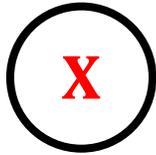
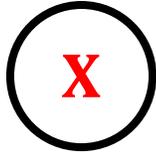
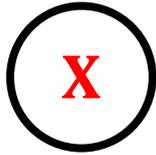


<p style="text-align: center;"><u>Actions</u></p> <p>On your turn you may perform up to 2 actions.</p> <p>Move: Move your meeple up to 2 spaces. Can't move diagonally.</p> <p>Skill: Use a hero's skill.</p> <p>Rest: Cost 2 actions to use. You may take 1 extra action on your next turn.</p> <p>Teleport: Move your meeple from 1 teleportation circle to the other.</p>	<p style="text-align: center;"><u>Actions</u> (Continued)</p> <p>These actions can only be used when adjacent to the Wall or a crate.</p> <p>Take Cover: You can't be targeted by enemies on the opposite side of the wall or crate until you perform another action.</p> <p>Push/Pull: You may move yourself and an adjacent crate 1 space in the same direction.</p>	<p style="text-align: center;"><u>Abilities</u></p> <p>Brawl: May make a +0 melee attack for 1 action.</p> <p>Evasive: May move diagonally.</p> <p>Opportunist: Always gets the advantage during ties.</p> <p>Quick: May move 3 spaces.</p> <p>Rush: If you use both of your actions for movement, you may make a +0 melee attack.</p>
<p style="text-align: center;"><u>Abilities</u> (Continued)</p> <p>Shield: Add +1 to all defense rolls.</p> <p>Slippery: Add +2 to ranged defense rolls.</p> <p>Tactical: Automatically takes cover.</p> <p>Tough: Add +2 to melee defense rolls.</p> <p>Well Rested: When you Rest, gain 1 HP & you may take 1 extra action on your next turn.</p>		



T	T
C	C