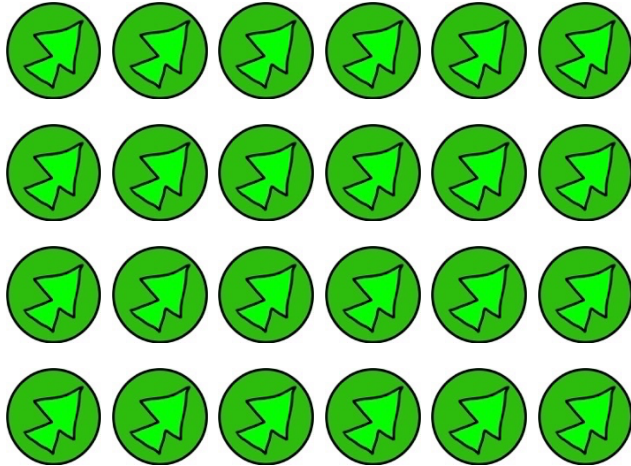


Mice-at-Arms

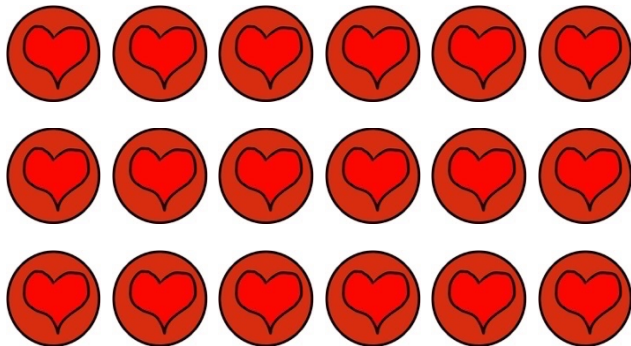
Play Aids

Glue to thin cardboard and cut out carefully using scissors

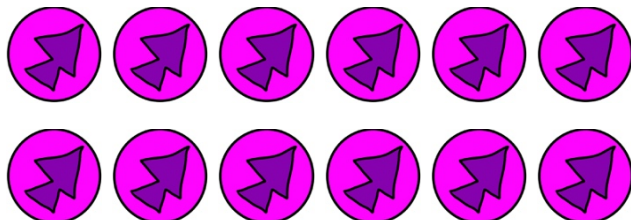
Activation Tokens



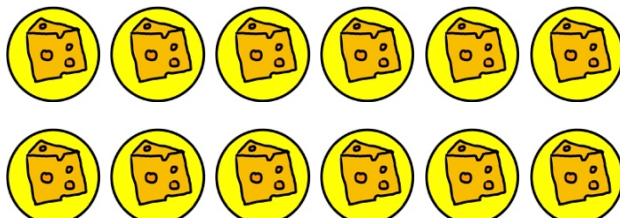
Wound Tokens



Flee Tokens



Cheese Tokens



Measuring Stick





Mice-at-Arms Reference Sheet



On its activation a unit can...

- Heroes take any special actions first, then...
- Do nothing -or-
- Move -or-
- Attack -or-
- Move (charge) and then Attack

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 Crew
Cat-non	+1	+3	7	4 Crew

Special Unit Rules

Field Mice: -1 to all morale rolls.

Rat-Riders: Throw 2 dice per model in melee; Move 8"; [A] on attacks vs. foot units; If armed with spears +1 to hit on charge

Battle-Cat: Moves 8"; [A] on attacks vs. Foot; Takes 4 wounds; Never takes morale tests; Attacks in melee with 4 dice or shoots with 1 die; If armed with spear gain an [A]; If armed with a shield, ignore 1 hit taken in the battle.

King: Grants an [A] to any unit within 8" attempting a morale check; Can re-roll his attack die if the first roll fails; Can take 2 wounds.

Ballista: Shooting attacks with 2 dice at SQ+3 if at least 1 crew is still alive; Can only move OR shoot; Can't shoot if the crew is in melee.

Cat-non: Makes shooting attacks with 2 dice at SQ+3 if at least 2 crew are still alive; can move OR shoot; Can't shoot if the crew is in melee; Only shoots at towers or battlements.

Heroes

Ladybug: Gives the unit an extra [A] on all rolls

Champion: Hits at Q+3 in melee; + [A] on charges.

Cleric: Can bless unit withing 8"; That unit rolls 1d10 for any failed Save or morale roll; On a 10+ change the failure to a success.

