

CONDITION

Being Sick imposes a -10 penalty to Nature, Will, Health and skill tests. This penalty is not applied to Resources and Circles tests, nor to Will and Health tests for recovery.

Sickness requires an Ob 4 Will test to fight off. If that test is successful, the illness fades and the condition is alleviated. If the Will test is failed, the Sickness condition remains until the character seeks the attention of a healer.

5

SICK



CONDITION

SICK

CONDITION

Hungry and Thirsty subtracts 1 from disposition for any conflict.

You can only alleviate the Hungry and Thirsty condition by eating and drinking! You may test Harvester, Cook, Brewer, Baker or Resources to acquire a meal or a drink. It's generally an Ob 1 test, but the GTM may increase that based on factors like the weather or scarcity of supplies. If the test is passed, the character eats and drinks to his heart's content. The condition is alleviated.

1

HUNGRY AND THIRSTY



HUNGRY AND THIRSTY

CONDITION

Being Injured imposes a -10 penalty to Nature, Will, Health and skill tests. This penalty is not applied to Resources and Circles tests, nor to Will and Health tests for recovery.

Injuries are difficult to deal with. You can make an Ob 4 Health test to overcome the pain and discomfort. If the test is successful, the penalty is removed and the condition alleviated. If the Health test fails, the character keeps the penalty until he finds the attention of a healer.

4

INJURED



CONDITION

INJURED

CONDITION

Being Angry subtracts 1 from your disposition for any conflict that uses Will as its base.

Mastering your anger requires an Ob 2 Will test. If you succeed, your anger fades. The condition is alleviated. If you fail your anger sticks with you. You may test again to recover when appropriate - checks or if you buy a recovery test either in the GTM's Turn if you spend in the next Players' Turn. Describe what you did to help the anger pass - took a walk, read poetry, licked a beetle!

2

ANGRY



CONDITION

ANGRY

CONDITION

Tired subtracts **1** disposition from all conflicts.

Fatigue can be dealt with in two ways: either a good night's rest, or with an Ob 3 Health test. If you pass the Health test, you shrug off your fatigue and soldier on. You may alleviate this condition. If the test is failed, the Tired condition remains with you through the next GMT's Turn.

3

TIREP



CONDITION

TIREP

CONDITION

Tired subtracts **1** disposition from all conflicts.

Fatigue can be dealt with in two ways: either a good night's rest, or with an Ob 3 Health test. If you pass the Health test, you shrug off your fatigue and soldier on. You may alleviate this condition. If the test is failed, the Tired condition remains with you through the next GMT's Turn.

3

TIREP



CONDITION

TIREP

CONDITION

Tired subtracts **1** disposition from all conflicts.

Fatigue can be dealt with in two ways: either a good night's rest, or with an Ob 3 Health test. If you pass the Health test, you shrug off your fatigue and soldier on. You may alleviate this condition. If the test is failed, the Tired condition remains with you through the next GMT's Turn.

3

TIREP



CONDITION

TIREP

CONDITION

Tired subtracts **1** disposition from all conflicts.

Fatigue can be dealt with in two ways: either a good night's rest, or with an Ob 3 Health test. If you pass the Health test, you shrug off your fatigue and soldier on. You may alleviate this condition. If the test is failed, the Tired condition remains with you through the next GMT's Turn.

3

TIREP



CONDITION

TIREP

CONFLICT



- us. Attack:* Versus test. Gain advantage dice as per below.
 - us. Defend:* Versus test. Gain advantage dice as per below.
 - us. Manoeuvre:* Independent test. Ob 0: Gain advantage Dice as below.
 - us. Feint:* Independent test. Ob 0: Gain advantage dice as per below.
- Margin 1: Impede: -1D disadvantage to opponent's next turn.
Margin 2: Gain Position: +2D advantage to your next action
Margin 3: Disarm disarm weapon or gear, or disable a trait.

MANOEUVRE



CONFLICT



- us. Attack:* No Test.
- Attack action reduces your disposition by the margin of success
- us. Defend:* Defender may not test. Ob 0: Reduce your opponent's disposition by the margin of success
 - us. Manoeuvre:* Independent Test. Ob 0: Reduces your opponent's disposition by the margin of success.
 - us. Feint:* Versus test. Reduce your opponent's disposition by the margin of success.

FEINT



CONFLICT



- us. Attack:* Versus test. Gain advantage dice as per below.
 - us. Defend:* Versus test. Gain advantage dice as per below.
 - us. Manoeuvre:* Independent test. Ob 0: Gain advantage Dice as below.
 - us. Feint:* Independent test. Ob 0: Gain advantage dice as per below.
- Margin 1: Impede: -1D disadvantage to opponent's next turn.
Margin 2: Gain Position: +2D advantage to your next action
Margin 3: Disarm disarm weapon or gear, or disable a trait.

MANOEUVRE



CONFLICT



- us. Attack:* No Test.
- Attack action reduces your disposition by the margin of success
- us. Defend:* Defender may not test. Ob 0: Reduce your opponent's disposition by the margin of success
 - us. Manoeuvre:* Independent Test. Ob 0: Reduces your opponent's disposition by the margin of success.
 - us. Feint:* Versus test. Reduce your opponent's disposition by the margin of success.

FEINT



CONFLICT



- us. Attack:* Independent Test. Successes are subtracted from your opponent's Disposition.
- us. Defend:* Versus Test. Reduce your opponent's disposition by the margin of success.
- us. Manoeuvre:* Versus test. Reduce your opponent's disposition by the margin of success.
- us. Faint:* Fainter may not test. Ob 0. Reduce your opponent's disposition by the margin of success.

