

Frogs of the Fen

A New Army for the Mice-at-Arms Miniature Game

© 2024 By David Bezio



RRB Minis & More

<https://rrbminis.com/mice-at-arms/>

Visit us for your Mice-at-Arms miniatures and
pdf/print versions of the MaA rules and play aids PDFs.
And don't forget to join our Facebook group!

12/23/24 edition

Introduction

Lore from before the shadow seasons is long lost. There are apocryphal stories that the frogs and mice once lived together in harmony in the far away, long before the mist.... but those are just tales.

Between the fallen empire of the mice and the realm of the Frog Queen lies the quagmire. Far from the center of the fen and the throne city of Bogfrog, the Frog Princesses preside over outpost forts that protect their borders.

On occasion, conflicts erupt between the quagmire frog guardians and the meadow kingdoms of the mice. These are often simple skirmishes over petty differences, while other times they escalate to all-out war!



Frog Units

Unless otherwise indicated, all core rules for frog units are identical to those of mice units.

Unit Type	Q	SQ	AC	Str
Beetle Herd	+0		7	4
Bow-Frogs	+1	+2	7	4
Frogs-at-Arms	+2	+2	8	5
Grass Snake	+2		9	2 *
Giant Toad	+3	+3	8	1 **
Princess	+3(4)		8	2*
Great Frogun	+1	+3	7	3 ***

* The Grass Snake and Princess take 3 wounds.

** The Giant Toad takes 6 wounds.

*** Crew (2 of the crew carry the Frogun).



Beetle Herd: Beetles serve as pack animals, food, and even pets for the frogs. Some of the more aggressive beetles, however, are ushered into battle by an expert herder.

- Beetle Herd units are 4 models strong (3 beetles and 1 herder).
- Beetles are mounted on 1" or 25mm bases, while the herder is mounted on a $\frac{3}{4}$ " or 20mm base.
- This unit never contains a hero, but the herder has a +1Q and is the last model removed.

Bow-Frogs: Bow-Frogs are trained in archery. They are weaker (but still formidable) in melee, but much more effective from afar.

- Bow-Frog units are 4 models strong.
- Bow-Frogs are individually mounted on $\frac{3}{4}$ " or 20mm bases.
- This unit might contain a hero (8+ chance on 1d10).
- Bow-Frogs shoot at SQ+2.

Frogs-at-Arms: Frogs-at-Arms are trained infantry and the core of every Princess's army.

- A Frog-at-Arms unit is 5 models strong.
- Frogs-at-Arms are individually mounted on $\frac{3}{4}$ " or 20mm bases.
- This unit always contains a hero who counts as unit leader.



Grass Snake: Some insane frogs become snake charmers who hypnotize fearsome grass snakes with their flutes, and force them into battle.

- Grass Snake units are 2 models strong (the snake and the charmer).
- The snake is mounted on a 1 ½" or 40mm base, while the charmer is mounted on a ¾" or 20mm base.
- Grass Snake units are never accompanied by a hero.
- Grass Snakes strike quickly with 3 dice at a -1 to saves.
- Grass Snake units gain an [A] against opponents on bases smaller than 1 ½" or 40mm.
- Grass Snake units may move up to 8" (instead of 4").
- When the Grass Snake unit suffers damage, before marking it with a wound, roll 1d10. On a roll of 8+ the charmer is removed instead. No longer mesmerized, the snake now activates individually before initiative, moving toward and/or attacking the nearest unit (be it mice OR frog).

Giant Toad: Giant Toads are rather dim. They are not interested in politics or wars, but they do like the taste of mice...so it's not hard to convince them to join a battle.

- A Giant Toad unit is 1 model strong.
- The Giant Toad is mounted on a 1" or 25mm base.
- The Giant Toad is never accompanied by a hero.
- The Giant Toad may move up to 8" (instead of 4").
- The Giant Toad attacks with its tongue in melee or "shooting" with it up to 8" away. Attacks are made with 2 dice at a -2 save (models on ¾" or 20mm bases are swallowed whole, even if they had multiple wounds prior).
- Giant Toads can attack battlements and towers.
- The Giant Toad takes 6 wounds.
- The Giant Toads never take morale checks.



Princess (and Prince): The Princess always leads her army into battle accompanied by her Prince.

- This unit is 2 models strong (3, if it contains a hero).
- The Princess is mounted on a 1" or 25mm base, while the Prince is mounted on a 20mm base.
- This unit may contain a hero (9+ chance on 1d10). The Princess is still considered the unit's leader, and the hero is the first model removed if the unit takes damage.
- The Princess is the commander of the army and grants an [A] to any unit within 8" attempting a morale check.
- The Princess rolls 2 dice in combat.
- The Princess has a +3Q in combat, but if the Prince is killed, she becomes enraged and her Q is increased to +4.
- The Princess can take 3 wounds.