Ranger: The Ranger can shoot at Q+3.

Princess: Can choose 1 model up to 8" away; That model re-rolls any failed attacks this round.

Standard Bearer: Any unit within 8" gets +1 to all morale tests; **Musician:** In addition, a musician's unit automatically passes any morale tests.

Barbarian: The Barbarian makes 2 attacks per round.

Assassin: If causes a casualty, can make an additional attack.

Snake-Slayer: Can take 2 wounds.

Wizard: can choose 1 unit it can see and roll 1d10.

1-5: Magic Missile

1 shooting attack at SQ+1 (no modifiers for [A] or [D]).

6-8: Phantasm

On 1d10 roll of 6+ the unit loses its activation this turn.

9-10 Fireball!

1 shooting attack at SQ+1 rolling 2 Dice (no modifiers for [A] or [D]).



Advantages & Disadvantages

Advantage [A] & Disadvantage [D]:

- >More [A] than [D], then add +1 to Q rolls.
- >2x more [A] than [D], add +2 to Q rolls.
- >More [D] than [A] subtract -1 to Q rolls.

Shooting Advantages & Disadvantages...

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

Melee Advantages & Disadvantages...

- [A] The attacker charged this activation
- [A] Defender 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

Saves: 1d10+Q; Each 9+ is a successful save and the hit is ignored.

Morale

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 outnumbered 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] Units King is fleeing or removed from play

Terrain

Clear Terrain

- No Restrictions

Mounds

- Blocks LoS
- Grants an [A] when units on low ground
- Grants LoS over units and low terrain

Tall Patch

- Stops Movement once occupied
- Blocks LoS.
- Attacking a unit in a tall patch imposes a [D]

Barriers

- Stops movement once occupied
- Attacking units behind imposes a [D]

Bad Goings

- Stops movement once occupied
- When in bad goings, suffer a [D] on all Q rolls

Fortress

- Stops movement once occupied
- Blocks LoS
- No mounted on battlements or towers
- Occupying unit gains an [A] on attacks
- Attacking a unit in a fortress at a [D]
- Grants LoS over units and low terrain when atop