ATTACK



CONFLICT



- us. Attack:* Versus Test. If successes are greater than your opponent's Attack, add margin of success to your disposition.
- us. Defend:* Independent test. Ob 3. Margin of successes are added to your disposition.
- us. Manoeuvre:* Versus test. Margin of success is added to your disposition.
- us. Faint:* No test. Fainter rolls and reduces your disposition by the margin of success.

DEFEND



CONFLICT



- us. Attack:* Independent Test. Successes are subtracted from your opponent's Disposition.
- us. Defend:* Versus Test. Reduce your opponent's disposition by the margin of success.
- us. Manoeuvre:* Versus test. Reduce your opponent's disposition by the margin of success.
- us. Faint:* Fainter may not test. Ob 0. Reduce your opponent's disposition by the margin of success.

ATTACK



CONFLICT



- us. Attack:* Versus Test. If successes are greater than your opponent's Attack, add margin of success to your disposition.
- us. Defend:* Independent test. Ob 3. Margin of successes are added to your disposition.
- us. Manoeuvre:* Versus test. Margin of success is added to your disposition.
- us. Faint:* No test. Fainter rolls and reduces your disposition by the margin of success.

DEFEND









Mouse Guard RPG Cards and Tokens.

This set includes Conflict cards, Condition Cards, Check Tokens, Reward Tokens and Disposition Tokens for use with the Mouse Guard Role Playing Game by Luke Crane and David Petersen.

To construct the cards and tokens, cut along the black lines and score along the red ones. Fold along the scored, red lines and glue using a dry glue stick like Pritt. This will make each card and token double-sided.

The cards may curl up upon drying. Simply bend them gently back the other way and leave them under a heavy book overnight – I recommend The Lord of the Rings hardback.

Make sure they are dry before doing this or they may stick together!

These cards and tokens are made up using text and artwork from the Mouse Guard game book and comics and are made available online with the kind permission of both Luke Crane and David Petersen on the understanding that they are distributed profit free either directly or indirectly. Please do not re-host it or redistribute this file. Feel free to link to the original file, however.

Enjoy,

Wayne Peters

Comments to: wayne_peters@hotmail.co.uk

The Mouse Guard Roleplaying Game

Game content ©2008 Luke Crane. All rights reserved.

Illustrations and comic content ©2008 David Petersen.

Mouse Guard is a trademark of David Petersen. Burning Wheel is a registered trademark ® of Luke Crane.

www.aspcomics.com
www.mouseguard.net
www.burningwheel.com

HOOK 'N LINE



HOOK 'N LINE



This weapon is cruelly hooked: +1D to Manoeuver, +1s after a successful manoeuver.

It is also a rather unwieldy weapon: -1D to Attack.

Attack:	-1D
Defend:	-
Feint:	-
Manoeuvre:	+1D, +1s

LENGTH NORMAL

AXE



AXE



Axes are really brutal!

They are also slow and heavy! Strike down your enemies quickly before you tire.

Attack:	+1s
Defend:	-1D
Feint:	-1D
Manoeuvre:	-

LENGTH NORMAL

BOW



BOW



Against shorter-ranged weapons, your Attack is a versus against Attack and is independent against Manoeuver. +2D to Manoeuver against normal, spear or thrown weapons. ** +1D to Attack vs Defend.

Attack:	+1D**
Defend:	-
Feint:	-
Manoeuvre:	+2D

LENGTH MISSILE

HALBERD



HALBERD



Halberds are versatile polearms. They can be used either as a spear or an axe.

Choose which mode you're using before announcing your first action.

Attack:	+1s as Axe
Defend:	-1D as Axe
Feint:	-1D as Axe
Manoeuvre:	+1D as Spear

LENGTH SPEAR

KNIFE



KNIFE



Any successful
Manoeuvre when fighting
against a spear, thrown or
missile weapon also counts
as the disarm effect.

When throwing a knife
against a spear or normal
weapon, your Attack is
versus against Attack and
independent against
Manoeuvre.

LENGTH NORMAL

SHIELD



SHIELD



Shields are heavy!
-1D Health to recover from
fatigue if the shield was
used in a fight during the
last Turn.
Shields are often used on
their own - as defense and
as a weapon.

Attack:	-
Defend:	+2D
Feint:	-
Manoeuvre:	-

LENGTH NORMAL

SLING



SLING



Slings are deadly!
Against shorter-ranged
weapons, your Attack is a
versus against Attack and
is independent against
Manoeuvre.

Attack:	-
Defend:	-
Feint:	-
Manoeuvre:	+1D

LENGTH MISSILE

SPEAR



SPEAR



Against spears and
normal weapons your
Attack is a versus against
Attack and is independent
against Manoeuvre.

+1D to Manoeuvre actions
against normal weapons.

Attack:	-
Defend:	-
Feint:	-
Manoeuvre:	+1D

LENGTH SPEAR

STAFF



STAFF



A staff may be thrown!

When throwing your staff against spears and normal weapons, your Attack is a versus against Attack and is independent against Manoeuver.

Attack:	-
Defend:	-
Feint:	+1D
Manoeuvre:	-

LENGTH NORMAL

SWORD



SWORD



A sword is usefull

+1D to one action of your choice in a fight.

You may choose the action at any point during the fight.

Once chosen, the bonus die sticks to that action for the remainder of the fight.

LENGTH NORMAL