

## Minion Turn

### Turn Overview [p. 15]

The player whose mouse is lowest on the initiative track acts for the minions.

All minions of the same type act when it is their turn per the initiative track, starting with the minions closest to the mice and moving outward.

On its turn a minion will:

1. **MOVE**
2. **BATTLE**



### Move [p. 16]

**Adjacent spaces** have less than a minion-base diameter between them.

**Full spaces** (4 sm. or 1 lg. creature) : cannot be entered or crossed

- Special spaces have no sharing limit [p. 8].
- Features don't count toward the sharing limit [p. 9].

### Melee Minions

- Roll one die. The minion may move up to the number of spaces per the die's number.
- Minions take the shortest route to the closest mouse, attempting to move into the mouse's space.
- If a minion starts its turn in a mouse's space, it will not move.
- If 2 mice are equidistant from a minion, the minion moves toward the mouse highest on the initiative track.

### Battle [p. 16]

#### Melee

1. Choose a Target
  - a. If a minion can attack more than 1 mouse, it attacks the closest mouse that hasn't been attacked this turn.
  - b. If more than 1 of those closest mice hasn't been attacked this turn, or if all of them have been attacked this turn, the minion attacks the mouse highest on the initiative track.
2. Roll dice equal to the minion's battle value.
3. Each sword or sword/shield = 1 Hit
4. *Only if the minion has 1+ hits*, roll defense for the mouse.
5. Each sword/shield = 1 Block
6. Each unblocked hit = 1 Wound

**Cheese:** When attacking or defending, if a mouse rolls a cheese, the mouse gets 1 cheese for each cheese rolled. When attacking or defending, if a minion rolls a cheese, add 1 cheese to the Minion Wheel for each cheese rolled.

**Black spaces/Walls** cannot be crossed  
**Water, Mousetraps, Red Lines, & Yellow Lines** do not affect minion movement. [p. 10, 16]

### Ranged Minions

- Ranged minions only move if they do not have line-of-sight to a mouse.
- If a ranged minion cannot see any mice, it takes the shortest movement possible until it can see a mouse, and then it stops moving.

### Ranged

1. Choose a Target
  - a. If there are mice on the same or an adjacent space, the minion must attack them.
  - b. Otherwise, the minion attacks the closest mouse that hasn't been attacked this turn within line-of-sight on the same tile. If more than 1 of those closest mice hasn't been attacked this turn, or if all of them have been attacked this turn, the minion attacks the mouse highest on the initiative track.
2. Roll dice equal to the minion's battle value.
3. Each bow = 1 Hit
4. *Only if the minion has 1+ hits*, the mouse rolls defense.
5. Each sword/shield = 1 Block
6. Each unblocked hit = 1 Wound

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11/2/2012



## Quick Reference

### Game Round

#### Initiative [p. 7]

Establish a new initiative order

- At the beginning of a chapter
- When a new encounter card is drawn

**No minion cards on the initiative track:** Shuffle the mice with the encounter minion(s). Deal all to the track from 1 to X.

**One or more minion cards already on the track:** Shuffle the new minion(s). Deal them to the track at the bottom of the initiative order.

- If the new minion(s) are the same type as those already on the board, do not add a new initiative card for them. They act with the old minion(s) of the same type.
- For boss minions with 2+ initiative slots, place both cards at the bottom of the initiative track, and follow the ambush rules for the first of the cards.

#### Encounters [p. 14-15]

Encounters occur when the mice move to an area not already explored during the chapter.

1. Check the chapter for special encounter instructions.
2. Unless otherwise stated in the chapter, discard the old face-up encounter card (if applicable) and draw a new card from the encounter deck.
3. Use the encounter that corresponds to the hourglass's location on the story board.
4. Place the new minions on the blue-mouseprint entry spaces, in the following order. Players choose which spaces to use if multiple options are available.
  - a. **Small-Ranged:** If available, place all small-ranged minions on a red-bordered special area. Otherwise, place them on the entry space(s) furthest from the mice.
  - b. **Large:** Use the empty entry space(s) closest to the mice
  - c. **Small-Melee:** Spread the small-melee figures out, using any available entry spaces.
5. **Mousetraps:** If the card specifies mousetraps, place 1 mousetrap on each red X.
6. **Ambushes:** If the card specifies an ambush, follow the regular initiative instructions. Then roll 1 die for each minion card. Move the card up the track the number of spaces indicated by the die number. Move the cards below it down to make room.
7. **Place the new encounter card face-up on top of the encounter deck.**

#### Surges [p. 15]

When the minion cheese wheel fills up with 6 or more cheese tokens, a surge triggers.