Obstacles

- Units cannot enter or occupy this terrain
- Blocks LoS

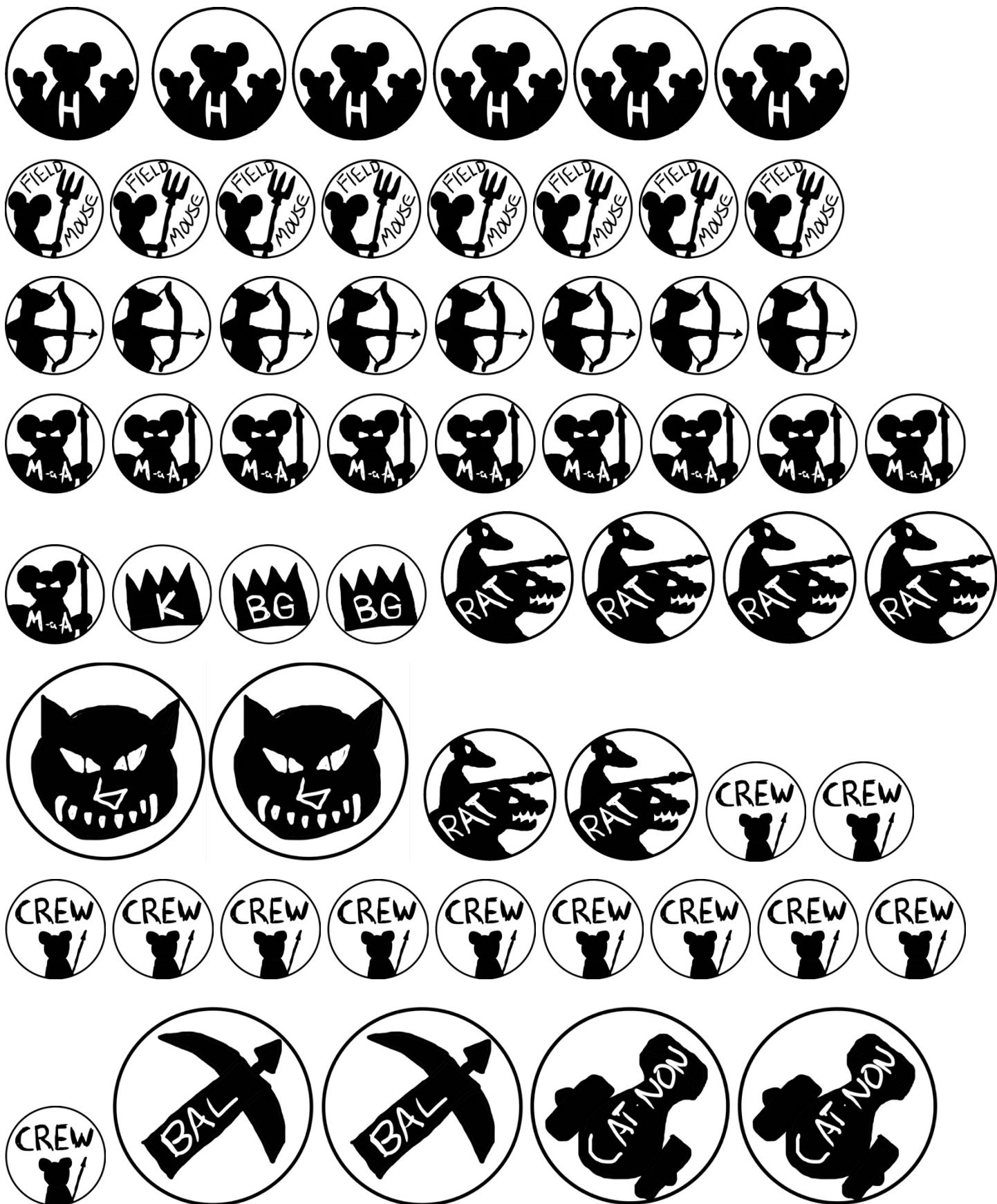
Buildings

- Units occupying cannot be targeted by shooting attacks
- Immediately stops movement once occupied.
- Blocks LoS
- Enemies attacking a unit in this terrain suffer a [D]

