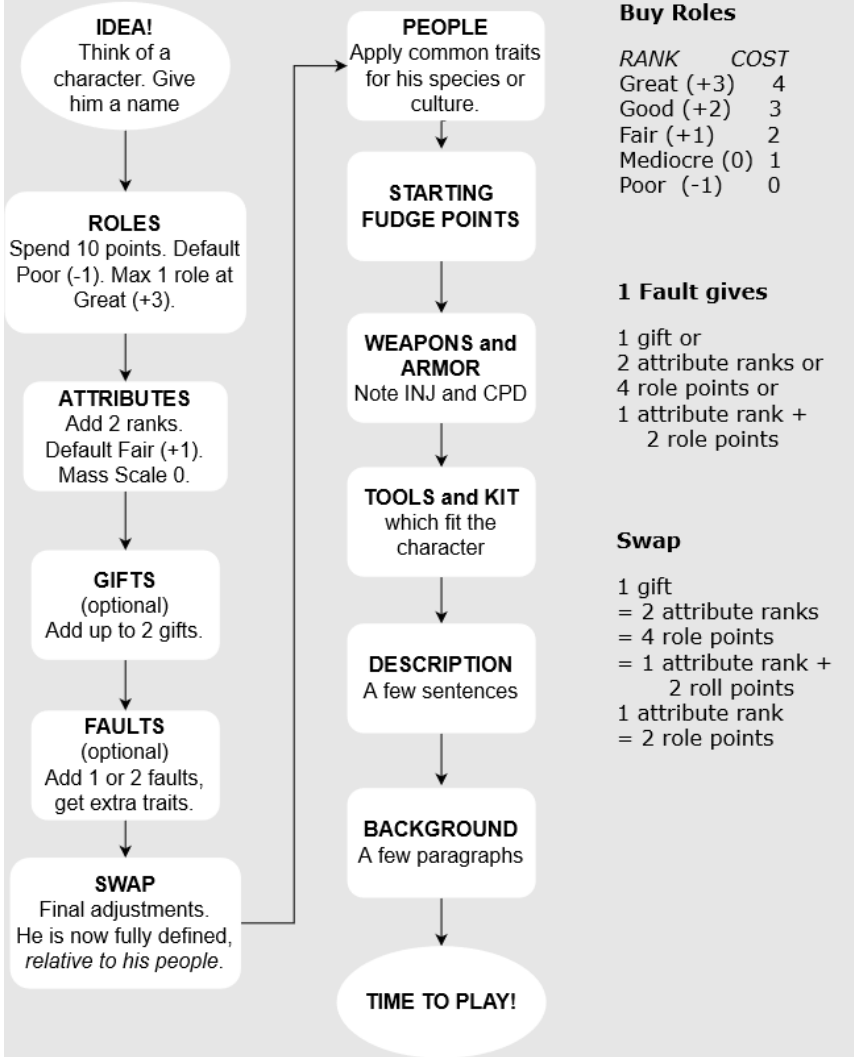
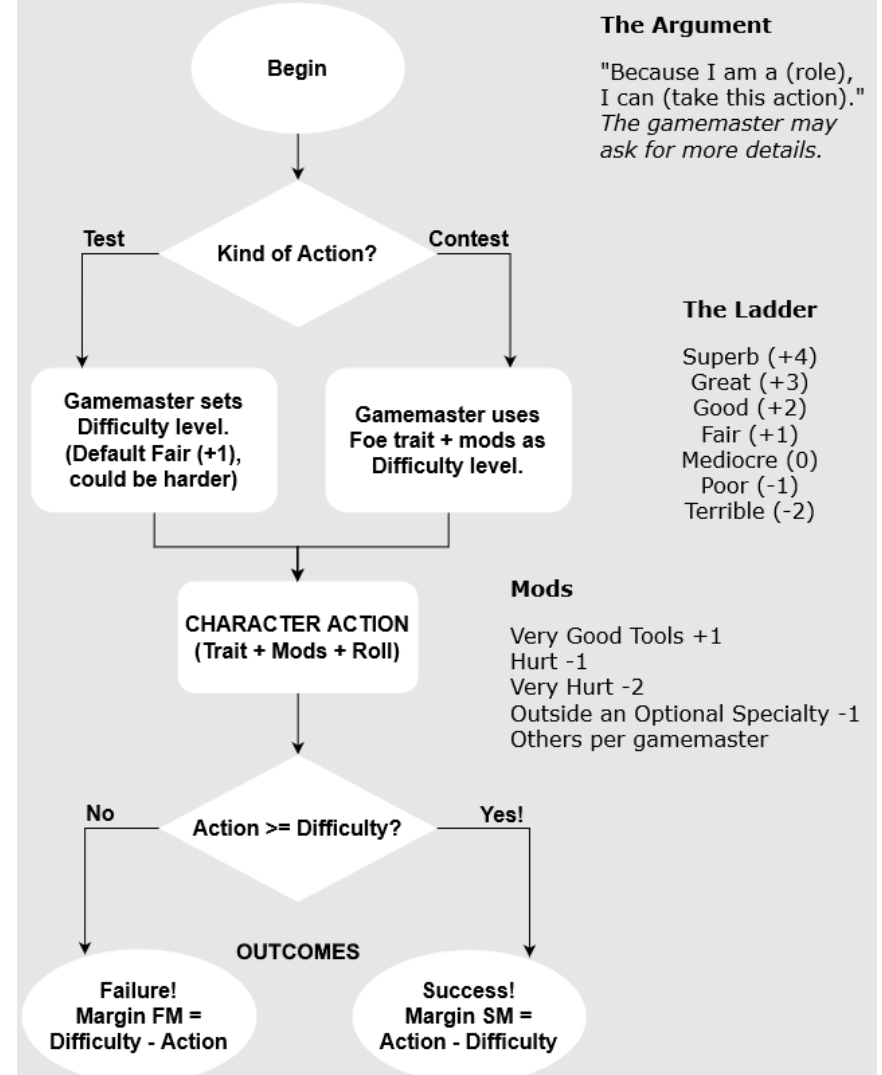