1. Move the hourglass up 1 page on the story board.
2. Check the chapter for special surge instructions.
3. Unless otherwise stated in the chapter, follow the surge effect on the current (face-up) encounter card. Then discard that card.

- If there are no room-specific surge rules and no face-up encounter card, no minions are placed for the surge.
- If a surge requires more minion figures to be placed than there are available figures of that type, place as many as possible and ignore the rest.

#### Special Minions

##### Boss Minions [p. 16]

- Use tokens to distinguish boss minions from others of the same type.
- Boss minions are not affected by powers that affect common minions of their type.

##### Brodie [p. 16-17]

##### Captain Vurst [p. 14]

##### Elite Rat Warriors [p. 14]

##### Greedy Roaches [p. 15]

#### At the End of Every Round [p. 7]

If there are no minions on the board after the last mouse on the initiative track has taken a turn, add 1 cheese token to the minion cheese wheel.

#### Add Cheese to the Minion Wheel

- If there are no minions on the board after the last mouse on the initiative track has taken a turn, add 1 cheese token to the minion cheese wheel. [p. 7, 15]
- Each time 1 or more cheese symbols are rolled when attacking or defending with a minion, add 1 cheese token to the minion cheese wheel for each cheese rolled. [p. 11, 15]

#### Move the Hourglass or Chapter Marker

- When a surge triggers, move the hourglass 1 page closer to the end. [p. 15]
- When a mouse is captured, move the hourglass 1 page closer to the end. [p. 17]
- When a mouse gains the Cheesemaster, Roachmaster, or Scaper achievement, move the chapter end marker one page further on the chapter track. [p. 22]

## Mouse Turn

### Turn Overview [p. 7]

- Roll one die. Add the number on the die to the mouse's movement value to determine the number of spaces the mouse may move in this turn.
- In any order the mouse may

- MOVE**
- STANDARD ACTION** (Choose 1)
  - Scurry
  - Battle
  - Search
  - Recover
  - Explore
- FREE ACTION** (Any/All, 1 Time Each)
  - Share
  - Equip
  - Level Up

### Standard Actions

**Scurry:** Roll a die per movement rules and move again. [p. 10]

**Battle:** See opposite. [p. 10-11]

**Search:** Roll a die. One or more \* = success; draw a search card. [p. 12]

- Event: Follow card's directions
- Other
  - Put in pack or
  - Discard for 1 cheese

**Recover:** [p. 12]

- Stunned: Remove effect
- Webbed: Roll a die. One or more \* = success.

**Explore:** *Prerequisite* - No minions on the mice's tile. [p. 12-13]

- Exit Area (blue-blue or orange-orange): Place all mice on a space adjacent to the exit area on the new tile.
- Exit Area (blue-orange or orange-blue): Flip the tile. If both tiles have a matching exit, proceed as above. Otherwise, the explore fails.
- Flip Space: Flip the tile. Place all mice on the flip space on the new tile.
  - Fishhook: Can only be explored with Fishhook & Thread.
  - Gear: Can only be explored by a Tinkerer or Scamp.

Reminder: Check the chapter for text/instructions for the new tile.

### Movement [p. 8-10]

**Adjacent spaces** have less than a mouse-base diameter between them.

**Full spaces** (4 sm. or 1 lg. creature) : cannot be entered or crossed

- Special spaces have no sharing limit [p. 8].
- Features don't count toward the sharing limit [p. 9].

**Yellow lines:** Moving with the arrow costs 1. Moving against arrow costs 3.

**Red lines** cannot be crossed without special equipment/abilities.

**Black spaces/Walls** cannot be crossed

**Water** [p. 10]

- Entering water: Ends movement
- Exiting water: Uses entire move (success or failure). Roll a die for that mouse and every mouse on the destination space. One or more \* = success.
- Free actions are prohibited in water.
- Current:** At end of the mouse's turn, move him one space in the direction of the current. If he moves off the board, he is captured.

**Mousetraps** [p. 10]

- Pause movement
- Roll dice = to mouse's movement value. (Tinker's can use lore value instead)
  - Success = one or more \* ; continue moving.
  - Failure: Remove mousetrap. Take 1 wound & 1 cheese. Mouse is knocked down. Turn ends.

### Free Actions [p. 15]

Any/all may be performed once per turn, but not in the middle of another action.