Impassable Terrain

- Impassable

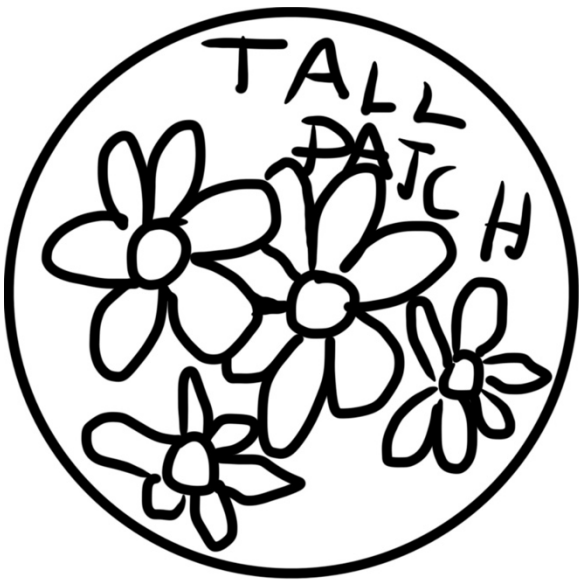
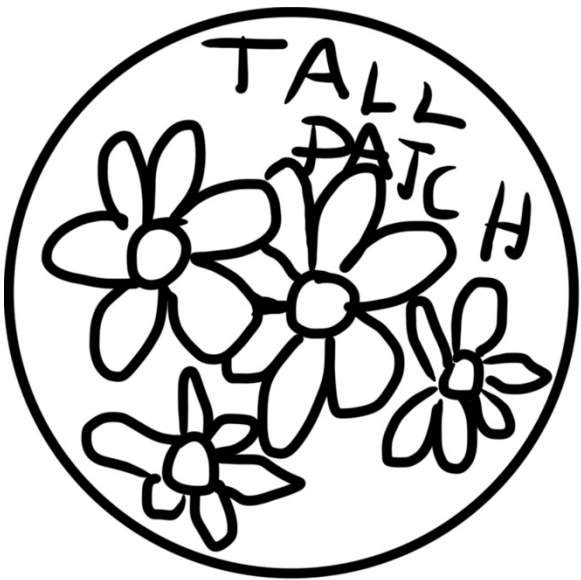
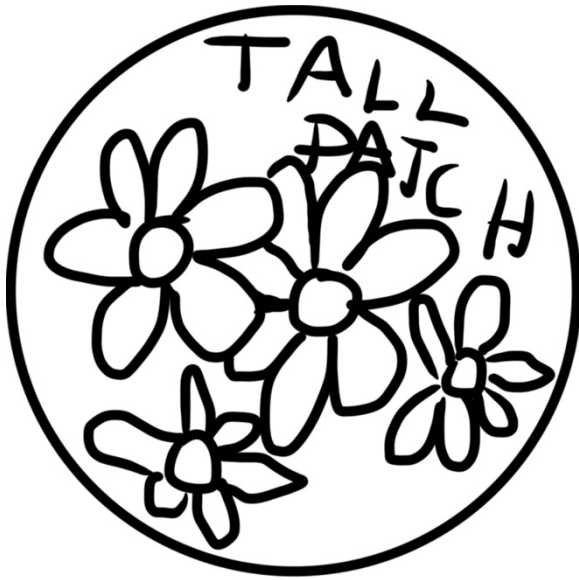
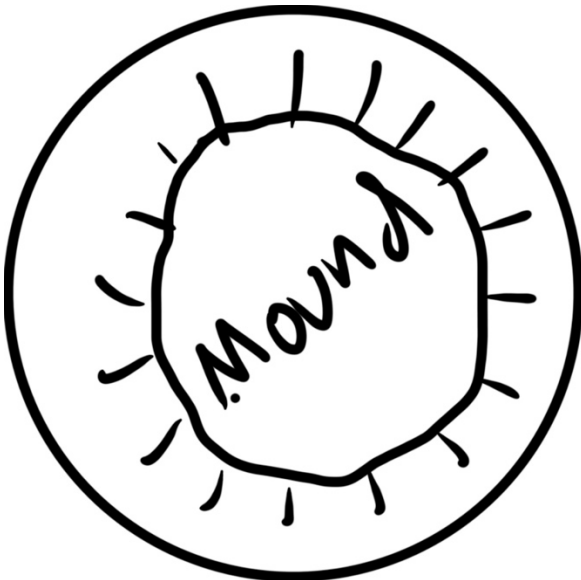
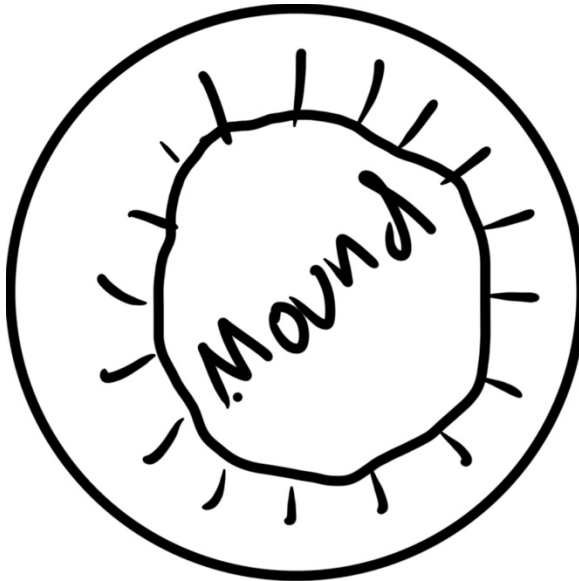
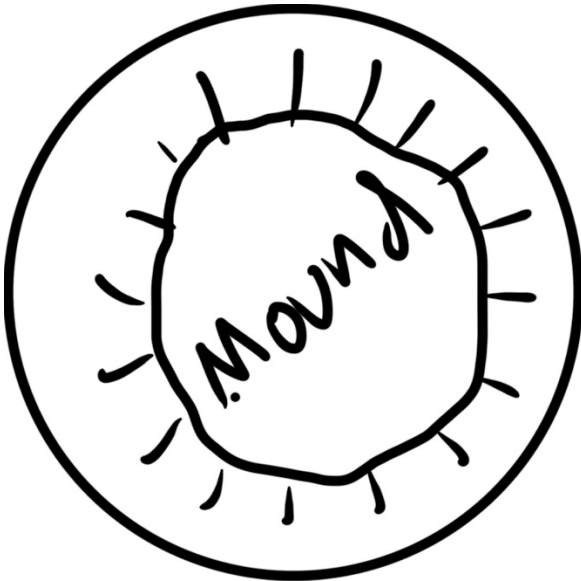
Miniatures from RRB Minis & More are so much more FUN (<https://rrbminis.com>)
