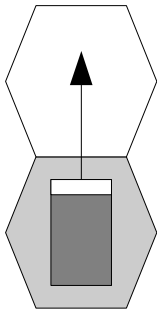


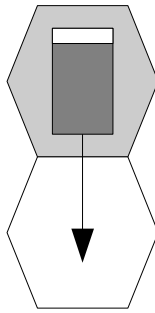
standard actions

F



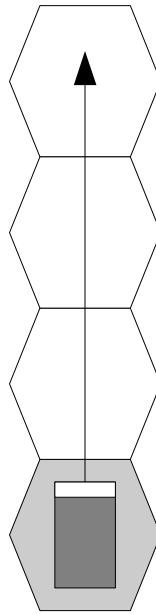
forward

B



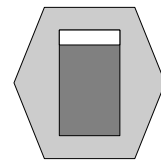
backwards
no (k#)

C



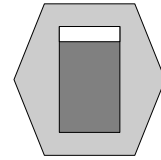
charge
none

R



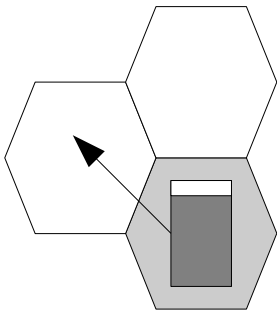
recover
weapon/shield
only (L) or (R)

S



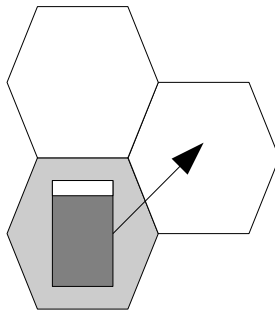
stumble
only one (L) or (R)

SFL



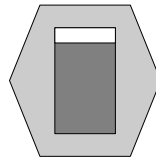
sidestep
forward
left

SFR



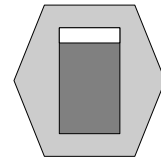
sidestep
forward
right

KN



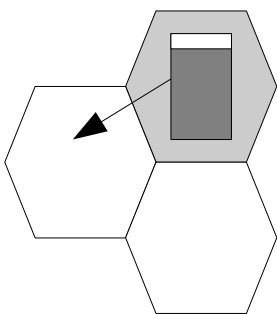
kneeling
not (Q) or (K#)

X



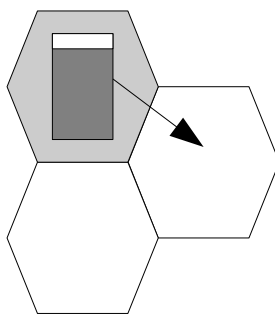
pause
no (Q)

SBL



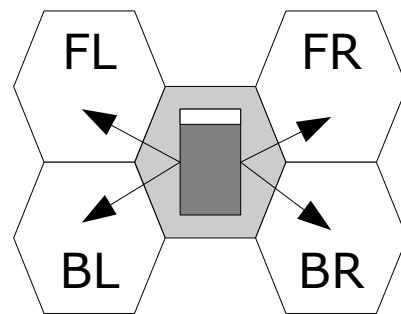
sidestep
backwards left
no (k#)

SBR



sidestep
backwards right
no (k#)

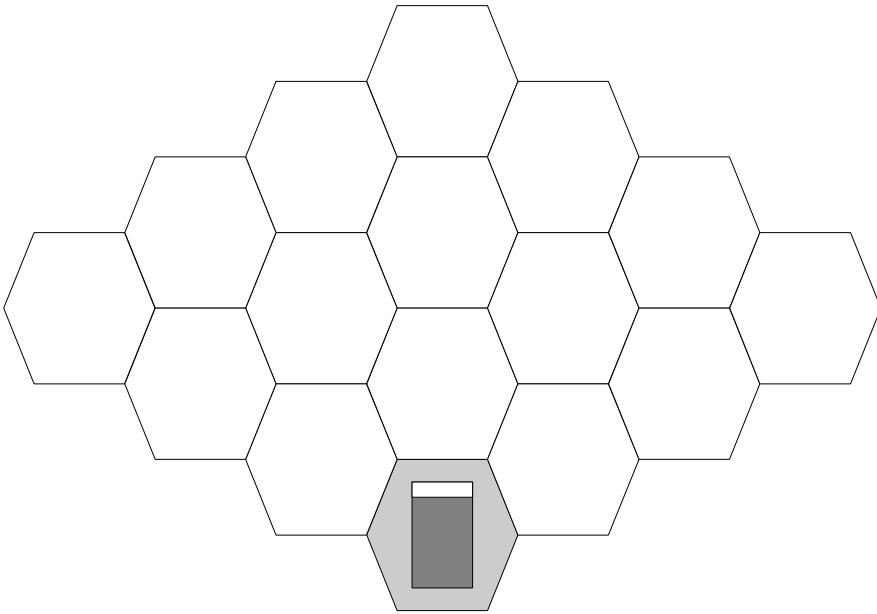
RO-XX



roll
only (Q)

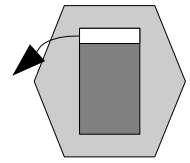
special actions

(TN)



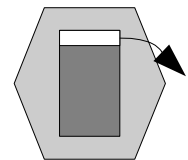
toss
net
6 CF

(L)



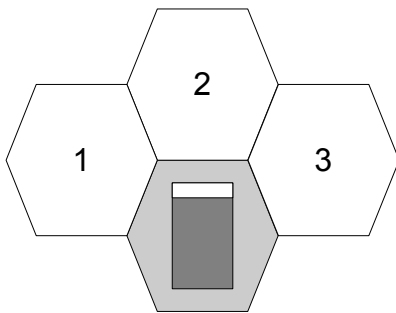
left
turn

(R)



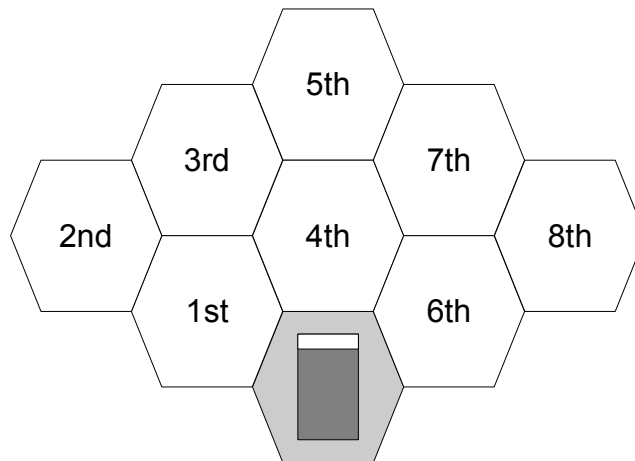
right
turn

(LN#)



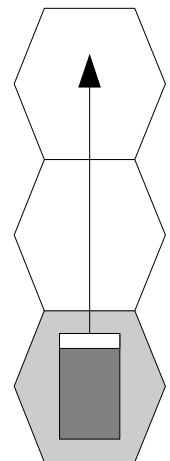
lay
net
2 CF

(SN)



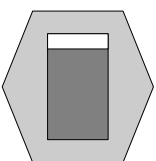
swing
net
4 CF

(Q)



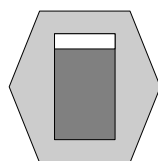
quick
move

(RN)



repel
net

(k#)



kicking