiders operating in the area. One group has captured Elymis' patrol—Sela, Cerise and Annika. A second group is



lying in ambush, waiting for the rescue party! This ambush is the second obstacle for this mission.

If the patrol hasn't poured the scent brew yet, the weasels ambush the party and attempt to capture the liquid and make off with it (so weasel scientists can study it). It's a Fight conflict. The weasels' goal is to get the barrel of brew and get away.

If the patrol has poured the fluid out, then the weasels will attempt to capture the patrol in its entirety.

This raiding party does not have Sela, Cerise and Annika, but they know where they're being kept.

Weasel Raiders—Mim, Fank, Go

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
WEASEL NATURE	4	RESOURCES	2
WILL	3	CIRCLES	2
HEALTH	5		

SKILLS: *Fighter 4, Deceiver 3, Scout 4, Hunter 3*

TRAITS: *Cunning (1)*

GEAR: *Light armor, an axe, an empty sack*

Weasel Raider Chief—Alfo

RAW ABILITIES	RATING	SPECIAL ABILITIES	RATING
WEASEL NATURE	5	RESOURCES	3
WILL	4	CIRCLES	5
HEALTH	5		

SKILLS: *Fighter 5, Scout 5, Pathfinder 4, Hunter 4, Deceiver 4, Orator 4, Brambles-wise 4*

TRAITS: *Jaded (1), Cunning (2)*

GEAR: *A weasel bow, maps of the Territories*

Weasel Nature

Weasel Nature is quite different from Mouse Nature. Their Nature does not encourage them to hide and flee. Instead, it drives them to trick their prey, kill them, take their stuff and gloat about it. Their Nature descriptors are: *Aggressive, Gloating, Clever and Burrow Stealer.*

Fighting weasels is an interesting undertaking. They're intelligent and they use tools. However, they are also savage animals. Thus, use the Fight Animal conflict when confronting them.

Players' Turn

There are a lot of options for the Players' Turn. The most pressing issue is recovering Elymis' missing patrol. Their rescue is not part of the GM's Turn. It must be accomplished in the Players' Turn—the players must spend checks to do so.

To find the weasel camp, the patrol must make a Scout test versus the Weasel Nature 5 (Burrow Stealer). They're hiding out in an old rabbit warren. They've just finished torturing and interrogating Sela and Cerise. Now they're preparing to eat them. The players can decide how they will effect a rescue. They can sneak in

using Nature and try to use a ruse to free them. Or they can launch an attack. Or something else. It's up to them.

Sela and Cerise are full up on their conditions—hungry, angry, tired, sick and injured. Once rescued, they need to be tended to.

Annika is missing. She escaped the ambush, like Elymis, but is in much worse shape. She's

wandering the Darkheather, lost and alone. If questioned, the weasels will claim that they killed her in the raid. Sela and Cerise, once they're tended, to will recall a different picture. They remember Annika escaping capture and making a run for it. To find Annika, the patrol must make an Ob 6 Scout test. She's lost and wandering—tired and injured.



Weasel Kidnappers

Use the stats from the previous page. There are four weasels—Mung, the chief, and three raiders, Huiy, Kol and Ren. Their mission is to kidnap and interrogate guardmouse patrols. Whereas Alfo's raiders are to follow Mung and intercept any mice who try to mount a rescue.

Both groups are gathering intelligence for their Tunnel Lord, Fin the Brutal. He's planning on making some raids into Sprucetuck, Dorigift and Gilpledge.

Ending the Mission

Once the mice from Elymis' patrol are rescued, the patrol can head home to report and recuperate. This requires an Ob 4 Pathfinder test to get back to civilization. Or they can send the wounded home and stay in the field to deal with the weasel problem. No test is required for the wounded if they're sent out on their own. Their fate is entirely up to the GM.

Of course, this presumes that the patrol itself didn't get lost in pursuit of the kidnappers. If they did, then the Pathfinder test to get home is much harder—Ob 6 (and that's being generous).

If they're out of checks, then the next GM's Turn begins in the Darkheather.

Check Check

This is at least a six-check Players' Turn: find the camp, effect a rescue, tend both of the wounded, find Annika, get home. And that's provided everything goes smoothly and simply. To pull that off, someone is going to have to earn some checks in the GM's Turn.

And that count doesn't leave room for the players to recover or reequip. There's a lot of pressure on the patrol for this mission.

