

Mutt Movers

A 24 hour RPG

by Steve Donohue (aka sdonohue on RPGGeek)



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Introduction

Mutt Movers is the role-playing game of moving mutts across the country from high kill shelters to rescue groups in areas where the dogs are in greater demand and likely to be adopted by families. The moves are coordinated by a monitor who typically supervises a number of drivers transporting mutts along a fixed route. Most of these start early in the day and rely on drivers who typically drive about one hour, then meet the next driver. They let the dogs take a water and potty break, then load them up in the next car headed for the rescue.

In this game, players can take on the role of mutts (all dogs on a move are called mutts regardless of their breed) or movers (the drivers who are helping to take dogs to a forever home). The game can be played with or without a Control. While the normal role of the Control on a mutt move is to keep drivers informed of the schedule, in the game Control is the person who generates the non-player participants in the move, both mutts and movers, and breathes life into them.

The object of the game is to achieve your character goal, which for most players will be to arrive at the destination rescue with all the mutts still in good health. This is how it nearly always goes in real-life, but of course there has to be more drama in the game or it will lose a lot of tension and probably fun.

Playing the Game

Length of the Game

The game is played out in scenes called “legs”. Each leg consists of a drive and an exchange. The drive, not surprisingly, takes place entirely in the car and is where road hazards can take place. The exchange is where two movers (or a mover and a rescue) meet to let the dogs get water, stretch their legs, and swap cars. The drive takes about an hour in real time and the exchange takes about 15 minutes.

Players should decide how many legs the trip will take before they start their move (if playing with the optional Control rules, control will determine the number of legs).

The Challenge Mechanic

Mutt Movers is a dice pool game. Characters have attributes (more on that later), goals, and traits which may affect the size of their dice pool. The pool is made up of standard six-sided dice. The pool is rolled against a target number and each number which meets or exceeds the target is considered a success.

Basic Challenges

Target numbers are determined by Control if there is one. If there is no Control, then the challenge will include one. If it doesn't, the basic number is a 4. The challenge targets are 4 for a minor challenge, 5 for a moderate challenge and 6 for a serious challenge.

Opposed Challenges

In an opposed test, where one character is attempting to take an action against another, the character who is acting uses his dice pool and the target is the number of dice in the other character's pool. Once a character is defeated, he can't initiate a challenge of that type again in the current Leg.

Extended Challenges

Some tasks will take longer than others; these extended challenges allow one roll per leg. The roll is either a basic or an opposed challenge and the winner scores a point. Once the winner has more points than the target has dice in its pool, then they have succeeded. Extended challenges include things like chewing through a leash, breaking a kennel, or convincing a mutt to trust movers.

Ending the Game

Once the last leg is played and the mutts are turned over to the rescue, the game is ended. Any player who has achieved their goal can declare themselves a winner. Of course delivering the mutts is always at least a minor victory for the movers.

Creating a Character

The first step in creating a character is to decide whether you will be a mover or a mutt. Mutts have the advantage of participating in every leg, while movers have the choice to either reappear as the same character with a new name or make a series of characters to get into different legs. Movers also have the option to drive up to three legs.

If there are no mutts or no movers in a play group, then the players will need to create some. See the appendix for some typical movers and mutts with stats and goals for each.

Both types of character have the same attributes, some additional points and a goal. They may also have traits. The basic attributes are:

- **Mental** – controls the character's chance of success at any test where being smart is key. Note that while a mutt and a mover may have the same Mental score, they don't have the same abilities. Mutts can neither drive nor speak a language.
- **Social** – controls the character's chance of success at any test where people skills are key.
- **Physical** – controls the character's change of success at tests where strength or agility will determine success.

Creating a Mutt

Mutts start by choosing a size. This can be small, medium, or large. The size sets up their basic attributes:

Size	Mental	Social	Physical
Small	2	3	1
Medium	2	2	2
Large	2	1	3

After choosing a size, they can pick a breed which has no in-game effect. Players should choose logically, so no large Chihuahuas and no small Great Danes. Puppies are rarely part of a mutt move and when they are the level of care is so great they wouldn't have much fun.

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They then get 3 points to spread across their attributes. They can't put more than 2 additional points in any one attribute.

Each mutt has a goal. Some suggested goals are offered below. When performing an action directly related to their goal, they can add 1 point to their dice pool.

