Mice-at-Arms
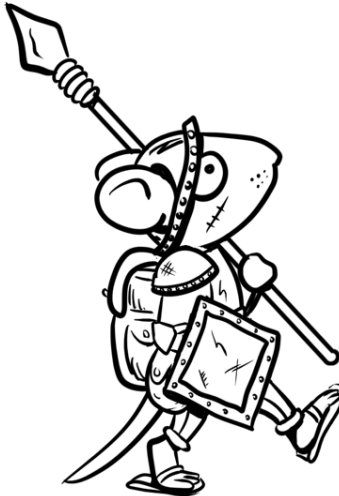
Skirmish Battles of Small but Vicious Mice

Mice-at-Arms

Skirmish Battles of Small but Vicious Mice
© 2023 By David Bezio

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A little help from my friends…

Contents

Introduction

Someplace where the wind blows over the fen, the copse becomes the thicket, and the thicket opens to the meadow...a great mouse empire fell. Deceit and skullduggery from the noble houses led to the Dark Ages. Now 100 mouse kingdoms fight to keep what is theirs, and take what isn't. You rule one such kingdom and war is upon you!
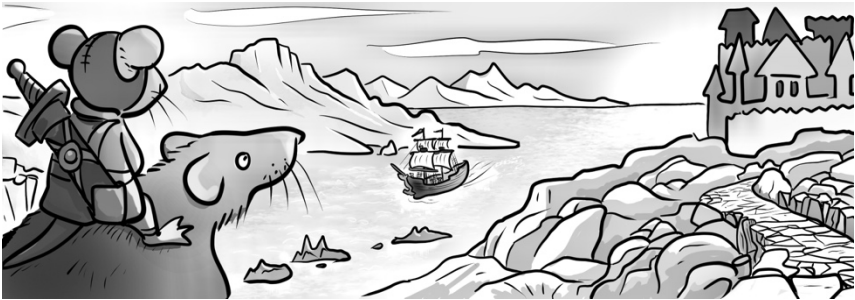
Mice-at-Arms is a fast-play skirmish miniature game. Each army is composed of about 5 units (7-23 models total). There is minimal record keeping and the average game takes about an hour to play. The rules are designed to be simple and straightforward, but with levels of tactics that can be skillfully implemented to defeat your opponent.

Equipment Needed to Play: These rules; An army (per player) of individually based mouse miniatures; 2'x2' play area (the battlefield); 3" diameter terrain; 8" stick marked in the middle at 4" (for all measurements in the game); at least 1 10-sided die (d10), although 6 per player is better; Wound, activation, and flee tokens.

RRB Minis & More (https://rrbminis.com): This game was produced in cooperation with *RRB Minis & More*. An expanding collection of Mice-at-Arms miniatures and suitable bases can be found at the RRB website. There, you can also find free PDF downloads of the rules, reference sheets, and other game aids.

Dead-Tree Rulebook: Print on demand versions of this rule book, in various formats, can be found at the Lulu Bookstore (https://www.lulu.com).

Game "Scale": This game takes place in a fantasy world, so the specific size of things in our world only has a vague correlation. The mice miniatures stand about 15mm tall, and we can assume that 1mm is equal to about 10mm (or 1cm) "real" size in this world. But don't get hung up on that scale...it's a game about mice with swords riding off to war on Battle Cats after all.

Preparing the Battlefield: The game is played on a 2'x2' area. A cut piece of felt or a flocked game board works best, but any flat surface will work. 15mm scale terrain for mouse-made features (like buildings and pebble walls) works best, and visually appealing terrain works for everything else (such as rocks or flower patches). In the standard game, two sides take turns placing 4 pieces of terrain from your collection. Both sides then roll 1d10, with the highest roll choosing which side of the table to deploy their army from. See the "Pitched Battle" scenario on page 31 for more details.

Units

A unit is composed of several models which remain in a group within approximately 1 base of each other.

Leaders: 1 model in every unit is designated as the leader (who might be replaced by a hero in some units). Movement and LoS are measured from the front of the leader's base. The leader is ALWAYS the last model removed as the unit takes casualties.

Quality (Q):   This represents the units training, and discipline. This number is added to each d10 roll when attacking, attempting a save, or making a morale check.

Shooting Quality (SQ): Some units can shoot. If so, the unit has an SQ listed. If a unit can shoot for any other reason, but doesn't have a SQ listed, then it shoots using its regular Q.

Armor Class (AC): The armor class represents the unit's ability to defend itself and any armor worn. This is the number needed to roll, or beat, to hit this unit.

Strength (Str): This is the number of models that form this type of unit. Str is also the number of attacks the unit can make at full strength and how resilient it is in battle. When a unit takes damage, models are removed, and once all the modes are gone, the unit is eliminated. Some models, like the King and the Battle-Cat, take multiple wounds before being removed.

Unit Type	Q	SQ	AC	Str
Hoppers	-1	+0	6	3
Field Mice	+0		6	4
Bow-Mice	+1	+2	7	4
Mice-at-Arms	+2		8	5
Rat Riders	+2		9	3
Battle Cat	+2	+2	9	1*
King	+3		8	3 **
Ballista	+1	+3	7	2 ***
Cat-non	+1	+3	7	4 ***

* The Battle Cat takes 4 wounds
** The King takes 2 wounds
*** Crew (this doesn't include the war machine itself).

