



**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**

- 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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