Goal	Description
Chow Hound	Some dogs are just hungry. The rules of the move dictate that dogs not be fed during the trip, but there is a bag of documentation which sometimes has food and there may be food in the mover's car.
Co-Pilot	This dog wants to ride in the front seat of the Mover's car.
Domination	Some dogs want to make sure everyone, including the Movers, knows who is in charge. They will start fights and make sure the other dogs recognize them as leader of their pack.
Escape	Some dogs just want to escape and will do anything they can to get away from their movers. They may just not want to be in a car or they might be trying to return to their owners.
Friends or siblings	This dog and one of the other dogs on the move share a connection from before the move (the other dog can be a player or non-player dog). They try to stick together at all costs and the friend will support the goal of the other dog.
New Home	These are the easiest mutts to move; they just want to be taken somewhere and find some people to take care of them.
Possessions	Some dogs, particularly owner surrenders, will have toys, blankets or a bed they are travelling with. Such dogs are very determined to keep these reminders of the last time a human was kind to them.
Sleep	This dog just wants to be left alone so he can sleep. He may or may not be car sick.
Snuggling	Some dogs just want to be petted, touched and generally in contact with the movers.

Mutts can choose traits from the list below. They start with two traits that will positively affect their dice pools. They can choose up to two more, but those must be balanced by taking attributes which will reduce their pool. So if a mutt has three good traits, it must have a negative trait and if it has 4 good traits, it must have 2 negative traits to balance. Mutts can't have more than 4 traits.

Trait	Effect	Description
Agile	+1 Physical	The mutt is good at tasks that involve sneaking and being nimble.
Bully breed	Negative	These dogs are typically stronger but less socially adept, so they get bonuses to intimidate or fight but penalties when trying to connect to most movers. Dogs taking this trait cannot be small.
Clever	+1 Mental	The dog is good at problem solving (like opening kennels or slipping out of leashes)
Cute	+1 Social	The dog gets a bonus when trying to convince movers to do things. Dogs taking this trait cannot be large.
Determined	+1 on Extended Challenges	The dog has good focus and will stay on task until it is completed.
Fleas	-1 on Extended Challenges	The dog has to stop and scratch when focus is important
Friendly	+1 Social	The dog is adept at befriending movers and gets a bonus when trying

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		to convince them to do things.
Injured	-1 Physical	The dog may have had an injury from an old owner or from a fight.
Leader	+1 on Opposed Challenges	The dog is a natural leader and has confidence giving him a bonus on any opposed challenge.
Senior	-1 Physical	The dog is old and so doesn't have the strength he once did.
Sick or Malnourished	-1 Physical	Not all dogs have happy stories before the move and this one is very thin and underfed.
Smelly	-1 Social	People don't like to be too close to him.
Standoffish	-1 Social	The dog takes a while to warm up to people and movers won't typically know them long enough.
Streetwise	+1 Mental	The dog is good at outwitting movers
Strong	+1 Physical	The dog is very strong and gains a bonus on anything where strength is important.
Stubborn	-1 Mental	The dog doesn't like to do anything different.
Submissive	-1 on Opposed Challenges.	The dog is naturally submissive and so typically defers to others.
Trained	-1 Social	The dog knows and responds to commands and gets no respect from his fellow dogs.
Young	-1 Mental	The dog is young and so doesn't have as much experience as most.

Traits will typically have the listed effect, but it is always possible that in a particular challenge they should have the opposite effect. The list above is not intended to be exhaustive so mutts may suggest others and take them with the approval of the other players (or Control).

Once all these mechanical elements are completed the player can give their mutt a name and any personality which fits their range of attributes and traits. These final details can really make the game better. Any mutt may have a few possessions and of course mutts who have the possession goal must explain what items have been sent with them. Mutts can also choose a background. Most of them are found by dog catchers, but a few are owner surrenders (meaning the owner has turned their dog in) or owner forfeits (where the owner has been deemed unworthy to care for a pet).

Creating a Mover

The typical mover is an adult with a mini-van or cross-over vehicle although anything is possible. It is mandatory that movers have a car with an enclosed space for transporting mutts. Pickup trucks, even with a cap, don't work as they lack climate control. The safety of the mutts being moved is paramount.

Movers all start with the same attributes:

Mental	Social	Physical
2	2	2

Bear in mind that while the numeric values are the same for Mutts, they aren't considered equal – a human with a mental of 2 can think of things a mutt never would.

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Also like Mutts, humans get 3 points to add to their attributes, with the same caveat that they can't add more than 2 to any one attribute.

Each mover has a goal. Some suggested goals are offered below. When performing an action directly related to their goal, they can add 1 point to their dice pool. The vast majority of movers have the "deliver mutts" goal.

Goal	Description
Deliver Mutts	This is by far the most common goal for Movers. It represents their need to complete their leg(s) and transfer the mutts safely to the next Mover.
Feeder	Some movers will feed the dogs on the road even though it's against the rules; they only get credit for their goal if the dogs are delivered without being carsick.
High Speed	Some movers want to make the best possible time on their trip and are quick to load and quick to drive.
Long Haul	Some movers are only really happy if they can do multiple legs.
Muttnapping	Although it is against the rules, some Movers are looking for the right dog to add to their own household.
Over-achievers	These movers will sign up for moves where there are more dogs than their vehicle is capable of transporting safely; just to build up their number of transports.
Puppy Pit	Some movers (typically half of a pair, but sometimes solo movers, just want to cuddle with a group of mutts.
Selfie	Some movers want to take photos of themselves with the mutts they move, this can be a little dangerous if it distracts them from the goal of delivering mutts safely.
Spoiler	Some movers will provide their passengers with new toys and possessions.