**Share:** Exchange search cards and/or cheese tokens with another mouse on the same or adjacent space.

**Equip:** Move cards from equipment slots to pack or vice versa.

- Pack limit: 3 non-trick cards
- Slot limit: Note the number/type of slot the equipment requires. Each slot holds one item.

**Level up:** Exchange 6 cheese tokens for 1 ability card

Note: A mouse can only use **one ability card per turn**, even if that mouse has multiple abilities that are free actions

### Battle [p. 10-11]

**Melee**

- Choose a target on the same or an adjacent square.
- Roll dice equal to the mouse's battle value + any melee bonuses for items/equipment.
- Each sword or sword/shield = 1 Hit
- Only if the mouse has 1+ hits*, roll defense for the minion.
- Each sword/shield = 1 Block
- Each unblocked hit = 1 Wound

**Cheese:** When attacking or defending, if a mouse rolls a cheese, the mouse gets 1 cheese for each cheese rolled. When attacking or defending, if a minion rolls a cheese, add 1 cheese to the Minion Wheel for each cheese rolled.

### Wounds [p. 11]

**Minions**

- Life value = 1 (0 or 1 ♥): Defeated; remove from board
- Life value = >1: Add one wound token to the minion's initiative card. When wounds >= life value, the minion is defeated/removed from the board.

When all minions of one type are removed from the board, remove their initiative card from the track.

**Boss Minions with >1 Initiative Card**

- Choose the initiative card to receive the wound.
- When a card's wounds >= life value, remove the card from the track.
- When a boss's last initiative card is removed from the track, it has been defeated.

### Negative Effects [p. 17]

Place the appropriate effect marker on the affected figure's card.

**Stunned:** A stunned mouse can move, but the only action it can take is a recover action.

**Webbed:** A webbed mouse cannot move or scurry until it recovers.

**Knocked Down:** Place the knocked down figure on its side. A knocked down figure must spend its move to get up. Large figures cannot be knocked down. Knocked down figures can attack and defend.

**Ranged**

- Choose a Target
  - If there are minions on the same or an adjacent space, the mouse must attack them.
  - Otherwise, the mouse can choose a target within line-of-sight on the same tile. Line-of-site is an unblocked line from the center of the attacking space to the center of the defending space.
- Roll dice equal to the mouse's battle value + any melee bonuses for items/equipment.
- Each bow = 1 Hit
- Only if the mouse has 1+ hits*, the player to the left of the mouse rolls defense for the minion.
- Each sword/shield = 1 Block
- Each unblocked hit = 1 Wound

### Captured [p. 17]

When wounds >= life value, the mouse is captured.

- Leave the captured mouse's initiative card on the track.
- Remove the mouse's figure from the board.
- Discard
  - All of the mouse's cheese
  - All equipped search cards. (Starting equipment & items in the pack are safe.)
- Remove all wounds, poison wounds, and other negative markers from the mouse.
- Move the hourglass up 1 page on the story board.

**Rescue:** Rescue occurs on the captured mouse's turn.

- Minions on the board: No rescue. Skip the captured mouse's turn.
- No minions on the board: Automatic rescue. Place the rescued mouse on the same or adjacent space to another mouse. The rescued mouse's turn ends.

**Charmed:** A charmed mouse moves and attacks like a minion and does not receive bonuses for equipped search cards or abilities. At the end of its turn, remove the charmed marker from the mouse.

**Poisoned:** Poison wound markers can only be removed by special antidotes or cure spells.

### Achievements [p. 19, 22]

**Cheesemaster:** The first mouse to roll 3 or more cheese in 1 attack or defense roll

- Move the chapter end marker one page further on the chapter track.
- Each time the Cheesemaster rolls 1 or more cheese on a defense roll, give 1 cheese to each active mouse.

**Roachmaster:** The first mouse that defeats 4 or more roaches in a single encounter

- Move the chapter end marker one page further on the chapter track.
- For the rest of the chapter, roaches on the same tile as the Roachmaster are not greedy.

**Poisonmaster:** The first mouse captured with 1 or more poison wounds

- For the rest of the chapter, when the Poisonmaster would receive a poison wound, it receives a normal wound instead.

**Scaper:** The first mouse captured twice in a chapter

- Move the chapter end marker one page further on the chapter track.
- If the Scaper is captured a third time, it is immediately rescued and does not lose any equipped search cards. All other captured rules still take effect.

**Cat Tamer:** The first mouse to defeat Brodie

- For the rest of the chapter, all large minions roll one fewer die when defending against the Cat Tamer.