Hoppers: Hoppers are runts of the litter and adolescent mice looking to make a name for themselves.
- Hopper units are 3 models (bases) strong.
- 3 hopper miniatures are mounted on a single 1" or 25mm base which counts as 1 model.
- This unit never contains a hero.

Field Mice: Field Mice prefer tending crops, brewing mead, working the mill, or anything really... but they have been pressed into service by their noble lord.
- A Field Mice unit is 4 models strong.
- Field Mice are individually mounted on ¾" or 20mm bases.
- This unit might contain a hero (10+ chance on 1d10).
- The field mice really don't want to be there and suffer a -1 to all morale rolls.

Bow-Mice: Bow-Mice are mice trained in archery. They are weaker (but still formidable) in melee, but much more effective from afar.
- Bow-Mice units are 4 models strong.
- Bow-Mice are individually mounted on ¾" or 20mm bases.
- This unit might contain a hero (8+ chance on 1d10).
- Bow-Mice units can shoot at SQ+2.

Mice-at-Arms: Mice-at-Arms are battle trained infantry and are the core of every kingdom's army.
- A Mice-at-Arms unit is 5 models strong.
- Mice-at-Arms are individually mounted on ¾" or 20mm bases.
- This unit always contains a hero who counts as unit leader.

Rat Riders: Rats are swift and vicious beasts, and only elite mice master their use as mounts in battle.

- Rat Riders are 3 models strong.
- Rat Riders are individually mounted on 1" or 25mm bases.
- Rat Riders throw 2 attack dice per model in melee.
- This unit might contain a hero (8+ chance on 1d10).
- Rat Riders may move up to 8" (instead of 4") and gain an [A] to hit against units on foot.
- Roll 1d10 at muster, on a roll of 8+ the unit is armed with spears for a bonus of +1 to hit when charging an enemy.

Battle Cat: Few kingdoms can train a kitten to become a Battle Cat, the most feared unit on a battlefield.

- A Battle Cat infit is 1 model strong.
- The Battle Cat is mounted on 1 ½" or 40mm base.
- The Battle Cat may move up to 8" (instead of 4") and gains an [A] to hit against units on foot.
- The Battle Cat attacks in melee with 4 dice or shoots with 1 die until it takes 4 wounds.
- The Battle Cat never takes morale checks.
- Roll 1d10 at muster. On a roll of 8+ a rider is armed with a spear for a bonus [A] when charging. On a roll of 10, the rider is armed with a spear AND also with a shield. The shield automatically saves any 1 hit taken in this battle. No save roll need be attempted, the hit is simply deflected, after which the shield is sundered.

King (and Retinue): The King always marches into battle with his army, inspiring his mice to win the day!

- This unit is 3 models strong (the King & 2 bodyguards).
- They are individually mounted on ¾" or 20mm bases.
- This unit may contain a hero (8+ chance on 1d10). The King is still considered the unit's leader, and the hero replaces one of the bodyguards.
- The King is the commander of the army and grants an [A] to any unit within 8" attempting a morale check.
- The King re-rolls his attack die if the first roll fails, but must keep the second roll.
- The King can take 2 wounds.
- The bodyguards DO NOT re-roll misses or take multiple wounds.

Ballista: Generally placed in a tower to protect a castle; on occasion, the crew drags this massive war machine into battle.
- Each Ballista unit has 2 trained crew models.
- The Ballista model and crank operator are mounted together on a 1 ½" or 40mm base, while the bolt bearer is mounted on ¾" or 20mm base.
- This unit may not contain a hero.
- The Ballista makes shooting attacks with 2 dice at SQ+3, as long as at least 1 crew is still alive.
- A Ballista can only move OR shoot.
- The Ballista cannot shoot if the crew is in melee.

Cat-non: Hard to aim, and difficult to fire, the Cat-non is not effective against soldiers, but its massive force is adept at smashing buildings and walls.
- Each Cat-non has 4 trained crew models.
- Crew are individually mounted on ¾" or 20mm bases. The Cat-non is mounted on a 1" or 25mm base.
- This unit may not contain a hero.
- The Cat-non makes shooting attacks with 2 dice at SQ+3, as long as at least 2 crew are still alive.
- The Cat-non can only move OR shoot.
- The Cat-non cannot shoot if the crew is in melee.
- The Cat-non can ONLY shoot at battlements, not units.
- The Cat-non is used in a siege only.

