Mice & Mystics FAQ
Most of the questions are answered by the designer, Jerry Hawthorne
Note: A few questions are deliberately repeated under different headings

Characters

Tilda
Can Tilda heal herself? The card doesn’t make that clear.
Yes she can

If Tilda is wounded does that count toward her bonus when using her mace to attack?
No, only other wounded mice add to Tilda’s bonus.

Maginos
How does Maginos’ staff work...how many dice does he roll on attack?
Maginos’ staff attacks like a melee weapon when fighting a minion in the same space - OR- attacks like a ranged weapon against minions further away. Maginos’ base Battle is 1 and the staff has a bonus of 1, so Maginos rolls 2 dice to attack. If he is attacking a minion in the same space, he hits on swords or sword/shield symbols; if he’s attacking a minion further away he hits on bows.

Filch
Filch's card states that he can equip an extra dagger with his tail, treating it like a 3rd paw slot. Since dagger's do not have any inherent ‘plus’ value for combat, in a normal attack with Filch, how does an extra dagger help?
If he had a bow equipped in both paws and a dagger in his tail, he can choose between a ranged or melee attack. Also if Filch equips the toothpick, which takes up two hands and is good for defense, he would still have a dagger in his tail for attack.

If there are 5 cheeses on the cheese wheel and a rat warrior rolls a cheese while unsuccessfully defending against Filch (who has the Pilfer ability) what is the result?
The cheese rolled by the rat is placed on the wheel, causing a surge, and Filch is forced to take a cheese from the general supply.

If Filch has two daggers would he minus 2 defensive dice to enemies below him on the initiative track?
No. Multiple bonuses can stack, but you can only use one weapon at a time, so the two weapons do not stack abilities.

Does Filch’s Pilfer ability work on elite rats and Captain Vurst?
Pilfer works on Rat Warriors and Elite Rat Warriors but not on Captain Vurst.

Lily
When attacking Brodie with Lily's bow, does she still get the cheese Brodie rolls, or is it ignored like usual?
It's ignored like usual.

Lily has an ability that doubles her battle value, does it double the value printed on the card or that value plus any bonuses?
It doubles only her base battle value, then bonuses are added.
Captain Vurst
His minion card states that if he rolls cheese on an attack he does not add the cheese to the wheel but instead gets another attack. Is that another full attack, another attack die, or is it a one-time extra attack?

*Captain Vurst gets another full attack every time he rolls cheese when attacking. This makes him dangerous since he can end up making multiple attacks in a single turn.*

When Captain Vurst takes enough wounds to be captured and become an ally, does the hourglass move like normal? And does he simply change allegiance or is he captured and need to be rescued?

*No the hourglass doesn't move, and Captain Vurst isn't captured (so he doesn’t need rescuing), he just changes allegiance.*

When Captain Vurst changes allegiance does he keep any wounds he has on his card? *Yes he does.*

Brodie
Brodie doesn’t generate cheese for the cheese wheel when attacking or defending, but if he pounces on other minions and they defend themselves, do they generate cheese for the cheese wheel? *Yes they do.*

Brodie has only one heart on each of his initiative cards; does that mean each of his cards has two life or just one? *Each card has just 1 life.*

Skitter Clack
When a surge occurs and the encounter card calls for a Centipede, which initiative card is used, Skitter Clack or the Cave Centipede? *Skitter Clack is only used when called for by the storybook. The Cave Centipede is used otherwise.*

Movement
Do you roll separately to move each minion in a group, or just roll once for the card on the initiative track and they all use the one result? *Each minion rolls and moves separately.*

Do the large minions use the same ‘adjacent’ rules as the small minions? *Yes. It is a mouse figure that is used to determine adjacency, so a spider can’t treat a space as adjacent just because it happens to have a larger base than a mouse.*

If a mouse uses its movement to enter a water space, can ‘scurry’ be used to try and move onto another water space or even be used to try and move out of the water? *Yes on both counts.*

Traffic jam in the water! If a mouse is upstream, and finishes his turn, but the space the current should move him into already has 4 units in it – does he stay put or bump the others downstream? *He stays where he is. He can't move so he doesn't move.*

When mice revisit a previously explored tile do they draw another encounter card?
No. They only encounter the tile the first time they enter it.