Many of the mover goals are very easy to achieve, but they must be achieved without being detected or without apparently causing trouble for subsequent movers.

Movers can choose traits from the list below. They start with two traits that will positively affect their dice pools. They can choose up to two more, but those must be balanced by taking attributes which will reduce their pool. So if they want three positive traits, they must have a negative trait and if they want four positive traits, they must have two negative traits as well.

Trait	Effect	Description
Agile	+1 Physical	The mover is more nimble than others.
Chatty	Negative	The mover has a hard time knowing when to stop talking and act.
Confident	+1 on Opposed Challenges	The dog is a natural leader and has confidence giving him a bonus on any opposed challenge.
Co-Pilot	Positive	The mover has a partner who rides with them and may make certain challenges easier or covers some of their weaknesses. The partner can either be another PC or a second character.
Driver	Positive	The mover gets a bonus to his pool to avoid any road hazard.
Experienced	Positive	Grants a bonus when attempting to handle a mutt or prevent it from taking some action.
Flibbertigibbet	-1 on Extended	The mover is easily distracted.

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	Challenges	
Focused	+1 on Extended Challenges	The mover is able to focus on the task at hand.
Friendly	+1 Social	The mover is personable and easily sways mutts and other movers.
Ill-equipped	Negative	The mover has a weak or non-existent collection of gear and so takes a -1 penalty on any problem where gear is required.
Injured	-1 Physical	The mover has an injury or handicap of some kind which impacts their ability to take physical action,
Map Challenged	Negative	If a hazard forces a route change, the character is at -1 to all challenges until they return to their original route.
Nervous	-1 on Opposed Challenges.	The mover is new or inexperienced and tends to give up in a disagreement
Odd	-1 Social	The mover has strange behaviors which probably don't bother mutts but do bother other movers
Poor cell service	Negative	The mover has poor cell service and so has difficulty reporting problems or asking for help.
Prepared	Positive	The mover has good equipment and gets a +1 to their pool when they can solve a problem with gear.
Road wise	Positive	The mover is able to deal with route changes and gains a bonus on identifying the best alternative.
Smart	+1 Mental	The mover is good at solving problems with his mind.
Standoffish	-1 Social	The mover is uncomfortable in social situations with other movers.
Strong	+1 Physical	The mover is strong or large making it more difficult for mutts to push past them or pull away.
Stubborn	-1 Mental	The mover dislikes change.
Time Challenged	Negative	The mover is unconcerned about time and will make poor decisions about timing. They might stop for a long restroom break or drive slowly.

As with mutts, movers can create other traits with approval of the other players (or Control). Although traits have a typically positive or negative effect, it is possible that a trait might have the opposite effect in the correct situation. This should be adjudicated by the players (or Control if present).

Movers should flesh out their character with names, descriptions, and even a description of their vehicle. Once they've done this, they are ready to begin play.

Beginning Play

Once everyone has a character, they introduce themselves. They should give their name and a brief description. They will probably not share their goals, but may share their traits. At this point, they should generate the "Clean Run Sheet", basically a list of the legs and the movers who will drive on those legs. Expect in very rare circumstances, all mutts will be part of all the legs. The run sheet helps to keep the game on track. If there is a control, they likely have the bones of the run sheet in place and will just need to add movers to the various legs. A sample run sheet can be found in Appendix 6.

Once the run sheet is agreed, the game can begin. The first mover picks up the dogs and the game starts. If there is a control, they may have some set challenges in mind. If there is not, then there are random tables which can be used to determine issues shown below. The turn is divided into two sections, one for the drive and one for the exchange. Each character can declare actions for each section of the leg;

Driving Declarations

1) Mover declares his driving posture

- a) **Leisurely** – The mover will lose 2-12 minutes on the run, but gets a –1 on rolls to avoid road hazards.
- b) **Normal** – The mover will complete the run in the allotted time and rolls for road hazards as normal.
- c) **Make Time** – The mover will complete the run d-12 minutes early, but takes a +1 penalty on road hazards.

2) Mutts declare their actions.

- a) Mutts have many more actions than drivers but should limit themselves to pursuing their goals
 - i) Dominant dogs may start a fight. This will likely result in a loss of time unless the mover has made a fight unlikely by restraining dogs with leashes or kennels.
 - ii) Escaping mutts may chew leashes or attempt to escape kennels. Both of these are extended challenges based on the quality of the leash or kennels. Movers don't notice these actions most of the time.
 - iii) Mutts with the possessions goal will work to keep their things and may fight to ensure they have control/use of them.
 - iv) Snuggling mutts will attempt to get in the Movers lap unless they are secured. If they are secured, they may attempt to chew through a leash or escape a kennel
 - v) Co-Pilot mutts will try to move to the front seat even if it is occupied. If they are secured, they may attempt to chew through a leash or escape a kennel
 - vi) Chow Hound will search for food and if they find it, they will eat it unless they are restrained by the mover(s).