Mustering the Troops

As King, you have sent out the call to arms! On the eve of battle, you stand with your retinue and await the mice your 4 nobles have sent. Each army consists of The King'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 noble house; 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 fealty of a noble (they send no unit this battle, or in future battles, until you win their fealty back).
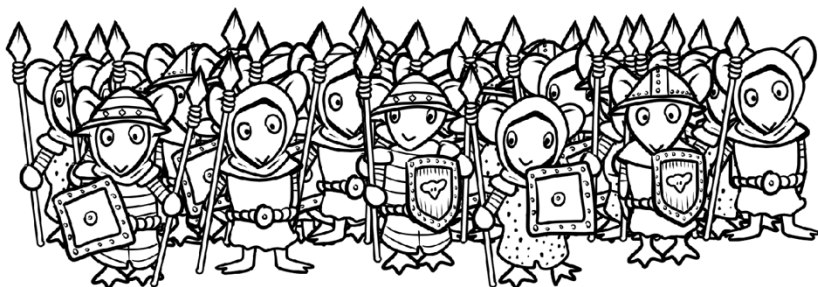
d10 Muster Table

≤ 0	No troops sent (fealty lost)
1	Hoppers
2	Field Mice***
3-4	Bow-Mice**
5-7	Mice-at-Arms*
8	Rat Riders**
9	Battle Cat
10	Ballista

* This unit always contains a hero
** These units contain a hero on a d10 roll of 8+
*** This unit contains a hero on a d10 roll of 10+.
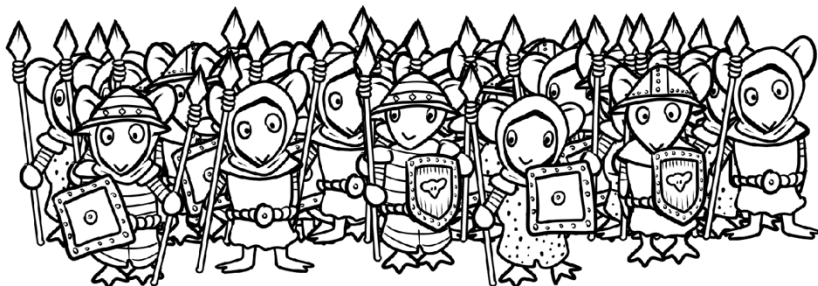
Heroes

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. Mice-at-Arms units ALWAYS contain a hero.

Roll 1d10 and consult the table below to see which hero has joined the unit. If you are rolling for more than 1 unit and roll the same result, you may take that hero or choose to roll again.

Except where noted, heroes move and fight with units, as would a leader, with the same stats. Heroes (and leaders) are always the last model removed from play when a unit suffers casualties.

Hero Table

D10	Hero
1	Ladybug
2	Champion
3	Cleric
4	Ranger
5	Princess
6	Standard Bearer (or Musician)
7	Barbarian
8	Assassin
9	Snake-Slayer
10	Wizard

Ladybug: This giant army mascot zips around the battlefield increasing the fighting spirit of the troops. It does not replace the leader, but is simply attached to the unit. The ladybug cannot attack, or be attacked, but it does give the unit an extra [A] on ALL rolls. If the ladybug's unit is removed from play, the ladybug can instantly fly to, and join, any another unit within 8". If there is no other unit in range, the ladybug is removed.

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

Cleric: Once per round (when activated) the cleric can bless any single unit withing 8" (including his own). That unit rolls 1d10 for any failed save or morale rolls this round. On a 10+ the divine power of the Glowing Cheese changes the failure to a success.

Ranger: The ranger can shoot at Q+3. Follow all rules for a single shooting attack.

Princess: Everyone loves the princess. Once per round (when activated) the princess can choose a model (not the King or a hero) from any unit up to 8" away (blowing them a kiss). That model re-rolls any failed attacks this round.

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). On a 1d10 roll of 9+ at muster, the standard bearer is instead a **musician**. In addition to the bonus to morale, the musician's unit automatically passes any morale tests.

Barbarian: The barbarian makes 2 attacks per round.

Assassin: If the unit the assassin is in causes a casualty (and there are targets remaining), the assassin can immediately make an additional attack. Resolve the additional attack before rolling morale.

Snake-Slayer: These mice are the bravest of the brave, and must have singlehandedly killed at least one snake to earn this title. The snake-slayer can take 2 wounds.

Wizard: Once per turn (when activated) the wizard can choose any 1 unit it can see (LoS) and rolls 1d10 and consults the spell table below…

1-5: Magic Missile
> The wizard immediately makes 1 free shooting attack at SQ+1 (no modifiers for [A] or [D]). Resolve all saves and morale checks as normal. The wizard may still move and attack this round.

6-8: Phantasm
> On a 1d10 roll of 6+ the target unit loses its activation this turn as it fights imaginary monsters.

9-10 Fireball!
> The wizard immediately makes a free shooting attack at SQ+1 rolling 2 Dice (no modifiers for [A] or [D]). Resolve all saves and morale checks. The wizard may still move and attack this round.

Terrain

Terrain pieces are all crafted about 3" in diameter. Even linear terrain (such as fences or parts of streams) are crafted on 3" bases. Several bases can be placed adjacent to each other to represent things such as ranges of mounds, or streams, but each 3" terrain piece is considered separately for game purposes.

- A unit is either occupying terrain, or not. If at least 1 model (usually the leader) moves FULLY into terrain, the whole unit is immediately moved into that terrain piece. A unit that moves into terrain occupies it. If the leader model doesn't have enough movement to fully move into the terrain, it stops just outside the terrain.
- Only 1 unit can occupy a terrain piece at a time.

Terrain Types: Different types of terrain have different game effects in play when a unit occupies them. Sometimes this applies to the unit occupying the terrain, and sometimes it applies to anyone attacking that unit. Some of these effects are explained later in the rules.