...but here are some flat proxies to get you started.
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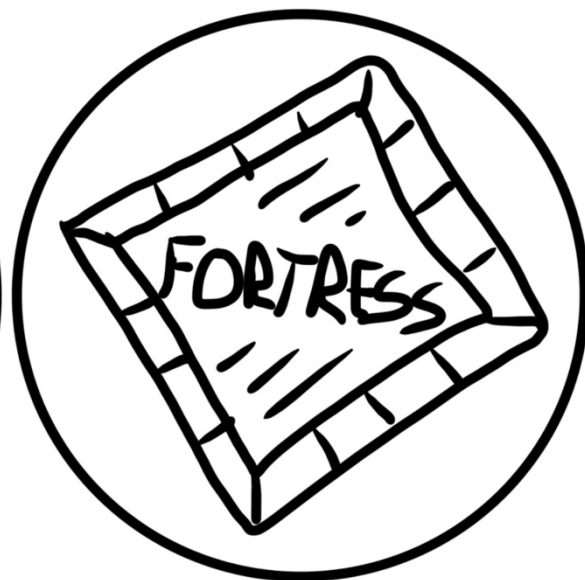
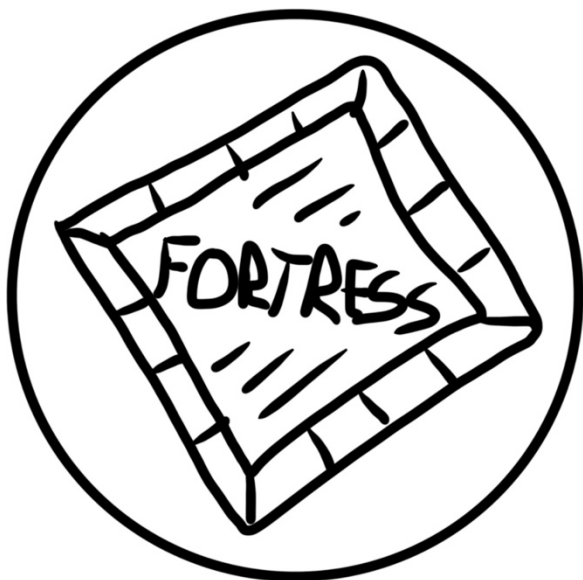
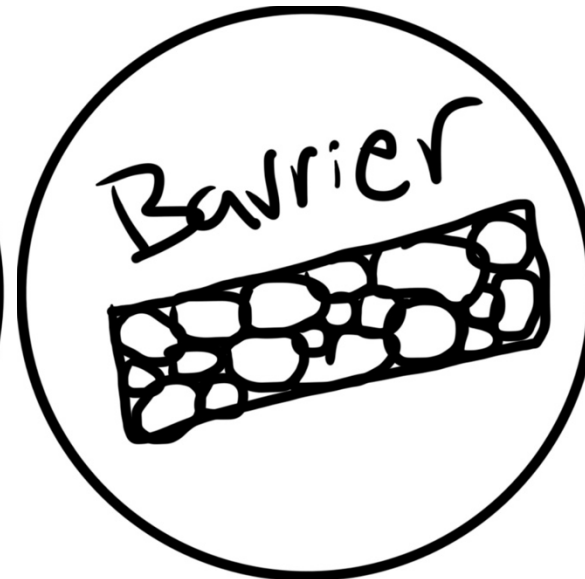
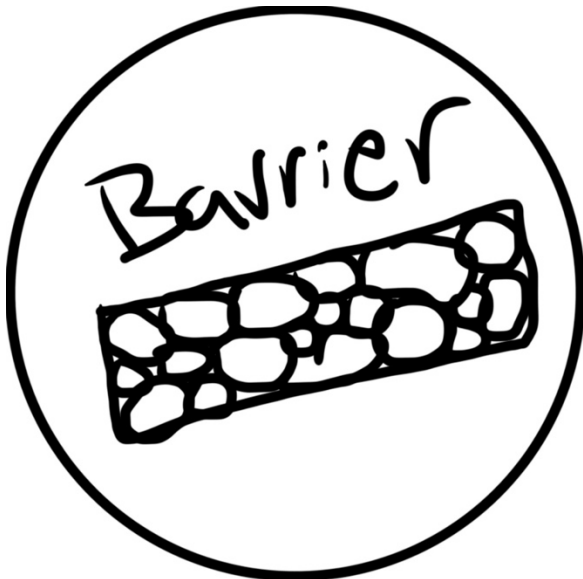
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