

CONFLICT



Strike directly for your goal!
Attack works best when you
have the upper hand.

Independent	Versus
Attack	Ob 0
Defend	X
Maneuver	X
Feint	Ob 0

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Change your position to
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Maneuvering helps make your next
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Margin 1: Opponent suffers -1D to
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Margin 2: Gain +2D to next action.
Margin 3: Disarm or disable.

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