

Regelhuskeark

Tests

Når du skal teste slår du det antal terninger som du har i skill. Der gælder følgende.

Uafhængige test: Du skal slå lige så mange succeser som obstacle på din test.

Versus test: Den der slår flest succeser vinder.

Jeg er vis: Du kan få +1D for en passende Wise.

Hjælp: Du kan få +1D per hjælper.

Husk! Det er helt i orden at fejle, spillet går ikke i stå af det, men du får en Condition eller historien får et Twist.

Conditions

Der er 5 conditions, de er (obstacle for at slippe af med dem):

Bange (skal have ro og tryghed) -1 disposition

Vred (ob 2 will) -1 disposition ved will-konflikt

Træt (ob 3 health) -1 disposition

Såret (ob 4 health) -1D til skills og attributter

Syg (ob 4 will) -1D til skills og attributter

Nature

Kaniners Nature er at *flygte, gemme sig, grave, formere sig*.

Du kan:

Handle med din natur: Hvis du handler inden for din natur kan du bruge Nature i stedet for en hvilken som helst skill.

Handle mod din natur: Brug din Nature i stedet for en skill eller ability. Hvis du fejler falder din Nature med margin of failure.

Tappe din natur: Betal et personapoint for at lægge din Nature oven i dit slag (dog ikke circles, kan kombineres med en af de to ovenstående).

Hvis du fejler falder din Nature med margin of failure. Hvis din handling var uden for din natur falder den også med 1 hvis du klarer testen.

Rewards

Der findes to typer Rewards;

Fate: Kan bruges til at slå alle 6'ere igen i et rul efter det er slået.

Persona: Kan give +1D til en test eller bruges til at tappe din natur.

I starter med 2 Fate og 1 Persona.

Checks

Man kan tjene checks i GM-turen ved at:

Lade trait modarbejde (1 check): Tag -1D til en test.

Give modstanderen en fordel (2 checks): (Igen skal et trait passe) giv +2D til modstanderen i en versus test.

Lad modstanderen vinde uafgjort (2 checks): Hvis i har rulles lige mange succeser i en versus test.

De kan bruges på:

Ekstra test i spillertur: Hver check kan veksles til en test i spillerturen (primære brug).

Recovery i GM-tur: For to checks kan man forsøge recovery i GM-tur.

Bruge et Trait en ekstra gang: For to checks kan du få +1D fra et trait en ekstra gang.

Traits

Traits tillader dig en gang per session at rulle en ekstra terning i en test hvor traitet er en fordel.

Desuden giver traits dig en mulighed for at optjene checks når traitet er en ulempe.

Konfliktregler

Se reglerne på næste side, ignorerer Gear.

CONFLICT GOAL

CONFLICT ACTIONS

Action 1	Action 2	Action 3
<input type="radio"/> Attack	<input type="radio"/> Attack	<input type="radio"/> Attack
<input type="radio"/> Defend	<input type="radio"/> Defend	<input type="radio"/> Defend
<input type="radio"/> Feint	<input type="radio"/> Feint	<input type="radio"/> Feint
<input type="radio"/> Maneuver	<input type="radio"/> Maneuver	<input type="radio"/> Maneuver

ACTION INTERACTIONS

	Attack	Defend	Feint	Maneuver
Attack	I	V	*	V
Defend	V	I	*	V
Feint	*	*	V	I
Maneuver	V	V	I	I

I = Independent action. Test both separately, both actions can be successful or both can fail.

V = Versus. Roll skills or abilities against each other. Highest number of successes wins.

*Special. See Feint action description at right.

SKILLS BY CONFLICT/ACTION

Conflict Type	Attack	Defend	Feint	Maneuver
Argument	Persuader	Persuader	Persuader or Deceiver	Persuader or Deceiver
Chase	Scout	Pathfinder	Pathfinder	Scout
Fight	Fighter	Nature	Fighter	Nature
Fight Animal	Fighter or Hunter	Lore. or Nature	Fighter or Hunter	Lore. or Nature
Negotiation	Haggler	Haggler	Deceiver	Deceiver
Journey	Pathfinder	See descr.	Pathfinder	See descr.
Speech	Orator	Orator	Orator or Deceiver	Orator or Deceiver
War	Militarist	Militarist or Orator	Militarist	Militarist



ACTIONS DESCRIPTIONS

Privately choose one action in each volley.