Clear Terrain
- Short grass, dirt, paths, bridges
- No Restrictions

Mounds
- Blocks LoS
- Occupying units attacking units on lower ground gain an [A]
- Grants the unit atop LoS over units and barriers

Tall Patch
- Flowers, weeds, briar patch
- Stops movement once occupied
- Blocks LoS
- Attacking a unit occupying a tall patch imposes a [D]

Barriers
- Hedge, fence, low wall, small rocks
- Stops movement once occupied
- Attacking a unit occupying a barrier imposes a [D]

Bad Goings
- Difficult, but traversable such as broken lands, swamps, fords
- Stops movement once occupied
- When in bad goings, the unit suffers a [D] on all Q rolls

Fortress
- Walled area, towers, battlements
- Mounted units may not occupy a battlement or tower
- Stops movement once occupied
- Blocks LoS
- Units occupying this terrain gain an [A] on attacks (unless the target occupies an adjacent battlement)
- Enemies attacking a unit in this terrain suffer a [D] (unless the target occupies an adjacent battlement)
- Grants the unit atop LoS over units and barriers

Obstacles
- Imposing terrain that cannot be traversed or occupied, such as large rocks and some buildings
- Units cannot enter or occupy
- Blocks LoS

Buildings
- Buildings units can enter/occupy
- Stops movement once occupied
- Blocks LoS
- Units occupying buildings cannot be targeted by shooting attacks.
- Enemies attacking a unit in this terrain suffer a [D]

Impassable Terrain
- Terrain that that can't practically be traversed during the game, such as deep streams, puddles, holes, or chasms
- Impassable

Playing The Game

Die Rolls: Die rolls are usually modified, but a natural roll of 1 is always a failure and a natural roll of 10 is always a success. It's almost always better to roll high.

The Game Round: After the battlefield is prepared and armies have been deployed, each player rolls 1d10 for initiative to see who activates a unit first.

Players alternate activating 1 unit at a time until all units on both sides have taken a single turn. If one side has more units than the other, that side activates all remaining units consecutively. After a unit has taken its turn, mark it with an activation token.

At the end of the round, remove all activation tokens.

On its activation a unit can…
- Any heroes take any special actions first, then…
- Do nothing -or-
- Move -or-
- Attack -or-
- Move (charge) and then Attack

- A unit that has a shooting attack can aim (for an [A]) and shoot if it does not move. This does NOT apply to the ballista or cat-non, which may only move OR shoot.
- A unit that charges moves adjacent to an enemy unit and then may attack in melee.
- Units already engaged in melee combat may ONLY attack.

Advantage [A] & Disadvantage [D]:

During the game, you can use skill and tactics to increase your chances of success. Various situations create Advantages [A] and/or Disadvantages [D] which can affect Quality rolls. Add the total of ALL applicable advantages and compare that to the total of ALL applicable disadvantages in any given situation.

- If there are more [A] than [D], then add +1 to Q rolls.
- If there are 2x more [A] than [D], add +2 to Q rolls.
- if there are more [D] than [A] subtract -1 to Q rolls.

Move: On its turn, a unit can move up to its movement rate (with any number of turns). Unless otherwise noted, all units move up to 4" (mounted or fast units generally move 8"). All units should stay within a model's base distance from another model in the unit (or as close as possible).

- Occupying (moving into) some terrain types instantly stop the unit's movement.
- Units can move through friendly units, but must stay at least 1 base away from enemy units unless engaging in melee combat.

Shooting Attacks: Any unit or model with a shooting attack, that is NOT in melee with another unit, can shoot at any target on the table it can see. Models can see all around (360°), not just the direction they are facing.
- The leader must have line of sight (LoS) to the target.
- Units cannot shoot at a target engaged in melee.

Line of Sight (LoS): LoS is a straight line from any part of shooting unit's leader's base to any part of ANY model's base in the target unit that does not cross interposing terrain or units that block LoS.

Making the Shooting Attack: Roll 1d10+SQ for each model in the shooting unit vs. the AC of the target unit. Each roll equal to, or greater than, the AC is a hit! The target rolls to save from each successful hit, and then takes a morale test if needed.

Shooting Advantages & Disadvantages…
[A] Aiming (shooting unit did not move this activation)
[A] Shooting unit occupies hill or fortress
[D] Target occupies a barrier, tall patch, or fortress
[D] Target at Long Range (more than 8")

Melee Attack: Units that are in base-to-base contact with an enemy can make a melee attack. Once 1 model in a unit touches another model in an enemy unit (usually on a charge, as detailed in the movement rules), the units are both in melee. Move all models in both units so they are touching. This is mainly for aesthetics, as units attack as a whole, not at specific models in a unit.

- Units remain in melee until one unit is eliminated, or flees the melee.

Making the Melee Attack: Roll 1d10+Q for each model in the attacking unit vs. the AC of the defending unit. Each roll equal to, or greater than, the AC is a hit! The defender rolls to save from each successful hit, and then takes a morale test if needed.

Battle Back: If the defending unit in melee is not destroyed or fleeing it can battle back (follow the same procedure as making a melee attack (this does not count as this unit's activation).