Driving Resolution

Mutt actions are resolved first as they may have repercussions on the driving resolution if they prove to be a distraction to the mover. The following actions are possible:

Mutt Actions

- 1) Chewing Leashes. This is an Extended Challenge using the Mutt's Physical stat against the toughness of the leash. The mutt must do damage exceeding the leash's toughness to break it. If the mover has a co-pilot, the co-pilot will likely see this (roll a basic challenge of the Mutt's Social against the co-pilot's Metal to avoid being seen).
- 2) Escaping Kennels. This is an extended challenge of the mutt's Mental vs. the kennel's quality to open a latch or of the mutt's Physical vs. the kennel's toughness to break it. If the mover has a co-pilot,

the co-pilot will likely see this (roll a basic challenge of the Mutt's Social against the co-pilot's Metal to avoid being seen).

- 3) Finding Food, Snuggling and Co-Piloting all compare the mutt's Social vs. the mover's Mental. Basically the mutt is trying to convince the mover it is okay for them to do these things. If the mover attempts to stop the dog, there is a +1 penalty to road hazards due to the distraction.
- 4) Fighting. A mover gets one chance to stop a fight before it starts by rolling Social vs. the mutt's social. This is a basic challenge and if the mover wins, the dog doesn't start the fight. If the fight occurs, the attacking dog rolls an Opposed Challenge of his physical against the defender's Physical. If the attacker scores one success, he has now dominated the defender. If he scores 3 or more successes, he has injured the other dog (see injuries below). The fight also imposes a +1 penalty on driving resolution.

Driving Resolution

Driver's now roll 2d6 to avoid any hazards which might have come up on the drive. Don't forget to apply penalties for Distraction (+1 to the roll per distraction, max +2), Driving Posture (-1 for leisurely, +1 for make time) and plus or minus 1 for each goal or trait which may apply.

Adjusted Result	Effect
9 or less	No hazard, nice work!
10	Lose 1d6 minutes dealing with issues.
11	Lose 2d6 minutes dealing with issues.
12 or more	Roll on Hazards table

Hazards

Roll (2d6)	Hazard	Effect
2	Soft Shoulder	You wind up on the soft shoulder. This wakes up all the mutts and may damage your vehicle, but doesn't affect the current leg. The barking is terrible.
3	Route Problem	You encounter either a construction zone or a previous accident leading to a snarl. You can attempt a Mental vs. a toughness of 1d6 to reroute or take a penalty of 2d6 minutes on your travel time.
4	Lane Closure	One lane of the road is closed. You can attempt to reroute or take a penalty of 1d6 minutes on your travel time.
5 – 6	Distracted driving.	No actual hazard, but the mover is shaken and must drive more cautiously. Lose 2d6 + penalties minutes; if result is less than 0, treat it as 0.
7-9	Bad Weather	You must drive more cautiously. Lose 2d6 + penalties minutes; if result is less than 0, treat it as 0.
10	Flat Tire	You must stop and change a tire. This is an extended challenge of your Physical or Mental vs. a difficulty of 3. Each roll adds 5 minutes to your travel time.
11	Ticket	You are pulled over for a traffic violation. If you are driving to make time, your infraction is probably speeding. If you are doing anything else you may have missed a turn signal or some other lesser crime.

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		You can roll your Social vs. the Cop's Mental (typically a 2) to talk your way out of the ticket. If you get out of the ticket, the stop takes 7 + 1d6 minutes. If you don't get out of the ticket, the stop is 13 + 2d6 minutes.
12	Minor Traffic Accident	You're off the move. You will have to wait for another Mover to come to your rescue to pick up the dogs. Roll 1d6 for each dog and they are injured on a roll of 1. Any dog which is not secured may escape.

Exchange Resolution

The second part of each leg is the exchange. If a mover is completing multiple legs, he may opt to skip the exchange for any leg where he is the mover on the next leg. Non-player movers will always skip the exchange. Skipping the exchange does reduce travel time by 10 minutes each time it happens.