Attack

Attack reduces disposition by margin of success.

Independent Obstacle: 0

Defend

Add the margin of success to the disposition. Disposition cannot go higher than the starting total.

Independent Obstacle: 3.

Feint

Feint is a special attack. If played against Defend, the Defender may not test. The Feinter makes an independent test, successes reduce his target's disposition. If played against an Attack, the Feinting player may not attack or defend. If played against another Feint, make a versus test. The margin of success is subtracted from the loser's disposition. If played against Maneuver, test Feint at Ob 0. Successes are removed from opponent's disposition.

Independent Obstacle: 0

Maneuver

Spend your margin of success to buy a particular effect. You may buy multiple effects if you can afford it. You can't buy the same effect twice on the same action.

- Margin of Success 1: *Impede*: -1D disadvantage to your opponent's next action.
- Margin of Success 2: *Gain position*: +2D advantage to your next action.
- Margin of Success 3: *Disarm*: remove one of your opponent's gear or weapons, disable a trait for the remainder of the conflict. Or you may *Impede* and *Gain Position*.

Independent Obstacle: 0

CONFLICT MECHANICS

- Decide the *type of conflict*.
- Determine *participants and teams*.
- State *goals*. Write them on your sheets.
- Roll for your starting *disposition*.
- Check participants' *conditions*. Modify dispositions accordingly.
- Choose three *actions* in private. The GM chooses his actions first.
- Reveal first action. The GM reveals his action first. Consult the Actions Table to see how your actions interact.
- Make Action test. Add any modifiers from *gear* or *weapons*. Change disposition accordingly. If either disposition is reduced to 0, stop.
- Reveal and test for Actions 2 and 3. Same rules as above.
- After Action 3, all teams who still have disposition of 1 or more privately choose three more actions. The process continues until all the teams on the players' side or the GM's have been reduced to 0 disposition.
- Once one side has been reduced to 0 disposition, work out a *compromise* appropriate to the damage done to the winning team's disposition.

Starting Disposition

To generate a starting disposition for a conflict, test the listed appropriate skill and add those successes to the rating of the listed ability, subtract any condition penalties from that total. Apply condition penalties to the disposition. If acting in a group, all *unique* penalties apply to the group's disposition. Check gear (like armor) for disposition bonuses or penalties.

Conflict Type	Test Skill	Add to Base
Argument	Persuader	Will
Speech	Orator	Will
Negotiation	Haggling	Will
Fight	Fighter	Health or Nature
Fight Animal	Fighter or Hunter	Health or Nature
Chase	Scout	Nature
War	Military	Will
Journey	Pathfinder	Health
Other	Attack skill	GM's call

SAMPLE WEAPONS

Weapon	Attack	Defend	Feint	Maneuver	Special	Length
FIGHT						
Axe	+1s	-1D	-1D	—	—	Normal
Bow	+1D*	—	—	+2D	*Vs Defend only	Missile
Halberd	+1s ^(axe)	-1D ^(axe)	-1D ^(axe)	+1D ^(spear)	Choose mode	Spear
Hook and Line	-1D	—	—	+1D, +1s	—	Normal
Knife	—	—	—	See Special	As disarm against spear or bow	Normal or Thrown
Shield	—	+2D	—	—	-1D Health	Normal
Sling	—	—	—	+1D	—	Missile
Spear	—	—	—	+1D	—	Spear
Staff	—	—	+1D	—	—	Normal or Thrown
Sword	—	—	—	—	+1D to one action type	Normal
ARGUMENT						
Intimidation	—	—	+1s	+1s	—	—
Deception	—	—	+1s	+1s	—	—
Evidence	+1s	—	—	—	Must have evidence!	—
Roleplay	—	—	—	—	+1D to one action type	—
Promises	—	+1D	—	—	—	—
Repeating	-1D	-1D	-1D	-1D	—	—

MULTIPLE CHARACTERS IN A TEAM

If you have two or more mice in one team, each player takes turns testing for and describing his actions for the team. Two players alternate back and forth. Three players each get one action out of the set of three. If you have four players on one team, which I recommend against, the fourth player starts the next exchange of actions. Then you go around the table again.

