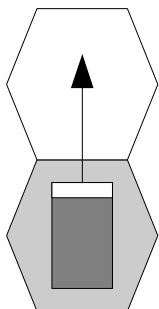


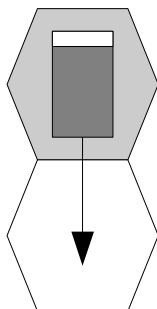
# standard actions

**F**



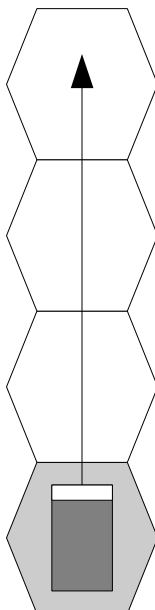
forward

**B**



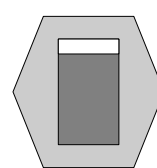
backwards  
*no (k#)*

**C**



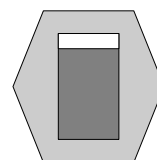
charge  
*none*

**R**



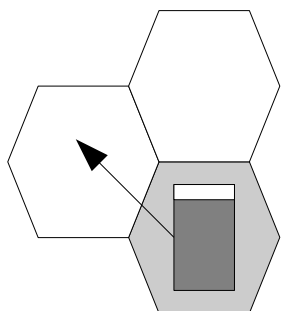
recover  
weapon/shield  
*only (L) or (R)*

**S**



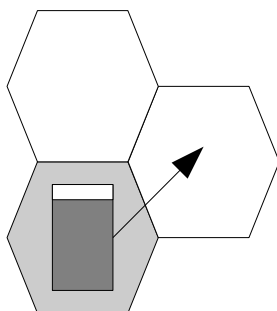
stumble  
*only one (L) or (R)*

**SFL**



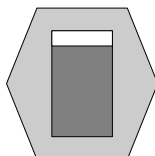
sidestep  
forward  
left

**SFR**



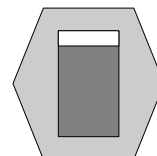
sidestep  
forward  
right

**KN**



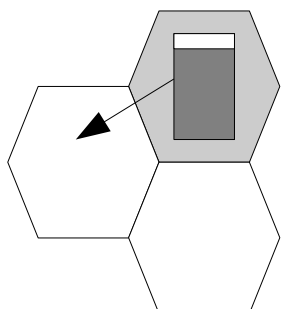
kneeling  
*not (Q) or (K#)*

**X**



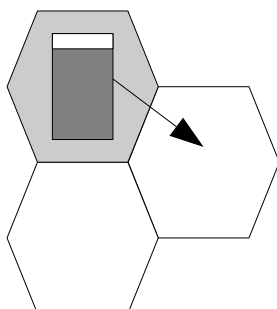
pause  
*no (Q)*

**SBL**



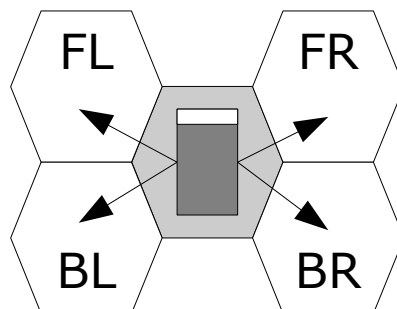
sidestep  
backwards left  
*no (k#)*

**SBR**



sidestep  
backwards right  
*no (k#)*

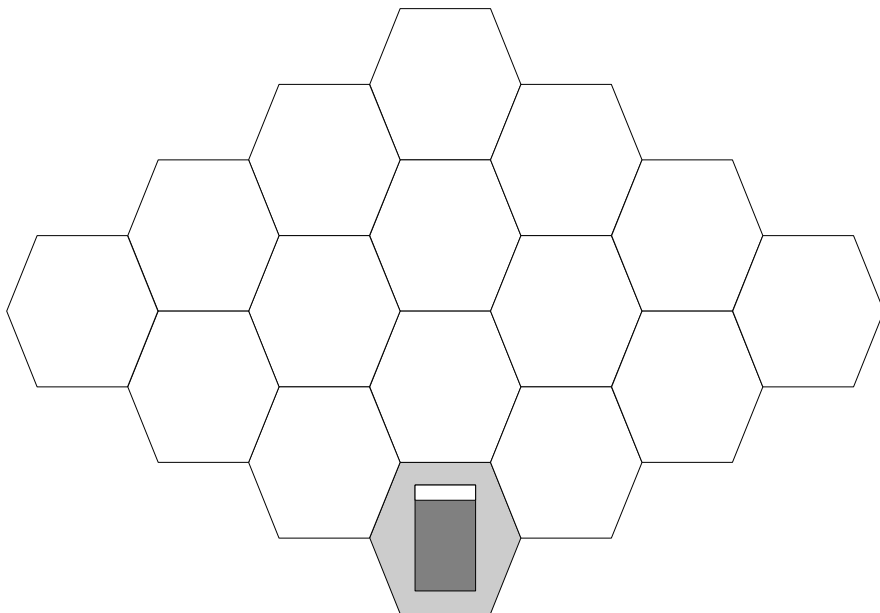
**RO-XX**



roll  
*only (Q)*

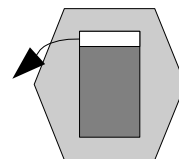
# special actions

(TN)



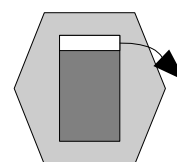
toss  
net  
6 CF

(L)



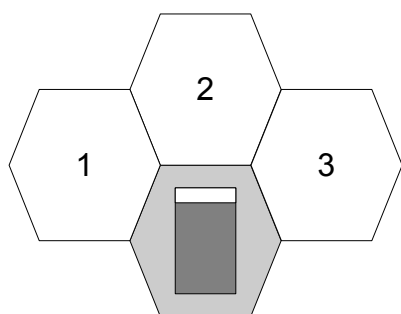
left  
turn

(R)



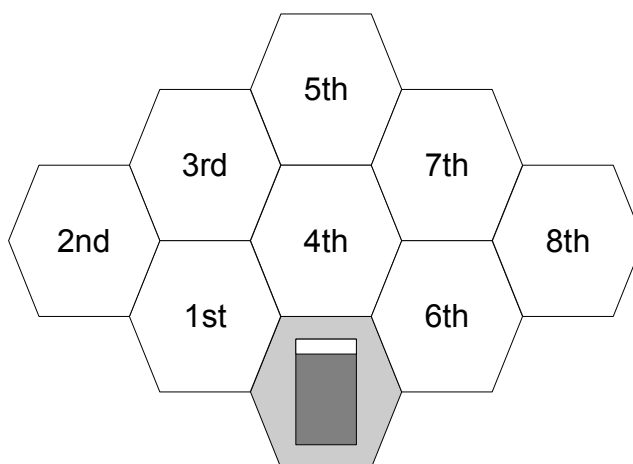
right  
turn

(LN#)



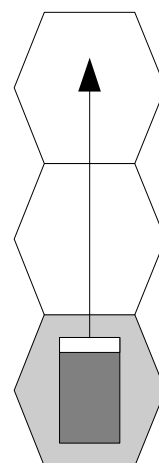
lay  
net  
2 CF

(SN)



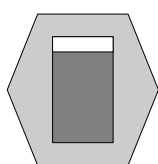
swing  
net  
4 CF

(Q)



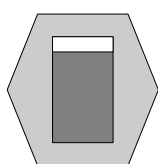
quick  
move

(RN)



repel  
net

(k#)



kicking