Exchange Actions

At the exchange, Mutts may attempt fewer actions than they can during the drive, primarily because there are two movers paying close attention to them. Mutts may:

- 1) Escape. If the mutt has previously chewed through his leash or escaped his kennel, then the mutt can make a break for it at an exchange. This is an opposed challenge pitting the Mutt's Physical against the Physical of the Movers. If the mutt beats them both, he escapes. This will cause the exchange to take 20 minutes rather than 10. The movers can attempt to coax the dog back using an Extended Challenge of their Social vs. the Mutt's mental. Any round with no successes means the mutt runs off and the attempt fails.
- 2) Fighting. A mover gets one chance to stop a fight before it starts by rolling Social vs. the mutt's Social. This is a basic challenge and if the mover wins, the dog doesn't start the fight. If the fight occurs, the attacking dog rolls an Opposed Challenge of his physical against the defender's Physical. If the attacker scores one success, he has now dominated the defender. If he scores 3 or more successes, he has injured the other dog (see injuries below). The fight also imposes a +1 penalty on driving resolution.

Drivers may take the following actions:

- 1) Treat injuries. If a mutt has been injured, a mover can help them with a successful opposed challenge of the mover's Mental vs. The mutt's Physical. Equipment can help with this challenge and a success puts the mutt on the road to recovery.
- 2) Rush the exchange. A mover can try to rush the exchange to make up time. He can make an opposed challenge of his Mental vs. the other mover's Social. Each success saves up to 2 minutes on the exchange with a maximum of 8 minutes being saved.
- 3) Take pictures. The mover can take pictures of the mutts or of the mutts with movers. This adds 5 minutes to the exchange.

Other Considerations

Potty Breaks

At most exchanges, the mutts will be allowed out to putty. This is a dangerous time as some dogs will find it an opportune moment to attempt to escape or to start a fight. Movers should be on top of and in control of the dogs anytime the doors are opened.

“Accidents”

Sometimes mutts will have accidents in the car. Given the hourly stops this isn't very common, but it is possible. To liven things up, assume the following:

Any time an exchange is skipped or a mutt doesn't have time to relieve himself during the exchange, there is a chance that he or she will have to relieve himself in the car. This is a basic challenge with the dog rolling against a target of 3. If more than one exchange has been missed, add 1 to the target. If the dog is sick, senior or young, add another 1 to the target.

If the dog succeeds on the test, he doesn't relieve himself. If he fails, roll 1d6 and on a 1-4 he has a minor urinary accident. On a 5 it's either a major urine issue or a fecal matter and on a 6, he becomes car sick.

Communication

Humans can't communicate with dogs other than with a very limited vocabulary.

Dogs can't communicate with other dogs at all other than through their actions.

Movers are expected to keep in contact with the Monitor (who coordinates the trip) and the other Movers to notify them of changes in timing and other issues such as a sick or injured dog. Unless the mover states he's not contacting anyone or has poor cell service, contact is assumed. In the case of poor cell service, you can only make calls within about 10 minutes of your stop, which can be troublesome if you've had more than that in time changes.

Ending Play

Once the last leg is played and the mutts are turned over to the rescue, the game is ended. Any player who has achieved their goal can declare themselves a winner. Of course delivering the mutts is always at least a minor victory for the movers.

Appendix 1: Typical Mutts

Name	Size	Sex	Mental	Social	Physical	Goal	Traits
Buttercup	M	F	4	2	3	New Home	Determined, Cute
Caesar	M	M	4	3	2	Friends or siblings	Determined, Friendly
Fido	S	M	4	3	2	Chow Hound	Clever, Friendly
Gracie	M	F	2	4	3	New Home	Agile, Friendly
Jaylo	S	F	3	3	3	New Home	Strong, Agile
Juno	M	F	3	4	2	Friends or siblings	Determined, Friendly, Strong, Fleas, Clever, Stubborn
Kashus	L	M	3	1	5	Possessions	Friendly, Clever, Streetwise, Trained
King	M	M	2	3	4	Sleep	Friendly, Strong
Mickey	S	M	2	3	4	Dominant	Senior, Streetwise, Agile, Determined
Pigpen	S	F	3	4	2	Domination	Leader, Clever, Dominant, Smelly
Piper	M	F	2	3	4	Sleep	Agile, Cute, Leader, Sick or Malnourished
Queenie	S	M	2	5	2	New Home	Clever, Cute
Rex	M	M	3	2	4	Friends or siblings	Clever, Friendly
Rover	L	M	4	2	3	Chow Hound	Friendly, Clever
Sammy	S	F	2	4	3	Possessions	Strong, Senior, Agile, Leader
Sandy	L	F	4	1	4	Domination	Friendly, Agile, Leader, Injured
Snowflake	M	F	3	3	3	New Home	Friendly, Strong, Leader, Fleas, Determined, Standoffish
Syd	S	M	4	3	2	Friends or siblings	Friendly, Leader
Willow	L	F	2	3	4	New Home	Streetwise, Agile
Wyatt	M	M	4	3	2	Domination	Clever, Strong

These mutts can be used to fill out a trip if necessary. If a player has the friend or sibling trait and doesn't want to befriend another player mutt, they may choose one of these mutts or create a second mutt.

