



**TURN PHASES**

**POWER UP**  
 YOU MAY PLACE A POWER CARD OR REPLACE AN ACTIVE POWER CARD WITH ONE FROM YOUR HAND.

**SURGE**  
 DO ANY SURGE ACTIONS LISTED ON YOUR POWER CARDS OR CHARACTER PANEL.

**GO TIME!**  
 TAKE YOUR ACTIONS!

**TO BE CONTINUED...**  
 ROLL MOVEMENT AND ACTIVATE HAZARD SPACES YOU'RE IN, IF ANY.

**ACTIONS**  
 USED IN "GO TIME!", COST AN ACTION  
 MOVE    SPRINT    AIM    DODGE



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INSTRUCTIONS

- 1) Cut out around the outside of the tuckpack.
- 2) Using a pen knife, cut along the white line to make a slit.
- 3) Fold the tuckpack in half along the long axis' center line.
- 4) Tape the sides and bottom shut.
- 5) To close the tuckpack, fold the flap down so that it fits into the slit.

Each tuckpack can hold up to about 15 unsleeved cards or about 10 penny-sleeved cards.

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