Melee Advantages & Disadvantages…

[A] The attacker charged this activation
[A] The defender is flanked by another of your units
[A] Attacking from hill or fortress
[A] Mounted unit Attacking a foot unit
[D] When battling back
[D] Attacker flanked by an enemy unit
[D] Attacker occupying bad goings
[D] Defender in tall patch, barrier, building, fortress

Saves: For each hit a unit takes from an attack, it can attempt a save roll. Roll 1d10+Q for each hit. Each 9+ is a successful save and the hit is ignored.

- For each failed save remove 1 model (or mark with a wound token if the model takes multiple wounds).
- If any models are removed, take a morale test. Note, single models with multiple wounds that take damage are not removed, so need not take morale tests.
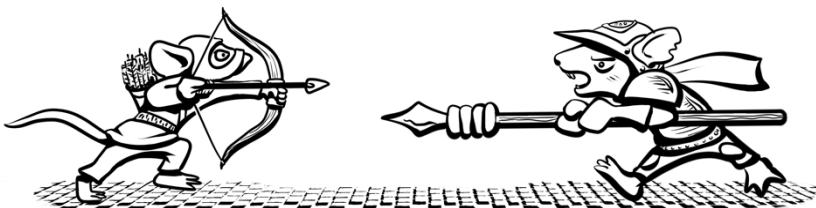
Morale Test: Units that suffer losses take a morale test, roll 1d10+Q on the table below.

Roll	Morale Result
1-5	Unit scatters (remove from battle)
6-8	Unit is fleeing, move 4"
9+	Stand Fast/Rally (activate as normal next round)

Morale Test Advantages & Disadvantages…

[A] Unit outnumbers its attacker
[A] Friendly unit flanking your attacker
[A] Within 8" of the King (unless he is fleeing)
[D] Unit outnumbered by its attacker
[D] Flanked by another enemy unit
[D] Unit's King is fleeing or removed from play

Fleeing Units: Fleeing units are marked with a flee token.
- Fleeing units roll morale again at beginning of each activation in an attempt to rally.
- A fleeing unit that rallies can activate normally in the NEXT round. Replace the flee token with an activation token.
- Fleeing units move 4" away from all enemy units, avoid terrain, and move in the most direct path towards their original deployment edge of the battlefield.
- If a fleeing unit is charged, it is instantly destroyed and removed from play.
- Models that flee off the battlefield are removed from the game.

Victory Points (VP): When fighting a battle and the fates are on your side, you gain victory points! These are slightly more important in an ongoing campaign, but the re-roll benefit can be used immediately in the battle currently being fought.

- An army gains 1 VP when an enemy unit is removed from play.
- An army may gain VP when certain scenario goals are accomplished.
- You gain 2 VP when you win a battle (destroy all enemy units, complete a scenario goal, or your enemy yields).
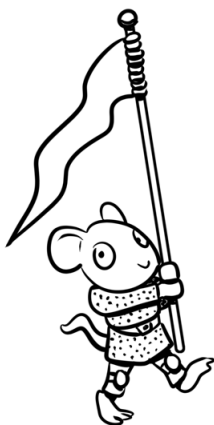
VP can be used to do the following, but once they are expended, they are gone.

1VP = Re-roll any die, keep either result
2VP = Regain fealty of a noble house
3VP = +1 to loyalty score (Share the victory spoils.)
5VP = Extra muster roll (attacker in a siege only)

The Campaign

After a few pitched battles, you may want to start a campaign. In the campaign, you are trying to overthrow your opponent by taking his holdings. A campaign may be decided in four battles, or can go back and forth for 100 seasons.

Kingdom Name:

Held ☐ **Castle** Taken ☐	Held ☐ **Lands** Taken ☐	Held ☐ **Border** Taken ☐ Held ☐ **Border** Taken ☐

The Campaign Map: Each kingdom should have a copy of the map above. This illustrates the kingdom's castle, lands, and borderlands.

Your army must successfully siege the enemy's castle to win the campaign. Before you can do this, you must first conquer your opponent's lands. In order to get to lands, both of your opponent's borderlands must fall.

Use the map to keep track of who has control over which territories. Mark the appropriate box with an X. In a campaign with more than 2 players, keep track of which army has taken which borderlands and lands.

Taking Land: Lands and borderlands are taken when a battle is fought there and the attacking army wins. Lands can be recaptured as long as the King still holds the castle. Borderlands can be recaptured as long as the King still holds the Lands. Thus, control can shift hands several times before a siege finally takes place.

Attacker vs. Defender: To start a battle in a campaign, both sides roll 1d10 (you may expend 1VP to re-roll if you like). The player who rolls highest is the attacker.

The attacker chooses which territory the battle is fought in. This can be an unconquered area on the opponent's map, or the attacker can try regaining control over a lost territory on their own map. The attacker MUST control an adjacent territory to the one being attacked. Opposing kingdom's borderlands are ALL considered adjacent to each other (even when playing in campaigns with more than 2 players).

Remember, BOTH borderlands must be taken before you can move into the lands, and your army MUST control the enemy's lands before you may attempt to siege their castle. In a campaign with more than 2 players, both borderlands still need to have fallen to attack the lands, but only 1 has to be taken by YOUR army to advance into the lands.