Appendix 2: Random Mutts

You can generate a random mutt using the tables below and a few d6.

Table 1: Size

Roll	Size
1	Small
2-4	Medium
5-6	Large

Table 2: Attribute Additions

Roll	Effect
1-3	Add 1 to each attribute
4-6	Roll on 2a twice, add 2 to the first attribute and 1 to the second. If the second attribute is the same, roll on 2a again.

Table 2a: Attribute Selection

Roll	Result
1-2	Physical
3-4	Mental
5-6	Social

Table 3: Random Mutt Goal

Roll	Goal
2	Domination
3	Snuggling
4	Chow Hound
5	Possessions
6-8	New Home
9	Sleep
10	Co-Pilot
11	Friends or Siblings
12	Escape

Table 4: Number of Traits to select

Roll	Traits to choose
1-3	2 positive
4-5	3 positive, 1 negative
6	4 positive, 2 negative

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When rolling on these tables, ignore any rolls which have the same result and roll again. Also remember that bully breed and cute have size restrictions.

Table 4a: Positive Traits for Mutts

Roll	Positive Trait
1	Roll 1d6 again 1-3 Clever, 4-6 Streetwise
2	Determined
3	Leader
4	Agile
5	Friendly
6	Roll 1d6 again 1-3 Strong, 4-6 Cute

Table 4b: Negative Traits for Mutts

Roll	Negative Trait
1	Roll 1d6 again: 1-3 Standoffish or 4-6 Trained
2	Roll 1d6 again: 1-3 Stubborn or 4-6 Bully Breed
3	Roll 1d6 again: 1-3 Young or 4-6 Senior
4	Roll 1d6 again: 1-3 Fleas or 4-6 Smelly
5	Submissive
6	Roll 1d6 again: 1-3 Injured, 4-6 Sick or Malnourished

Appendix 3: Typical Movers

If you need a mover quickly, you can choose one from the list. For movers with co-pilot, they can either make one on their own or choose from the list below:

Sex	Mental	Social	Physical	Goal	Trait
M	4	3	2	Deliver Mutts	Strong, Agile
F	2	3	4	Puppy Pit	Smart, Smart
M	4	3	2	Deliver Mutts	Roadwise, Confident, Friendly, Ill-equipped
F	4	3	2	High Speed	Strong, Experienced
M	3	2	4	Deliver Mutts	Friendly, Smart, Agile, Flibbertygibbet
F	2	3	4	Deliver Mutts	Roadwise, Experienced, Confident, Odd
M	2	2	5	Deliver Mutts	Agile, Friendly
F	3	2	4	Deliver Mutts	Agile, Smart, Confident, Chatty
M	3	4	2	Deliver Mutts	Focused, Smart, Strong, Poor cell service, Prepared, Nervous
F	2	4	3	Deliver Mutts	Friendly, Experienced, Agile, Standoffish
M	2	4	3	Muttnapping	Strong, Friendly, Confident, Flibbertygibbet
F	2	3	4	Feeder	Strong, Friendly
M	2	4	3	Muttnapping	Confident, Experienced
F	3	2	4	Muttnapping	Roadwise, Experienced
M	4	3	2	Deliver Mutts	Smart, Prepared
F	2	4	3	Feeder	Experienced, Confident

Appendix 4: Random Movers

When creating a new Mover, you can roll using the charts below rather than creating one.

Table 1: Attribute Additions

Roll	Effect
1-3	Add 1 to each attribute
4-6	Roll on 2a twice, add 2 to the first attribute and 1 to the second. If the second attribute is the same, roll on 2a again.

Table 1a: Attribute Selection

Roll	Result
1-2	Physical
3-4	Mental
5-6	Social

Table 2: Random Mover Goal

Roll	Goal
2	Spoiler
3	Long Haul
4-5	Puppy Pit
6-8	Deliver Mutts
9	Selfie
10	Feeder
11	High Speed
12	Mutt Napping

Table 3: Number of Traits to Select

Roll	Traits to choose
1-3	2 positive
4-5	3 positive, 1 negative
6	4 positive, 2 negative

When rolling on these tables, ignore any double rolls.

Table 3a: Positive Traits for Movers

Roll	Positive Trait
1	Roll 1d6 Again: 1-3 Smart or 4-6 Confident
2	Roadwise
3	Roll 1d6 again: 1-3 Prepared or 4-6 Focused
4	Roll 1d6 again: 1-3 Agile or 4-6 Strong

Mutt Movers

5	Roll 1d6 again: 1-3 Friendly or 4-6 Driver
6	Roll 1d6 again: 1-3 Co-Pilot or 4-6 Experienced

Table 3b: Negative Traits for Movers

Roll	Negative Trait
1	Roll 1d6 again: 1-3 Stubborn or 4-6 Flibbertygibbet
2	Roll 1d6 again: 1-3 Nervous or 4-6 Injured
3	Roll 1d6 again: 1-3 Odd or 4-6 Standoffish
4	Roll 1d6 again: 1-3 Map Challenged or 4-6 Ill-Equipped
5	Roll 1d6 again: 1-3 Time Challenged or 4-6 Poor Cell Service
6	Chatty

Appendix 5: Clean Run Sheet

The Clean Run Sheet shows the schedule for the move. Each leg includes the origin and destination as well as expected times and the distance to be travelled. It will also include names, vehicle descriptions and contact information from the drivers. This document is exclusive to the run and is not shared outside those participating in the run.

