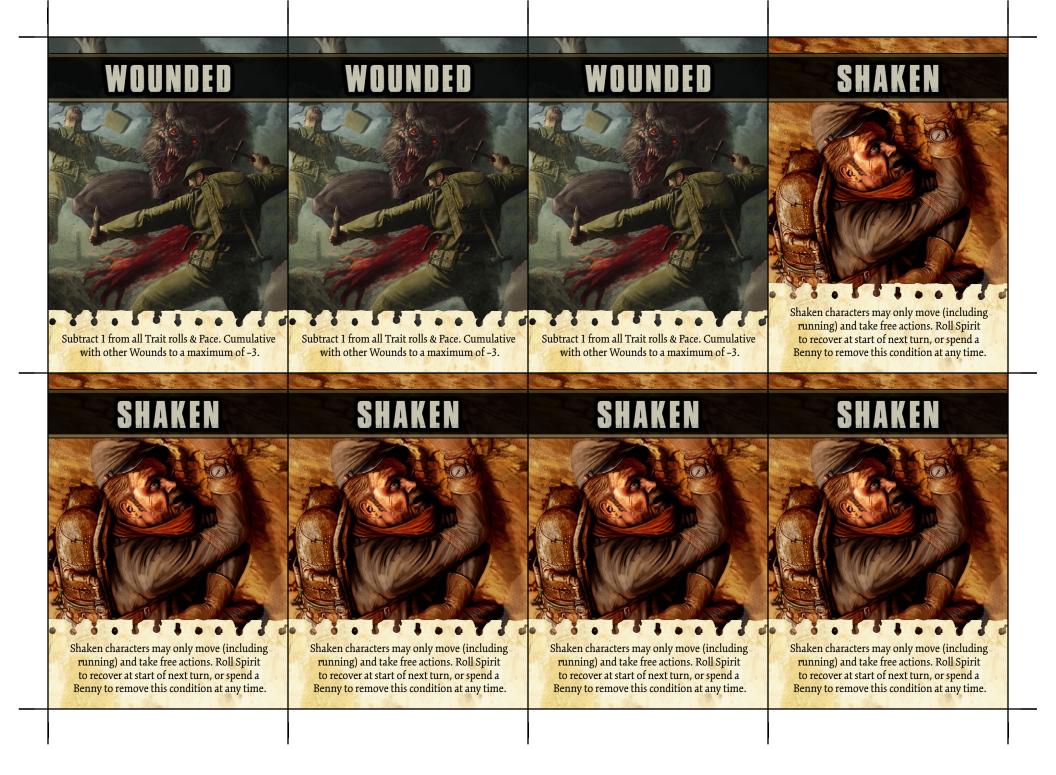


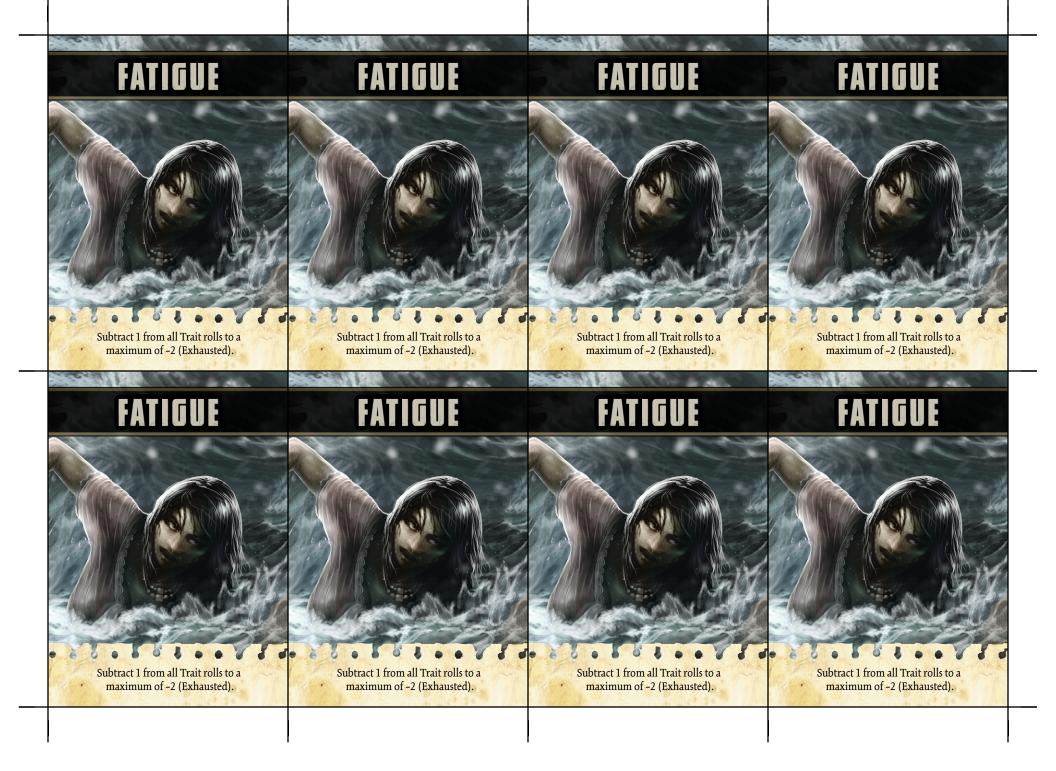
STATUS GARDS



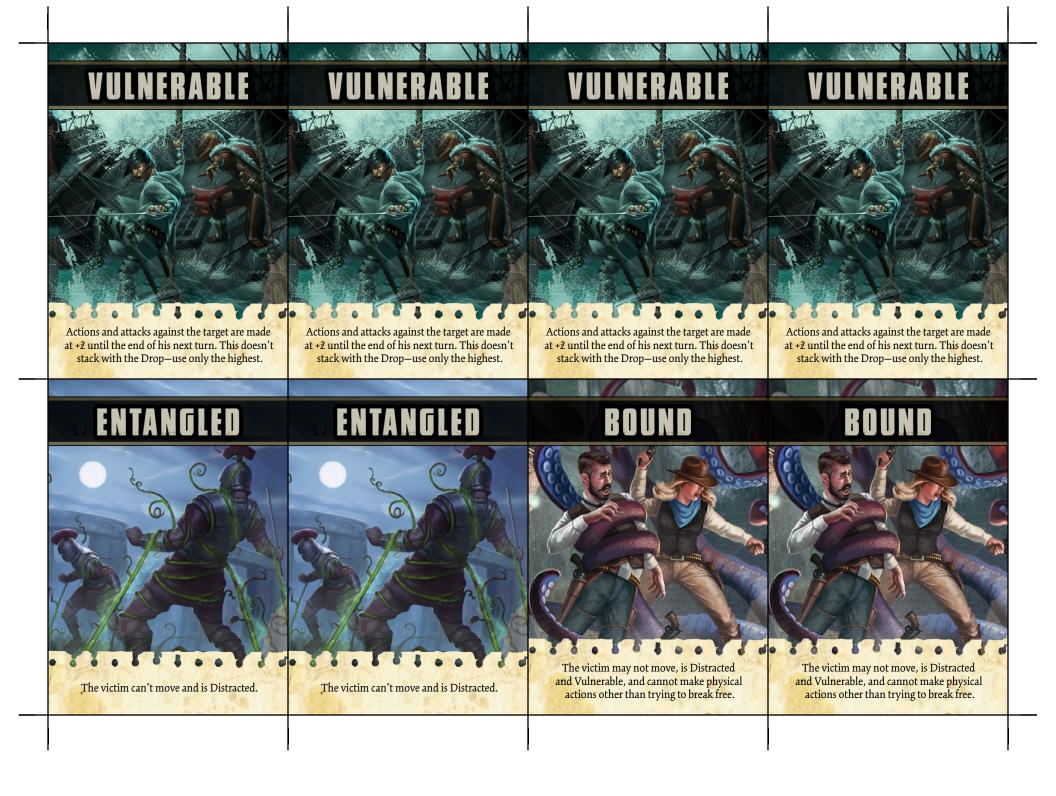












STUNNED STUNNED ted electrical street na str der s Stunned characters are Distracted, fall prone, can't Stunned characters are Distracted, fall prone, can't Characters on Hold may take their turn Characters on Hold may take their turn move or take any actions, don't count for the Gang-Up move or take any actions, don't count for the Gang-Up at any time and are not dealt Action at any time and are not dealt Action bonus, and are subject to the Drop. At the start of bonus, and are subject to the Drop. At the start of Cards in subsequent rounds. They Cards in subsequent rounds. They each turn, the character makes a Vigor roll as a free each turn, the character makes a Vigor roll as a free may interrupt opponent's actions by may interrupt opponent's actions by action. With success he revives but is Distracted and action. With success he revives but is Distracted and succeeding at an opposed Athletics roll. succeeding at an opposed Athletics roll. Vulnerable: with a raise he revives with no ill effects. Vulnerable: with a raise he revives with no ill effects. AIM Sacrifice an entire turn to ignore up Sacrifice an entire turn to ignore up to 4 points of Range, Cover, Called to 4 points of Range, Cover, Called Shot, Scale, or Speed penalties. Add +2 Shot, Scale, or Speed penalties. Add +2 Sacrifice an entire turn to increase Parry by +4. Sacrifice an entire turn to increase Parry by +4. if there are no penalties to negate. if there are no penalties to negate.