



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!

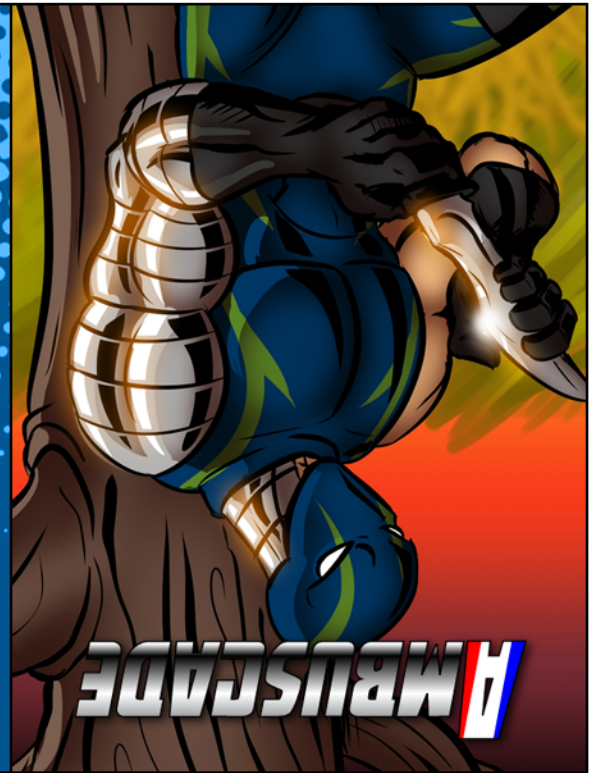
TO BE CONTINUED...

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.

<--- white line

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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