For game purposes, the names of the Movers on each leg are sufficient. Other runs could be devised, the easiest way is probably google maps or some similar tool to find the pickup and dropoff points which are typically an hour apart. This is basically the list of encounters for the session.

Leg	Pickup	Time	Distance	Drop off	Time	Mover(s)
1	Hickory NC	7:00 am	27 miles	Statesville, NC	7:30 am	
2	Statesville, NC	7:40 am	100 miles	Wytheville, VA	9:20 am	
3	Wytheville, VA	9:30 am	74 miles	Beckley, WV	10:45 am	
4	Beckley, WV	10:55 am	62 miles	Charleston, WV	11:55 am	
5	Charleston, WV	12:05	79 Miles	Parkersburg, WV	1:25 pm	
6	Parkersburg, WV	1:35 pm	60 Miles	Cambridge, OH	2:35 pm	
7	Cambridge, OH	2:45 pm	68 miles	N Canton, OH	3:55 pm	
8	N Canton, OH	4:05 pm	55 Miles	Strongsville, OH	5:00 pm	
9	Strongsville, OH	5:10 pm	50 Miles	Milan, OH	6:00 pm	
10	Milan, Oh	6:10 pm	60 Miles	Toledo, Oh	7:10 pm	
11	Toledo, Oh	7:20 pm	72 Miles	Birmingham, MI	8:45 pm	

As changes occur due to delays, subsequent drivers will receive updates to the schedule to identify if the move is currently running early or late.

Appendix 6: Sample Move

This is a sample Mutt Move prepared by control. In addition to the run sheet, there are some projected issues.

Mutts. In addition to the PCs, there is one other Mutt on this trip (assuming room). Her name is Filly and she is a runner. She hopes to escape and is good at it

Name	Size	Sex	Mental	Social	Physical	Goal	Traits
Filly	S	F	3	3	3	Escape	Determined, Cute

Leg	Pickup	Time	Distance	Drop off	Time	Mover(s)
1	Hickory NC	7:00 am	27 miles	Statesville, NC	7:30 am	
2	Statesville, NC	7:40 am	100 miles	Wytheville, VA	9:20 am	Event
3	Wytheville, VA	9:30 am	74 miles	Beckley, WV	10:45 am	
4	Beckley, WV	10:55 am	62 miles	Charleston, WV	11:55 am	
5	Charleston, WV	12:05	79 Miles	Parkersburg, WV	1:25 pm	Event
6	Parkersburg, WV	1:35 pm	60 Miles	Cambridge, OH	2:35 pm	
7	Cambridge, OH	2:45 pm	68 miles	N Canton, OH	3:55 pm	
8	N Canton, OH	4:05 pm	55 Miles	Strongsville, OH	5:00 pm	
9	Strongsville, OH	5:10 pm	50 Miles	Milan, OH	6:00 pm	
10	Milan, Oh	6:10 pm	60 Miles	Toledo, Oh	7:10 pm	
11	Toledo, Oh	7:20 pm	72 Miles	Birmingham, MI	8:45 pm	Evebt

Leg 2 takes place through a heavy enforcement zone. Anyone driving to Make Time will be pulled over and given a ticket. They will have to defeat Officer Howe's Mental rating of 3 to avoid the ticket.

Leg 5 by this point Filly will probably have gnawed through her leash. If it hasn't been changed or discovered, she'll make a break for it the moment the door is opened. The mover will be a guy named James

Sex	Mental	Social	Physical	Goal	Trait
M	4	3	2	Deliver Mutts	Determined, Friendly, Strong, Injured

Mutt Movers

Leg 11 has significant construction. Luckily it's in a heavily populated area with plenty of alternate routes. The mover will need to make a Mental challenge vs. a Toughness of 3. If successful, there is no lost time, otherwise it will cost 3d6 minutes.

