

MOUSE GUARD – SUMMARY RULES

Game Structure

Mouse Guard is more structured than other roleplaying games, but most follow a similar pattern of some scenes set by the Game Master and some left up to the Player's choice.

1. (Subsequent sessions) Chosen Player delivers a Prologue – Retell the last mission. Recover from Hungry/Thirsty, Angry, or Tired, or regain a point of lost Nature.
2. Game Master assigns the Mission.
3. Player's write session Goals.
4. Game Master's turn
 - a. Introduce two obstacles to overcome: weather, wilderness, animals, mice.
 - i. Obstacles may be simple (a single test), complex (multiple tests), or a conflict.
 - ii. **Players earn trait checks** by using traits against their tests.
 - b. Failures lead to twists (another obstacle) or conditions.
5. Player's turn
 - a. Players get 1 free check each, plus trait checks they earned during the GMs turn.
 - b. **Players spend checks** to take whatever actions they choose, to pursue beliefs and goals, or other activities; or they can spend checks to recover conditions.
 - i. Try and involve other characters in your action scenes (to give you help).
 - ii. Conditions are recovered in order: Thirsty, Angry, Tired, Injured, Sick.

Tests (for simple or complex obstacles)

1. *Base dice pool.* Select Skill/Ability or Nature.
2. *Use Trait Against to earn checks.* If you have relevant Trait to Use Against, then take -1D to **gain one trait check**. Or, if a versus test, you may give opponent +2D and **gain two trait checks**. Gaining trait checks is important, to use them for later actions.
3. *Use Trait For.* If you have relevant unused level 1 or 2 Trait to Use For, then add +1D. **Check the trait as used.**
4. *Help.* Helpers may add +1D for a relevant Wise or Skill/Ability.
5. *Add Nature.* Spend 1 Persona to add Nature to any roll (except Resources or Circles).
6. ROLL THE DICE! (GM rolls first)
7. *Use Wises.* If you have relevant Wise, Spend 1 Fate to reroll one failed die (Deeper Understanding), or 1 Persona to reroll all failed (Of Course!). **Check as used (Fate or Persona).**
8. *Exploding sixes.* Spend 1 Fate if you have any axes (sixes) to roll additional dice.
9. *Level 3 Traits.* A level 3 Trait adds +1s.
10. *Breaking ties.* If versus test is a tie, then a level 3 Trait breaks the tie in your favor. Otherwise unused Trait can be Used Against to break in opponents favor and **gain two trait checks**. Otherwise roll tiebreaker Will/Health/Nature. If a second tie, count as failure.
11. *Result.* If you meet or exceed Obstacle, you succeed. **Check skill/ability/nature as passed.** Also **check any helping Wises as passed.**
12. Otherwise GM decides failure with a Twist or success with a Condition. **Check as failed.** Also **check any helping Wises as failed.** Ability/Skill helpers (but not Wise) suffer any Condition.



Conflicts

1. Decide the type of conflict, and the skills that will be used.
2. Determine teams and the Players **elect a conflict captain**.
3. State the goals for each team.
4. The **conflict captain rolls for your starting Disposition**. Everyone else helps. Modify Disposition for any Conditions.
5. Game Master secretly selects 3 Actions.
6. Player captain **discusses with team and chooses 3 Actions**, as well as who will perform them and in what order (assign each other team member one action).
7. Reveal first Actions.
 - a. Consult the action table to see how the Actions interact.
 - b. Make Action Tests (follow Test rules).
 - i. Add any modifiers from gear or weapons.
 - ii. Twists and Conditions do not apply to individual Tests during a conflict.
 - iii. Only check a skill/ability/nature the **first time** it is used in a conflict.
 - c. Change Dispositions accordingly. **If either side's Disposition is reduced to 0, stop.**
8. Reveal and test for second and third Actions.
9. If teams still have Disposition of 1 or more, go back to step 5 and choose three more Actions.

Work out **compromise**:

- a. Won
 - i. You lost nothing from your starting Disposition – no compromise.
 - ii. You lost less than half – minor compromise: Tired or Angry; minor twist (follow - up conflict).
 - iii. Lost about half – compromise: Injury; Thirsty and Angry; Thirsty, Tired or Angry and other terms.
 - iv. Lost most – major compromise: two of Tired, Angry, Injured; Sick and Tired; Injured or Sick and other terms; major twist.
- b. Lost
 - i. Opponent lost most of their starting Disposition – major compromise: most of your goal; major twist; extract promises.
 - ii. Opponent lost about half – compromise: half of your goal; player creates twist; opponent only got half their goal.
 - iii. Opponent lost less than half – minor compromise: small part of your goal.
 - iv. Opponent lost nothing – no compromise.

Character Advancement

- Fate is earned for using Beliefs and Instincts, and pursuing Goals.
- Persona is earned for going against Beliefs and accomplishing Goals, as well as Workhorse, MVP, and Embodiment of conditions.
- To advance an ability (including Nature) or skill, you need a number of successes equal to your current rating, and failures equal to current rating – 1.
- Wises and Traits can change during a Winter Session.