Continuing the Adventure

This mission is rich with possibilities. The patrol could be stuck in the Darkheather and have to find their way home during the GM's Turn. And holy cow, that gives the GM the opportunity to throw in some monstrous Animal and Wilderness obstacles. All sorts of wild beasts roam the wilderness out here!

There's also the matter of Fin the Brutal, the weasel Tunnel Lord. The patrol can head back to Lockhaven and report in about him. Or they can decide to track him down and take him out themselves. The risk is that if they fail in their mission and fall before the Tunnel Lord, there will be no one to warn the Territories. But if they wait, Fin might begin raiding before they can mount a defense.

And if any of Elymis' patrol weren't found, the patrol can engage in a concerted search—and even gather help from nearby towns. This mission can potentially spawn many sessions of action.

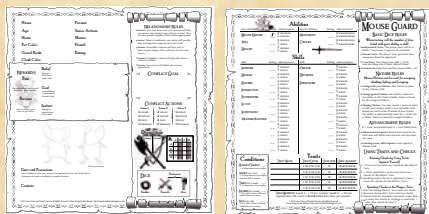




NEW MATERIALS

Ghe boxed set comes with a suite of new materials for playing Mouse Guard: cards, dice, new sheets, a GM reference screen, a map and even a figurine. This chapter describes how to incorporate the materials into your game.

NEW CHARACTER SHEETS



We've redesigned the character sheets to be square, to match the book. Square character sheets are cool. In the redesign, we changed out some of the rules information on the sheets. We added the relationship rules, and took most of the conflict rules and put them on the front left panel of the GM's Screen. All weapons for all conflicts are now listed on the inside left panel of the GM's screen.

We also redesigned the trait list to make it simpler and clearer. We hope you like it.

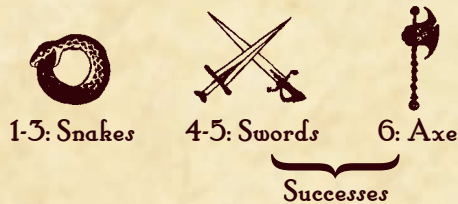
NEW GM SHEETS



We also made the GM Sheets square, like the book. The front face is pretty much the same as the original, but we've changed the back significantly. Rather than make them solely conflict sheets, we shrunk down the conflict stuff and added procedures for the whole session—from building the mission to giving rewards.

DICE

David Petersen designed some really sweet custom dice for the boxed set. Faces 1-3 have snakes on them. Faces 4 and 5 have swords. The 6th face has an axe.



Pretty, right? But how do you use them? It's simple. Snakes are not successes. In the Mouse Guard rulebook, we called them cowards. But we'll call them snakes from here on out. Much cooler.

Swords are regular successes. Count them as you would count 4s and 5s.

Axes are 6s. You can spend fate points to explode them, just like you would for a 6 in the original game.

GM REFERENCE SCREEN

In order to put some information right under your whiskers, we cooked up a GM's screen. It's not meant to hide anything from the players per se. The GM should still roll in front of the players.

But the art is pretty and the tables handy; we thought you'd find it useful.

CARDS

We've provided four sets of cards to help you play Mouse Guard quickly and colorfully.

Action Cards

We've included three decks of 12 action cards. That's each of the four actions—Attack, Defend, Feint and Maneuver—repeated three times in the deck. Give one deck to each team—players or GM.



In a conflict, choose your three actions from the deck. Lay them in front of you in the order you intend to play them. Reveal them one at a time. All teams reveal at the same time. Use the action interactions as normal.

At the end of the round, put your cards back in your deck and choose three new actions. Don't discard anything. Lay out your new set of actions in front of you as described above. Rinse and repeat until the conflict is over.

Weapons Cards

Weapons cards are largely self-explanatory. Pick your weapon from the deck. Keep it next to your character sheet.



Condition Cards

When your character suffers a condition, grab an appropriate card from the condition deck and lay it next to your character sheet.



I also recommend checking off the condition on your character sheet. That way, you can keep track of your conditions even if you misplace the card or the condition carries over to the next session.

Other Cards

We've also provided the conflict disposition and conflict skills/action tables on cards for easy reference. And to round out the collection, we added cards with the action mechanics descriptions.

MAP AND FIGURINE

We provided the map and figurine just for fun, so you can mark out where your patrol is on the map, just like Gwendolyn does. She marks each patrol leader. Then she place a colored stone, corresponding to cloak color, for each of the patrol members. We didn't provide the stones, but I'm sure you can find some to match your patrol.