Random Events (Optional): To add a variable to any scenario, roll 1d10 at the beginning of each round. On a roll of 8+, a random event occurs. Roll 1d10 on the random events table below. The event lasts 1 round and applies to both armies.

1d10	Event
1-2	**Muddy ground or ice…** Activating units must roll 3+ on 1d10 to move
3	**Windy or overcast skies…** All shooting attacks suffer a [D]
4	**Storm…** [D] to all melee & shooting attacks
5-6	**Motivating speech from leader…** First unit activated may move twice
7-8	**Favorable Wind…** No [D] penalty for long range shooting
9	**Messenger…** First unit activated adds +1 to all Q rolls
10	**Reinforcements…** Each unit that has taken casualties rolls 1d10, on a 10 replace 1 previously removed model

Scenarios

Every battle can simply be a pitched battle, or you can roll on, or choose from, the scenario table below. The final battle in the campaign is the castle siege (detailed later in its own section).

d10	Scenario
1	Pitched Battle
2	Last Stand
3	Secure the Crossing
4	Break Free
5	Surrounded
6	Take the Fortress
7	Ambush
8	Aftermath
9	Hold the Hills
10	Chevauchee

1) Pitched Battle

A fight to the last mouse or until one side yields (yielding denies your opponent VP for eliminating more units).

Set-Up: Each side takes turns placing 4 terrain pieces each; Roll off, with the highest roll choosing their deployment side of the battlefield; The other player deploys on opposite side of the battlefield (if there are more than 2 players, choose deployment zones in order of the die roll, highest to lowest); Deploy units 1 at a time along the edge of battlefield in your deployment zone.

Victory Conditions: Destroy or rout the enemy!

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

2) Last Stand

Attacked from all directions, side A has been forced to hole up in a homestead. Side A must hold off the attackers (side B) until reinforcements arrive.

Set-Up: Roll off with the highest roller choosing a side (A or B); Side A places a small hovel or barn in the center of the battlefield and surrounds the building in a 4" radius with 6 barriers; Side B places 4 pieces of terrain (no fortresses) anywhere else on the battlefield; Side A deploys inside the homestead area; Side B deploys anywhere along any of the edges of the battlefield.

Victory Conditions: The skirmish lasts 6 rounds. If side A still has any units on the battlefield (not fleeing), they win the battle, otherwise, side B wins.

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

3) Secure the Crossing

You are the King's vanguard. A stream runs through the battlefield, and in order for your army to pass through, you must control as many stream crossings as possible.

Set-Up: Bisect the battlefield east to west, with a stream; Place a bridge crossing its center; Place 1 ford 8" to the east, and another 8" west of the bridge; Each side places 3 terrain pieces anywhere else; Roll off with highest roller choosing the north or south edge of the battlefield to deploy from; The other army deploys on opposite battlefield edge.

Victory Conditions: The battle lasts 6 rounds. The side that controls the most stream crossings wins.

- 1 VP each enemy unit eliminated
- 1 VP each crossing occupied at the end of the battle
- 2 VP if holding more crossings than your enemy

4) Break Free

Side A is returning home after a chevauchee in the enemy's farmlands. Nearly home, side A surmounts a rise only to find side B's army blocking the path.

Set-Up: Roll 1d10 with the highest roll choosing to play side A or B; Side A deploys its force on one edge of the battlefield; Side B sets up 6 pieces of terrain (no fortresses) anywhere on the battlefield and deploys his units up to 8" in from the opposite side of the battlefield.

Victory Conditions: Side A must move its units off the table edge opposite its deployment side (fleeing units head this direction as well, and can earn VP). Side B must prevent any units from escaping.

- 1 VP (Side A) each unit that escapes
- 1 VP (Side B) each enemy unit eliminated

5) Surrounded

Side A has fought its way into side B's territory only to find themselves surrounded by the enemy.

Set-Up: Each side places 4 terrain anywhere on the table; Roll 1d10 with the highest roll choosing to play side A or B; Side A deploys in a 4" radius from the center of the battlefield; Side B deploys anywhere along any of the battlefield's edges.

Victory Conditions: Destroy or rout the enemy.

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

6) Take the Fortress

There is an Old Empire fortress between your kingdoms. This fortress has changed hands innumerable times over the seasons, providing a tactical advantage to those who control it.   The fortress now stands vacant (an owl ate the last occupants), and you must take it!

Set-Up: Place a fortress in the center of the battlefield; Each side places 4 terrain pieces (no more fortresses) anywhere on the table; Each player rolls 1d10 with the highest roll choosing their deployment edge of the battlefield, and the other player deploying on opposite edge.

Victory Conditions: Eliminate 3 enemy units AND occupy the fortress to win, and end, the battle.
- 1 VP each enemy unit eliminated
- 3 VP for winning the battle

7) Ambush

Side A is brashly marching to battle through the dreaded Valley of Scat, unaware that side B knows of their plans and has prepared an ambush.

