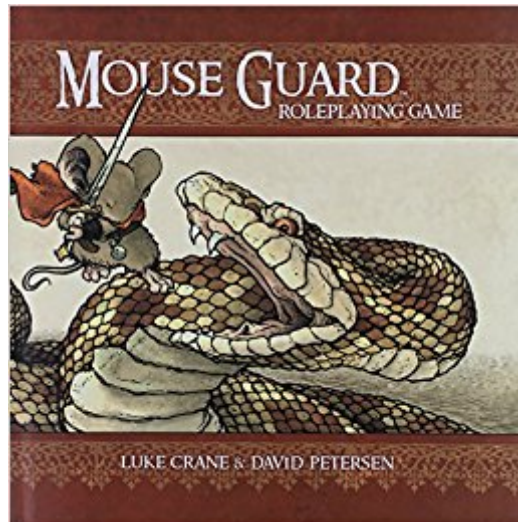


The book was found

Mouse Guard Roleplaying Game, 2nd Ed.



Synopsis

David Petersen's Mouse Guard Roleplaying Game is finally back in print! For Mouse Guard fans who own the original Mouse Guard Roleplaying Game Box Set, or anyone who'd like to enlist in the Mouse Guard for the first time, the second edition of this rule book contains everything players need to know about the world of the Guard, including rules for forming patrols and leading missions into the beleaguered territories.

Book Information

Series: Mouse Guard

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Customer Reviews

David Petersen was born in 1977. His artistic career soon followed. A steady diet of cartoons, comics and tree climbing fed his imagination and is what still inspires his work today. He is a three time Eisner Award winner for his work on his Mouse Guard series. David received his BFA in Printmaking from Eastern Michigan University where he met his wife Julia. They continue to reside in Michigan with their dogs Autumn and Bronwyn

One of the best RPG I've ever played and this box is wonderful. Softcover core book, one supplement booklet, GM Screen, 12 dice, four decks of player cards, lots of character sheets. A must have box for a great price.

This game has a great concept, based on a comic book named Mouse Guard. The mice are the sentient beings, but they are also the smallest. So you're role playing season to season and how

the mice interact with their natural habitat, including the food they eat and the predators they encounter. The characters are the Mouse Guard, and their job is to protect and assist the population. For the most part your characters will receive a mission where the characters are given an obstacle to overcome. Pending your success you may have consequences which will alter the direction of game play, possibly resulting in plot twists and side quests. You need at least 2 players, though this game is more fun when you have about 5 player, so that would be 4 players and the game master. Each player controls just one character you design yourself, however for faster play the book does have some premade characters you can use. The only drawback is that it can take up to 2 hours to create a character, but that just means you have a greater background for your character. The play mechanics is different than your typical game. This game has less of a focus on combat and more focused on the storyline. For this game you won't need a full multi-sided dice set, you'll only need six sided dice which makes this a bit more accessible for those who don't own full dice sets. All storylines and information the game master needs is included in the book, which is well organized to help in locating the needed information. Over all I would recommend this book. It has a unique take on role playing that focuses more on the story than on combat. It's easy to play and offers up creative storylines for anyone who wants to play.

This is a great RPG for the younger crowd or as a change of pace for an established RPG group. The rules are straight-forward, and developing scenarios as the GM is much easier than in most games. The players take on the role of Mouse Guardsmen. They have a variety of missions available, and most involved overcoming environmental challenges as well as the machinations of bad non-player characters. Before each session, each player is encouraged to come up with a mission statement and to cooperate with the other players as they develop their mission statements. This is a great fifth generation RPG!

A wonderful roleplaying game that scratches a totally different itch from the more well known and widespread offerings in the Pen and Paper genre.

I'm writing the review strictly on the quality of the physical product, since RPG systems tend to be very opinion-based. This is a REALLY nice book. Well bound, nice print and paper quality, etc. It's nice and thick, and has a ton of content to offer. The art is, of course, incredible. It's a welcome addition to my RPG collection.

Been playing RPGs for years. This one has a take on it that I can't say enough good things about. The leveling system makes more sense than most. Great theme. Easy mechanics. Fun as it gets.

Great traditional pen and paper RPG for children. The Mouseguard lore is vast, with a ton of backstory around. I also ordered the first volume of the Mouse Guard comic and found that it is aimed for 10+ aged kids and the art will help paint a great image in the heads of your children.

This is a really excellent game to run with kids and first time older players. More experienced players might want to mod some rules, but that won't be hard

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