**Battle**

If a mouse has two weapons are their attack values added together in a battle?  
*No. You can only attack with one weapon at a time and can only use the bonuses and abilities that come with that weapon.*

When a mouse rolls a cheese while defending against an attack from a roach, can that roach steal that cheese?  
*Yes, when cheese is rolled it is placed in the mouse’s stash or on the cheese wheel immediately.*

If a minion’s initiative card has no hearts on it, how many wounds can the minion take?  
*One. Minion initiative cards without hearts represent groups of minions. Each figure in the group has a single life point.*

Brodie has only one heart on each of his initiative cards; does that mean each of his cards has two life or just one?  
*Each card has just 1 life.*

How does Chain Lightning work with Brody, do you only attack Brody once selecting which initiative card to target?  
*Yes, you select one of his cards and only attack once, he’s just one minion.*

Normally, when a roach wounds a character it takes cheese from that mouse, but what happens if that character has no cheese?  
*The roach deals a wound as normal.*

If a minion is sharing a space with Collin and Tilda is in an adjacent space, but Collin has already been attacked this turn, will the minion attack Tilda?  
*Yes. If a minion can attack more than 1 mouse, it will attack the closest mouse that has not been attacked during this turn.*

In the Alchemist’s Chamber is it legal to used range weapons to shoot from the floor to the top of the table?  
*Yes.*

Lily has an ability that doubles her battle value, does it double the value printed on the card or that value plus any bonuses?  
*It doubles only her base battle value, then bonuses are added.*

Do minions roll for defense to try and get cheese even if there were no hits inflicted?  
*No. If there were no hits, then the defender does not have to roll defense.*

Are the two different colored pipes that are next to each other in various parts of the Pipe Room considered to be adjacent for melee attacking purposes?  
*Unless there is a yellow line, No.*

**Items, Spells, Scrolls, Abilities, & Components**

When a mouse transforms into a cheddar golem, does he still use weapons and armor?  
*No. Cheddar golem replaces weapons and armor. The mouse attacks in melee while in golem form.*
Are mousetraps limited by the number of components?
No. If you need more mousetraps than the game provides, improvise and use something else to represent a mousetrap.

Are tricks and scrolls reusable and do they cost an action?
No. All trick and scroll cards are used once and then discarded, and they do not cost an action unless the card says otherwise.

Can I ‘equip’ and ‘unequip’ on the same turn or are they separate actions?
They are technically separate actions, but if you are equipping an item into an already occupied slot, you can swap items out as one action.

Do accessory cards, such as ‘Ring of cat strength,’ take up one of the three available spaces in a mouse’s pack?
Not if it is equipped to the mouse, only if it were stored in the mouse’s pack.

Can a mouse use an ability on its turn and then later that same round use another ability that affects another mouse, like Preemptive Shot?
Yes. There are a couple of abilities that fall outside a mouse’s turn. These don’t count toward your mouse’s ability limit. However, the mouse you played it on could not then use an ability of its own since only one ability can be used by each mouse each turn.

Do you still have to roll a "*" to successfully climb out of water using the fishhook and thread?
No. The fishhook allows mice to cross from water to dry land without suffering the chance of failure.

Can the fishhook and thread also be used to cross mouse traps?
Yes. That’s the kind of use the designer encourages.

Does the "Rest Spot" Fortune card remove poison wounds (The card says remove ‘all wound markers’)?
No. Poison wounds are only healed when specifically mentioned, per the rules.

Can dodge (which is used out of turn whenever another figure ends its move) be used multiple times as long as the mouse can pay the cost?
No. Dodge can be used once during the turn of the moving figure.

Can a webbed mouse battle or search instead of recover?
Yes.

When a Special Search lists two items like Dinner Fork OR Disguises, can they both be picked up in separate searches or only one of them?
Only one. You choose which one based upon your needs.

Can the card Set Trap be used on Brodie?
Yes, but it only set it for one of his cards.

Individual Achievements

Roachmaster
To earn the Roachmaster achievement does a mouse need to kill 4 roaches in one turn or in one encounter (which lasts until the tile is cleared of minions)?
One encounter. So keep track of how many you defeat. If you kill 4 before the tile is cleared you receive this achievement. (Which I assume would not include roaches that were spawned via a surge!)

**Cat Tamer**

Does ‘Defeating Brodie’ mean driving away one or both of his cards?

*Brodie is not considered defeated until both cards are removed. So the mouse that defeats the last card gets the achievement.*

**Surges and Initiative**

Do we shuffle for initiative every time there is a surge?

*No. When a surge occurs, if there are still minion cards on the initiative track, place the surge minion initiative card at the bottom of the track. If there are no minion cards on the track, adding a surge minion will trigger a reshuffle to determine initiative.*

If there has already been a surge and the cheese wheel gets filled up once more, does the same surge happen again? In other words, is there a limit of 1 surge per tile?

*Steps to follow when the cheese wheel fills up:*

- Move the hourglass marker one page closer to the chapter end marker.
- Check the chapter instructions, and follow the special surge rule if there is one.
- If there are no special surge instructions, follow the surge effect on the face-up encounter card and then discard that card.
- If there are no special surge instructions and no face-up encounter card, no minions are placed for this surge, but the hourglass marker is still moved.
- If a surge requires minion figures to be placed, and there are not enough of those figures available, place as many as possible and ignore the rest.

How are the Boss minion cards added to the initiative track?

*If there are minion cards on the initiative track when adding a boss minion (that has more than one initiative card) place both cards at the bottom of the initiative track, then follow the ambush rules for the first of those initiative cards. This is to prevent both of the boss cards being next to one another. If there are no minion cards on the track, the boss’s arrival triggers a reshuffle to determine initiative, as normal.*

What if there’s a surge and a spider is due to spawn but there are small minions on all the spawn spaces?