Great Frogun: The Great Frogun is a portable cannon invented by the Frogs. It is used on the battlefield against units, against castle walls in a siege, and in the towers of their own outposts when under attack.

- Each Frogun unit has 3 trained crew models.
- The two Frogun bearers are mounted together on a 1 ½" or 40mm base, while the loader is mounted on a ¾" or 20mm base.
- This unit never contains a hero.
- The Frogun makes shooting attacks with 2 dice at SQ+3, as long as at least 1 crew is still alive.
- If only 1 crew is still alive, the Frogun can only move OR shoot.
- The Frogun cannot shoot if the crew is in melee.

Mustering the Frog Troops

As Princess, you have sent out the call to arms! On the eve of battle, you stand with the Prince and await the troops your four warlords have sent. Each army consists of The Princess's command unit plus 4 randomly determined units.

Loyalty (campaigns only): Your subject's loyalty score starts at 0. The loyalty score modifies die rolls on the muster table. In a campaign, loyalty goes up +1 as you win a battle and it goes down -1 when you are defeated in battle.

The Muster Table: Roll 4 times on the muster table (+/- your loyalty score), once for each of your quagmire warlords; this is the unit they send (you may instead choose a lesser unit if you like); A roll less than 1 indicates you have lost the respect of a warlord (they send no unit this battle, or in future battles, until you win their respect back).



d10	Muster Table
≤ 0	No troops sent (respect lost)
1-2	Beetle Herd
3-4	Bow-Frogs**
5-7	Frogs-at-Arms*
8	Grass Snake
9	Giant Toad
10	Great Frogun

* This unit always contains a hero

** These units contain a hero on a d10 roll of 8+

Frog Heroes

All the rules for heroes in the core rule book apply to frog heroes as well. When you muster a unit that might contain a hero, roll to see if it does. A hero takes the place of the unit's leader. Frogs-at-Arms units ALWAYS contain a hero.

d10	Hero
1-2	Champion
3-4	Standard Bearer
5-6	Fly Trapper
7-8	Frogunner
9-10	Warlock

Champion: The champion hits at a Q+3 on all melee attack rolls, and generates an [A] on charges.

Standard Bearer (Musician): Any unit within 8" of the standard bearer gets +1 to all morale tests (unless the standard bearer's unit is fleeing).

Fly Trapper: Fly Trappers come from the deepest darkest parts of the fen. They wield the jaws of the Venus Flytrap as weapons and are the most savage frog warriors. A unit with a Fly Trapper in it can choose to increase its Q by +1, but must reduce its AC by -1. The Fly Trapper can take 2 wounds.



Froggunner: The Froggunner carries a miniature version of the Great Frogun. The Froggunner can make a single shooting attack at an SQ +3, and hits from this shooting attack are saved at a -1 penalty. Unfortunately, the miniature Frogun hasn't been perfected, so after each shot is resolved, roll 1d10. On a roll of 1, the Frogun explodes and the Froggunner is instantly removed from play.



Warlock: When activated, in addition to any other actions, the Warlock may cast a spell. To do so, he chooses any unit he can see (LoS) and rolls 1d10, consulting the spell table below.

1-5: Magic Mosquito

The warlock immediately makes 1 free shooting attack at SQ+1 (no modifiers for [A] or [D]). Resolve all saves and morale checks as normal.

6-8: Quicksand

On a 1d10 roll of 6+ the target unit loses its next activation as it fights its way out of the quicksand.

9-10 Sludge Bomb!

The Warlock immediately makes a free shooting attack at SQ+1 rolling 2 Dice (no modifiers for [A] or [D]). Resolve all saves and morale checks.

Quagmire Terrain

All the rules for terrain from the core rulebook apply to the quagmire. The ground of the quagmire is generally squishy, but the individuals involved in these battles are small enough not to sink most of the time.

Frogs in Fen: Bad goings designated as “swamps” have no effect on frogs or their allies. Frog units move through “swamp” terrain features as if they were clear terrain.



Deepquag: Deepquags are different from most terrain in the game.

- Frogs always treat Deepquags as clear terrain.
- A Deepquag is approximately 9" in diameter.
- Deepquags are only present if a scenario specifically includes them.
- Other, smaller, terrain pieces can be placed on top of the Deepquag and can be occupied as normal.
- Deepquags are considered as “clear terrain” for all purposes, except at the end of each activation a non-frog unit ends while in the deep quag, roll 1d10. On a roll of 1 the unit takes 1 hit with no save. This represents losses due to terrible things happening, like gnat swarms attacking or troops sinking into the quagmire and disappearing.

