



**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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NOTE: if you're sleeving your cards, you will probably need to print two tuckpacks for Operative, one for her power cards and one for her poison cards. They won't all fit into a single tuckpack.