*According to the rules the spider doesn’t spawn…but someone suggested the spider crushes the smaller minions and spawns anyway! You can house rule this one.*

When you are running two tiles and two teams, if the Cheese wheel is filled, who gets the surge?

*The tile of the mouse that triggered the surge.*

If the last mouse in initiative order uses its action to kill the last minion on the board, is a cheese token added to the cheese wheel?

*Technically, yes, but you can make your own house rule and say no if you prefer.*

**Chapter Questions**
If a tile has a 'Special Setup' section which adds minions to a tile, do they replace, or are they added to, the minions normally spawned by the encounter card?

The special setup replaces the minions normally spawned. You do not add an encounter card.

If one of the mice has been knocked down or webbed, and another mouse explores to another tile (which is supposed to cause all mice to explore with him) does the effected mouse move to the new tile or stay where he is?

The affected mouse will follow to the new tile but his condition stays the same.

Chapter 2

Doesn’t the player playing Lily get bored in this chapter?

Every player is different. If you think you’ll be bored you could easily add a 4th mouse and then automate lily if you wanted.

You start a new encounter, but there are still roaches on Lilly's tile. Do you just leave the initiative and add the new cards on the bottom or do you reshuffle initiative?

You just add the new cards to the bottom of the initiative track.

Cheese is added to the cheese wheel at the end of the last mouse’s turn when there’s no minions on the tile...but how does that work when the group is split onto two tiles?

Add cheese only when there are no minions on either tile...and, should a surge occur, the minions go on the tile with the last mouse in initiative order once initiative has been established.

Where is Lily located in the Crystal Room?

Lily goes on the tile ‘flip’ space, not on the usual X ‘mousetrap’ space. Place a mousetrap on the flip space located on the Crystal Tunnels tile, then place Lily on top of it.

On the final tile explore, do the minions that are still on Lily’s tile stay there when setting up the final tile?

Yes. Less obvious is that the roaches get to take a turn, and Lily gets to try to kill them.

Chapter 3

Captain Vurst’s minion card states that if he rolls cheese on an attack he does not add the cheese to the wheel but instead gets another attack. Is that another full attack, another attack die, or is it a one-time extra attack?

Captain Vurst gets another full attack every time he rolls cheese when attacking. This makes him dangerous since he can end up making multiple attacks in a single turn.

Chapter 4

Cheese is added to the cheese wheel at the end of the last mouse’s turn when there’s no minions on the tile...but how does that work when the group is split onto two tiles?

Add cheese only when there are no minions on either tile...and, should a surge occur, the minions go on the tile with the last mouse in initiative order once initiative has been established.

When you are running two tiles and two teams, if the Cheese wheel is filled, who gets the surge?

The tile of the mouse that triggered the surge.
If you start a new encounter but there are still minions on the other tile do you have two encounter cards in play or only one?

*Only one. You simply replace the existing encounter card with the new one. If with party causes a surge then the minions on the new card come into play.*

**Chapter 5**

After finding Vanestra’s brush you are supposed to go from the Queen’s chamber to the dining hall, but there isn’t an exit to link to the dining hall tunnels! How do you get there?

*You have to flip the dining tunnels over to show the dining hall side. Don’t forget you can explore adjacent spaces simply by using an explore action and flipping the tile over. If the exits match up you move to the new tile and have an encounter. [Designer’s note: There actually used to be another tile in this chapter, but we changed it at the last minute to reduce the length. For future reference, if you ever get to a dead end just flip the tile you want to go to and check to see if the exits match up. This is especially necessary in CH 7 where you might come up on some dead ends with the random tile thing.]*

**Campaign Questions**

When playing a campaign, do wounds carry over from chapter to chapter, or does every mouse start each chapter at full health?

*Wounds do not carry over unless specified in the story book.*

If a mouse gives a piece of his starting equipment to another mouse during a chapter, can it be carried over by that mouse into the next chapter?

*A mouse must start each chapter with its starting equipment, so if this exchange does not break that rule then the item may be carried over.*

The rules say to choose a new ability before each Chapter, does that mean they stack and carry over or do they get switched out?

*Each mouse gets to choose an ability the first time they come into play, but since not all of the mice come in on the first chapter, a couple of them will need to choose their ability later. New abilities earned by leveling up can be kept from chapter to chapter.*

Can a mouse buy an ability bought by a mouse not in the current game?

*No. Two mice cannot share the same ability unless they have a duplicate ability card.*

**Easily Overlooked Rules**

- You cannot use free actions in water spaces.
- When ‘Greedy Roaches’ are in play, all other roaches become greedy as well. (Remember this in chapter 2)
- Maginos doesn’t get two cheese per dice when he defends - only when he attacks.
- Elite Rats are too smart to be fooled by disguises