Mice vs. Frogs Campaigns

Campaigns between mice and frogs follow all the same rules as in the core game. Battles waged on the frogs' campaign map use the quagmire scenarios.

Random Events for quagmire scenarios (Optional): Roll 1d10 at the beginning of each round. On a roll of 8+, a random event occurs. Roll 1d10 on the table below. The event lasts 1 round and applies to both armies.

1d10 Random Event

1-2 **Mist...**

All shooting attacks suffer a [D]

3-4 **Gnat swarms...**

Upon activation roll 1d10, on a 1 the unit loses its turn while smacking at biting gnats

5-6 **Treacherous Wetlands...**

Before rolling initiative, each side picks one enemy unit that cannot move this turn (the unit may still take other actions)

7-9 **Thick Fog...**

No shooting this round; Any unit not engaged in combat will immediately move towards the closest unit (even if it is friendly, initially mistaking it for the enemy)

10 **Otter Attack!**

Before rolling initiative, each side picks one enemy foot model (not a hero or King/Princess), on a roll of 1, on 1d10, that model is carried off by a hungry otter...and the unit it was part of takes no activation this round (as they regroup)

Quagmire Scenarios

Every battle can simply be a pitched battle, or you can roll on (or choose from) the scenario table below.

d10	Scenario
1-2	Quagmire Pitched Battle
3-4	Fly Hunt
5-6	Sunken Stones
7-8	Necromancers Bog
9-10	Cut off the Serpent's Head

1-2) Quagmire Pitched Battle

A fight to the finish until one side is eliminated or yields.

Set-Up: Each side takes turns placing 1 Deepquag and 3 other terrain pieces each. Roll off, with the highest roll choosing their deployment side of the battlefield. The other player deploys on the opposite side of the battlefield (if there are more than 2 players, choose sides in order of the die roll, highest to lowest). Deploy units 1 at a time along the edge of the battlefield along your side.

Victory Conditions:
Destroy or rout the enemy!

- 1 VP each enemy unit eliminated
- 2 VP for winning the battle



3-4) Fly Hunt

While hunting flies to feed the troops, an advanced party of frogs is surprised to stumble into the enemy's camp!

Set-Up: Place 1 Deepquag in the center of the table. Divide the table up into 4 quadrants. Each side places 1 terrain piece in each quadrant. Each side rolls 1d10, with the highest roll choosing a quadrant to deploy its army anywhere within. The other side deploys in the diagonal quadrant. Place 1 token or marker, to represent a fly in the center of the other 2 quadrants.

Victory Conditions: The first side to eliminate 3 units wins the battle. A frog unit that charges/attacks a fly, captures it on a d10 roll of 6+. A mouse unit that charges/attacks a fly, scares it away on a d10 roll of 5+

- 1 VP for the frogs for each fly captured
- 1 VP for the mice if the frogs capture NO flies
- 3 VP for winning the battle

5-6) Sunken Stones

The Sunken Stones is a mysterious and ancient place that sank into the fen eons ago. The stones are huge rectangular blocks of inexplicable construction.

Set-Up: Each side sets up one half of the battlefield using 1 Deepquag and 8 sunken stones (obstacles) placed in a mazelike pattern. Each side also places 1 "magic gem" token anywhere on the battlefield.

Victory Conditions: Destroy or rout the enemy to win. A unit can pick up a magic gem by simply moving over it. A unit that has the gem can expend it at any time to re-roll any die that affects that unit.

- 1 VP each enemy unit eliminated
- 1 VP for winning the battle

7-8) Necromancer's Bog

An army of mice has entered the Necromancer's Bog, a dreaded location of unremembered origin or meaning.

Set-Up: Place 1 Deepquag in the center of the battlefield; Each side take turns placing 1 Deepquag and 3 other terrain pieces anywhere on the battlefield; Roll 1d10, with the highest roll choosing which side to deploy on, while the other army deploys from the opposite edge of the battlefield.

Victory Conditions: Destroy or rout the enemy to win the battle. There is something ancient and terrible lurking in (or under) the bog. Any time a unit/model takes an unsaved hit while in a Deepquag roll 1d10. On a roll of 10 the hit is ignored. On a roll of 1 the unit/model takes an additional hit (save as normal, possibly causing another such roll).

- 1 VP each enemy unit eliminated
- 2 VP for winning the battle

9-10) Cut off the Serpent's Head

The only way to win a decisive battle is to take out the enemy's command unit.

Set-Up: Each side takes turns placing 1 Deepquag and 3 other terrain pieces each, Roll off, with the highest roll choosing their deployment side of the battlefield. The other player deploys on the opposite side of the battlefield (if there are more than 2 players, choose sides in order of the die roll, highest to lowest). Deploy units 1 at a time along the edge of the battlefield along your side.