Set-Up: Roll 1d10 with the highest roll choosing to play side A or B; A path runs the center length of the battlefield north to south; Side B places 6 tall patches, mounds, or obstacles anywhere on the table up to 8" from the east and west edges of the battlefield; Side A deploys units anywhere on the path; Side B deploys units anywhere, but "hidden", such as in tall patches, or behind obstacles or mounds; Side B takes the first turn.

Victory Conditions: Destroy or rout the enemy.
- 1 VP each enemy unit eliminated
- 2 VP for winning the battle

8) Aftermath (You will need a tape measure)

The battlefield is covered with bodies and blood. Your bedraggled units are all that remain of the original army…now it's a bloody battle for survival.

Set-Up: Each side places 4 pieces of terrain anywhere on the battlefield; Each player rolls 1d10, with the highest roller choosing their deployment side; Take turns randomly placing units; Starting at the lower left-hand corner of your side of the battlefield, roll 2d10+1, add the total, and move that many inches up, then roll again and move that many inches right…place the unit at that point (or as close as possible), but at least 4" from any enemy units.

Victory Conditions: Destroy or rout the enemy.
- 1 VP each enemy unit eliminated
- 2 VP for winning the battle

9) Hold the Hills

When fighting in the Mole Hills, high ground is a strategic location. There are 3 high mounds on the battlefield that grant unrestricted LoS over the area. Occupy and hold these mounds for your king!

Set-Up: Place 1 extra tall mound in the center of the battlefield, another 8" to the east, and another 8" to the west; Each side places 4 normal mounds, tall patches, or bad goings anywhere else on the battlefield; Each player rolls 1d10 with the highest roll choosing their deployment edge of the battlefield, and the other player deploying on opposite edge.

Victory Conditions: Destroy or rout the enemy and hold the high ground.
- 1 VP Each tall mound occupied at the end of a round

10) Chevauchee

Side A is raiding and burning a hapless mouse village. Side B is rushing in to protect its fellow mice.

Set-Up: Both players roll 1d10 with the highest roll choosing to play side A or B; Place 4 buildings in a circle approximately 8" from the center of the battlefield; Each side places 4 more terrain pieces (no more buildings or fortresses) anywhere else; Each player rolls 1d10 with the highest roll choosing their deployment edge of the battlefield, and the other player deploying on opposite edge.

Victory Conditions: To win, side A must set all 4 buildings ablaze. Side B eliminates or routs the attackers to win. To set a building ablaze, a unit must move adjacent to a building and use its attack action to set it on fire. The buildings have an AC 5, no saves, and take 2 "wounds" before lighting up.

- 1 VP (Side A) each building ablaze
- 1 VP (Side B) each enemy unit eliminated
- 2 VP for winning the battle

The Siege

The siege is the final battle in a campaign. If the attacker wins the siege, they win the campaign! In a campaign with more than 2 players, the first player to hold 2 kingdoms is the winner. Alternately, you can create other agreeable victory conditions of your own.

Set-Up: The castle is placed in the center of the table. The defending side places 6 more terrain pieces (no more fortresses) at least 4" away from the castle.
- Any river terrain must have 1 ford or bridge for every third 3" terrain piece.
- The defender can deploy anywhere on the battlefield (most likely occupying the castle).
- The attacker can place his units anywhere up to 4" from any of the table edges.

The Castle: The castle is composed of 4 towers and 4 battlements (each a 3" fortress terrain piece); one battlement is the gatehouse. These are arranged adjacent to each other in a square. The area in the center of is the courtyard.
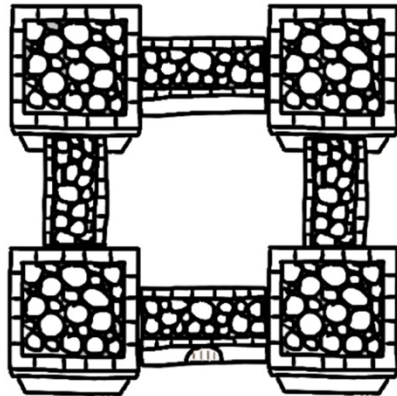
- From without, each castle piece is considered 1 fortress. From within (occupying a fortress or in the courtyard) they are treated as open terrain for moving and attacking.

Destroying the castle: Battlements and towers can be destroyed by the Cat-non, killing any units occupying them. Castle terrain are destroyed when they take 2 total hits of damage. The gatehouse can only take 1 hit of damage. Replace leveled castle terrain with rubble (rubble is considered bad goings).

- **Battlements/Towers:** AC 9; Saves +3; take 2 hits

Storming the Courtyard: If battlements or towers are destroyed, the enemy can enter the courtyard. The courtyard is open ground, not a terrain piece. So, even though quite small, multiple units (that can fit) can occupy this area at the same time.

Storming the Castle, and Scaling the Walls: It is assumed that the attacking units have ladders, grappling hooks, and perhaps a siege tower. Units on the ground can occupy vacant battlements as normal. However, castle terrain pieces are adjacent to each other, so when a unit occupies one of these terrain pieces, they are adjacent to any units in adjacent castle pieces. For example, you may move (or charge) onto a vacant tower, attacking a unit on the left battlement, while being flanked by a unit already on the right battlement.