Appendix 7: Equipment

Sometimes equipment is very important when moving a mutt. There are elements which are needed to protect the mutts and things needed to protect the driver and their car. Most items have one or two attributes. One attribute is always quality, which describe how well-made, complete,, and durable the item is. Other items may have additional stats like toughness . Here's some equipment a mutt mover might have:

Item	Required?	Attributes	Notes
Chain leash	Y	Quality: 2 Toughness: 4	Leashes come in different sizes; a dog on a leash for a smaller dog adds 1 to its dice pool
Cleaning Supplies	Y	Quality: 2	These help keep your vehicle clean
Dog Bed	N	Quality: 2 Toughness: 2	These make dogs more comfortable and less likely to move around during the drive portion of the leg.
Dog Toys	N	Quality: 2 Toughness: 2	These can help distract any mutt taking an action during the drive and provide a bonus of 1 to the dice pool to stop them.
First Aid Kit	N	Quality: 3	Having a first aid kit adds 1 to the dice pool to Treat Injury
Large Kennel (average)	N	Quality: 2 Toughness: 2	Can hold four small, 2 medium, or a large dog.
Large Kennel (cheap)	N	Quality: 1 Toughness: 2	Can hold four small, 2 medium, or a large dog.
Large Kennel (good)	N	Quality: 3 Toughness: 3	Can hold four small, 2 medium, or a large dog.
Leather leash	Y	Quality: 3 Toughness: 3	Leashes come in different sizes; a dog on a leash for a smaller dog adds 1 to its dice pool
Medium Kennel (average)	N	Quality: 2 Toughness: 2	Can hold two small mutts or one medium mutt
Medium Kennel (cheap)	N	Quality: 1 Toughness: 2	Can hold two small mutts or one medium mutt
Medium Kennel (good)	N	Quality: 3 Toughness: 3	Can hold two small mutts or one medium mutt
Nylon leash	Y	Quality: 2 Toughness: 2	Leashes come in different sizes; a dog on a leash for a smaller dog adds 1 to its dice pool
Puppy Pads	Y	Quality: 1	These help keep your vehicle clean
Ramp	N	Quality: 3	These can help when loading mutts in and out of your car.
Small Kennel (average)	N	Quality: 2 Toughness: 2	Can hold one small mutt
Small Kennel (cheap)	N	Quality: 1 Toughness: 2	Can hold one small mutt
Small Kennel (good)	N	Quality: 3 Toughness: 3	Can hold one small mutt
Water	Y	Quality: 2	Dogs always get water at the exchange
Water Dish	Y	Quality: 2	Dogs always get water at the exchange

Mutt Movers

Each mover will have all the items shown as required. A typical mover will have 2-3 additional items. A mover with the prepared trait can have whichever items they choose, while an ill-equipped mover will have only the required items.

Appendix 8: Character Sheets

Mutts

Name: _____
Size: _____
Sex: _____
Breed: _____
Goal: _____

Mental: _____
Social: _____
Physical: _____
Traits: _____

Description:

Movers

Name: _____
Sex: _____
Goal: _____

Mental: _____
Social: _____
Physical: _____
Traits: _____

Appendix 9: Control

Although the game can be played using mostly random events and by having players decide what happens next in a reasonable or logical manner, it's also possible to have one player assume the role of Control.

In a game where there is a Control, the decisions of the non-player mutts and movers are made by Control, who also rolls the dice for those characters on any challenges.

Control can also establish the hazards which might come up on the legs, allowing for a much broader range of challenges and opportunities.

If playing with Control, then all rules questions are decided by Control. They can adjust the difficulty of challenges or adjudicate hidden actions. The game is different and probably better with Control.

Campaign Play

If playing with Control, it is possible to play a campaign game with the movers. Perhaps the players will take turns playing movers since mutts can't gain experience.

Each time a mover successfully delivers mutts with +/- 5 minutes of their expected time, they receive 1 experience points. Experience Points can be saved or spent immediately with the following effects

Points Spent	Effect
1 pt.	Add 1 to your roll in a challenge
2 pts.	Buy off a negative trait
3 pts.	Purchase a new trait
Varies	Character can add to an existing attribute by spending experience points equal to the new attribute. So a Mental of 2 can become a 3 by spending 3 experience points.

Designer Notes

The game is based on actual events, actual mutts and actual movers. My wife and I have been moving mutts for the last 2 years. We've moved 67 dogs on 22 trips. Thus far, our most dramatic moment has been a dog who thought my seats would make a pretty good chew toy.

The traits (positive and negative) described in the rules are all things we've observed with either the mutts or the movers. Yes, my wife and I are the source for some traits in both the positive and negative side of the equation. No, I'm not going to say which ones.

On the site I rolled the keywords Outcasts, Despair, and 19th Centry. I immediately thought of the Underground Railroad as a potential theme. I then came to two conclusions; I didn't have time to start then because I was doing a Mutt Move and I didn't know very much about the Underground Railroad. I decided yesterday to go with something I knew, Mutt Moving. It turns out that Mutt Moving, while heavily reliant on 20th and 21st century technology, still involves outcasts and despair.

I hope you enjoy the game.

Sources

Cover image courtesy of <http://www.publicdomainpictures.net/view-image.php?image=41765&picture=dog-drive-1> where it is marked as Public Domain