Victory Conditions: Destroy the enemy's commander to end the scenario and win the battle.

- 1 VP each enemy unit eliminated
- 2 VP for winning the battle

The Quagmire Siege

The siege in the frogs' quagmire is played out exactly as in the core rules, with the following differences.

The Outpost: Frog fort size/functions are the same as a castle, but a stone fortress is too heavy for the fen, so forts are made of wood.

- **Fort Battlements/Towers:** AC 8; Saves +4; take 2 hits

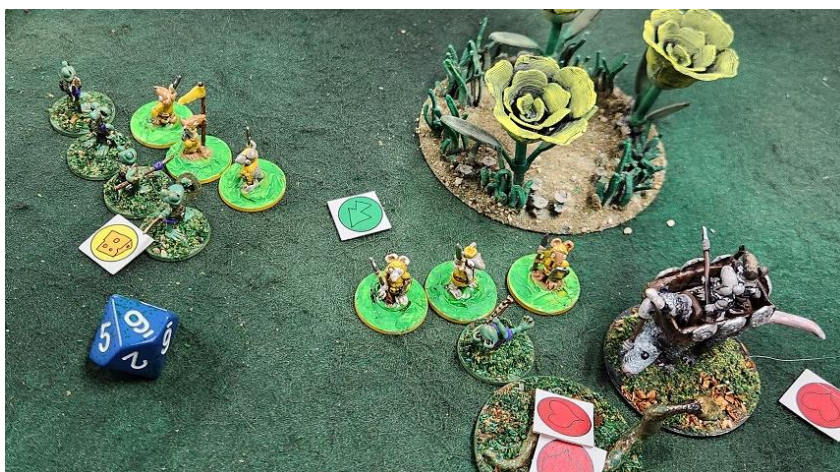
Setup: The defending frog player can place up to 6 pieces of terrain (in addition to The Outpost) anywhere on the table. Two of these terrain pieces can be Deepquags.

Boiling Cheese Sauce: Frogs do not employ cheese sauce in their forts defense.

Great Frogun Defense: Besieged frogs start the battle with 3 Great Froguns in addition to any units mustered. The Great Froguns begin the siege atop towers.

Great Froggun Attackers: Frog attackers (vs a Frog Outpost or a Mouse Castle) start a siege with 2 Great Frogguns in addition to any units mustered.

Rebels: Frogs and mice will not join the enemy against their own kindred.



Frog Quick Reference

d10 Muster Table

≤ 0	No troops sent (respect lost)
1-2	Beetle Herd
3-4	Bow-Frogs
5-7	Frogs-at-Arms
8	Grass Snake
9	Giant Toad
10	Great Frogun

Unit Type	Q	SQ	AC	Str
Beetle Herd	+0		7	4
Bow-Frogs	+1	+2	7	4
Frogs-at-Arms	+2	+2	8	5
Grass Snake	+2		9	2
Giant Toad	+3	+3	8	1
Princess	+3(4)		8	2
Great Frogun	+1	+3	7	3

Notes

Beetle Herd - Unit never contains a hero. The herder has a +1Q and is the last model removed.

Bow-Frogs - Unit contains a hero on a d10 roll of 8+.

Frogs-at-Arms - Unit always contains a hero; is unit leader.

Grass Snake - Snake takes 3 wounds. Unit moves at 8" and never contains a hero. Snake strikes with 3 dice at a -1 to save. If damaged, before marking a wound, roll 1d10. On a roll of 8+ the charmer is removed, and the snake now activates individually before initiative, moving toward and/or attacking the nearest unit (be it mice OR frog).

Giant Toad - Takes 6 wounds. Unit moves at 8" and never contains a hero. Attack using its tongue in melee or "shooting" with it up to 8" away. Attacks are made with 2 dice at a -2 save (models on 20mm bases are swallowed whole, even if they had multiple wounds). Can attack battlements and towers. Never takes morale checks.

Great Frogun - Can be used against units, or against castle walls. Unit never contains a hero. Makes shooting attacks with 2 dice as long as at least 1 crew is still alive. If only 1 crew is still alive, the Frogun can only move OR shoot on a turn. Cannot shoot if the crew is in melee.

Princess (and Prince) - The Princess takes 3 wounds. Unit contains a hero on a d10 roll of 9+. The Princess is still considered the unit's leader, (the hero is the first model removed). The Princess grants an [A] to any unit within 8" attempting a morale check. The Princess rolls 2 dice in combat. The Princess has a +3Q in combat, but if the Price is killed, she becomes enraged and her Q is increased to +4.