



STATUS CARDS



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WOUNDED



Subtract 1 from all Trait rolls & Pace. Cumulative with other Wounds to a maximum of -3.

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SHAKEN



Shaken characters may only move (including running) and take free actions. Roll Spirit to recover at start of next turn, or spend a Benny to remove this condition at any time.

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FATIGUE



Subtract 1 from all Trait rolls to a maximum of -2 (Exhausted).

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DISTRACTED



The character suffers -2 to all Trait rolls until the end of his next turn.

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VULNERABLE



Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with the Drop—use only the highest.

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ENTANGLED



The victim can't move and is Distracted.

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BOUND



The victim may not move, is Distracted and Vulnerable, and cannot make physical actions other than trying to break free.

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STUNNED



Stunned characters are Distracted, fall prone, can't move or take any actions, don't count for the Gang-Up bonus, and are subject to the Drop. At the start of each turn, the character makes a Vigor roll as a free action. With success he revives but is Distracted and Vulnerable; with a raise he revives with no ill effects.

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HOLD



Characters on Hold may take their turn at any time and are not dealt Action Cards in subsequent rounds. They may interrupt opponent's actions by succeeding at an opposed Athletics roll.

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AIM



Sacrifice an entire turn to ignore up to 4 points of Range, Cover, Called Shot, Scale, or Speed penalties. Add +2 if there are no penalties to negate.

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DEFEND



Sacrifice an entire turn to increase Parry by +4.

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