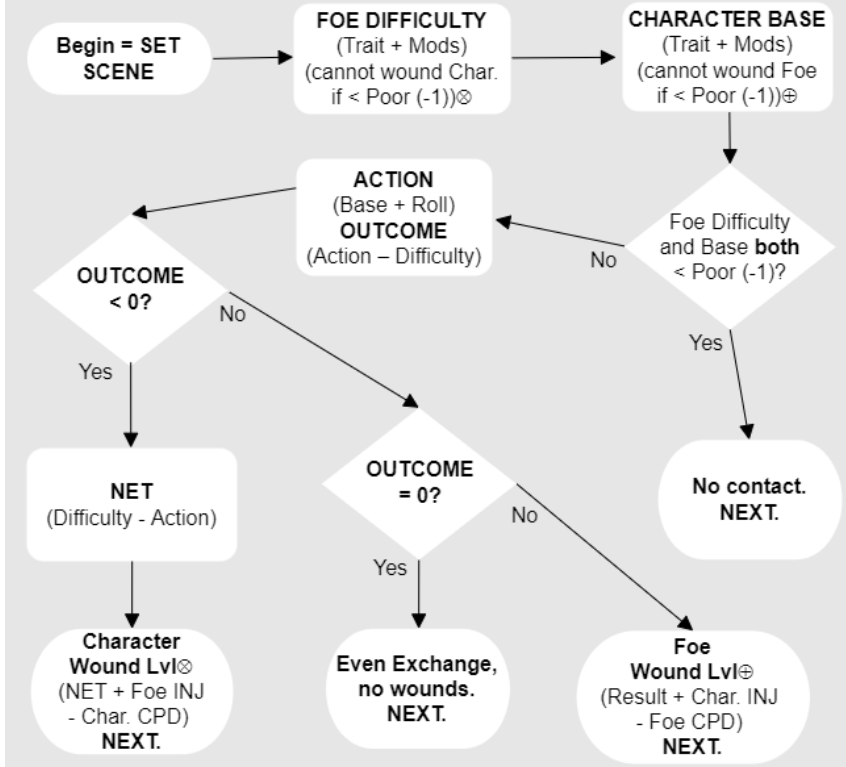
Make A Character



Action!



Melee Phase



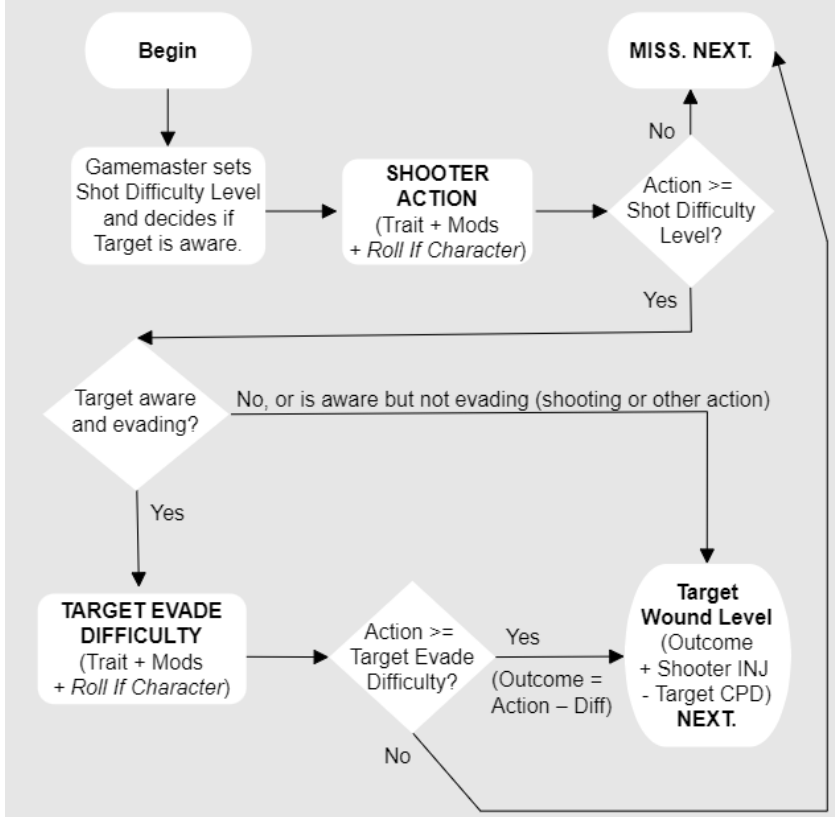
MODS
 -1 Hurt
 -2 Very Hurt
 -1 or -2 to fighter in worse position others per optional rules and Gamemaster calls.

SHIELDS
 +1 CPD for Small or Medium
 +2 CPD for Large

PULLING YOUR PUNCH
 Declare at Set Scene, set maximum wound level.

ATTACKING TO STUN
 Declare at Set Scene, if the attack is good enough to wound, attack does stun results instead.

Ranged Phase



SHOOTER ACTION MODS
 -1 Hurt
 -2 Very Hurt
 others per optional rules and Gamemaster calls.

TARGET EVADE MODS
 -1 Hurt
 -2 Very Hurt
 -2 if attack from Bow
 -3 if attack from Gun or Beam
 +1 if using Medium Shield
 +2 if using Large Shield and Gamemaster calls.

Hint: Print two-sided. Fold so that the fight scene flows are inside and the Action! Flow is the front cover. The Character Sheet folds that way, too.