Boiling Cheese Sauce: Two of the castle battlements (chosen by the defender) have vats of boiling cheese sauce. There MUST be a unit on the battlement to pour the sauce.
- When a unit charges a wall with boiling cheese sauce, roll 1d10 after they move adjacent, but before they attack. On an 8+ remove 1 unfortunate model from the attacking unit (no save).
- Boiling cheese sauce is only poured once per melee when the battlement is first charged, but may be poured again if a new unit charges the battlement later.
- Boiling cheese sauce may not be poured into the courtyard.
- If an enemy occupies the battlement with the vat of boiling cheese sauce, they may use it themselves.

Ballista: Defenders start the battle with 2 Ballista in addition to any units mustered. Ballista must be placed atop towers and cannot move.

Cat-non: Attackers start the battle with 2 Cat-non in addition to any units mustered.

Take up Arms and Rebel: With the castle under siege, the King's vassals become introspective. The attacking King can sway them to join him by spending VP before the battle for additional rolls on the muster table. Each additional roll costs 5 VP, but rolls at -2 on the first roll, and a -3 for any additional rolls. Rolls less than 0 are treated as a 1.

Victory Conditions: Take or defend the castle! If the castle is taken the campaign is over, the attacking King is the victor, and someone's head unceremoniously adorns a spike. If the castle is defended, the campaign continues.
- 1 VP each enemy unit eliminated
- 2 VP for winning the battle

Solo Rules

Sometimes you want to play a game of Mice-at-Arms…but, you don't have a friend (or enemy) handy. The simplest way to play solo is to just play both sides neutrally (although we all tend to pick a favorite side).

The following rules provide a simple artificial intelligence, with an element of randomness, for the opposing army. While this can't possibly simulate the scheming, forethought, and devious plans of a friend, it can give you a battle that isn't totally predictable.

Mustering and choosing a scenario can already be done randomly, and set-up can just be done using common sense.   Use the following rules on the opponents turn…

- Heroes always use any special abilities on the nearest unit.

- Roll 1d10 on the table below. If there is a unit that fits the criteria for that result, activate it. If not, simply move down the list to the next result until you determine which unit to activate, then use it as indicated.

1d10	Activate a unit that can…
1-3	Shoot
4-6	Charge
7-9	Attack
10	Move, or rally fleeing units

1) Shoot: If you have a unit (or units) that can shoot, and they have a target, activate the unit with the closest target that hasn't yet activated. Shoot at the closest target.

2) Charge: If a unit (or units) can charge, choose the unit that hasn't yet activated who has the closest enemy and charge with it.

3). Attack: If you have a unit in melee that hasn't yet activated, attack with that unit. If more than one unit fits the criteria, roll 1d10 for each unit with the highest roll being the unit that activates.

4). Move: If you have a unit (or units) that can't shoot, charge, or attack, then move it. If more than one unit fits the criteria, roll 1d10 for each unit with the highest roll being the unit that activates. Fleeing units are the last units choosen.
- Units with a shooting attack move to an area that grants LoS to the closest viable target and shoot. If no target is available, they move directly to the best position for shooting (a hill, stronghold, battlement).
- All other units move directly towards the closest enemy unit.

Victoria et Caseum

Quick Reference

Unit Type	Q	SQ	AC	Str
Hoppers	-1	+0	6	3
Field Mice	+0		6	4
Bow-Mice	+1	+2	7	4
Mice-at-Arms	+2		8	5
Rat Riders	+2		9	3
Battle Cat	+2	+2	9	1 4 wounds
King	+3		8	3 King 2 wounds
Ballista	+1	+3	7	2 Crew
Cat-non	+1	+3	7	4 Crew

d10   Muster Table

d10	Muster Table
≤ 0	No troops sent (fealty lost)
1	Hoppers
2	Field Mice (contains hero on 10+)
3-4	Bow-Mice (contains hero on 8+)
5-7	Mice-at-Arms (always contains a hero)
8	Rat Riders (contains hero on 8+)
9	Battle Cat
10	Ballista

On its activation a unit can…

- Any heroes take any special actions first, then…
- Do nothing -or-
- Move -or-
- Attack -or-
- Move (charge) and then Attack

Shooting Advantages & Disadvantages…

[A] Aiming (shooting unit did not move this activation)
[A] Shooting unit occupies hill or fortress
[D] Target occupies a barrier, tall patch, or fortress
[D] Target at Long Range (more than 8")

Melee Advantages & Disadvantages…

[A] The attacker charged this activation
[A] The defender is flanked by another of your units
[A] Attacking from hill or fortress
[A] Mounted unit Attacking a foot unit
[D] When battling back
[D] Attacker flanked by an enemy unit
[D] Attacker occupying bad goings
[D] Defender in tall patch, barrier, building, fortress

Roll	Morale Result
1-5	Unit scatters (remove from battle)
6-8	Unit is fleeing, move 4"
9+	Stand Fast/Rally (activate as normal next round)

Morale Test Advantages & Disadvantages…

[A] Unit outnumbers its attacker
[A] Friendly unit flanking your attacker
[A] Within 8" of the King (unless he is fleeing)
[D] Unit outnumbered by its attacker
[D] Flanked by another enemy unit
[D] Unit's King is fleeing or removed from play