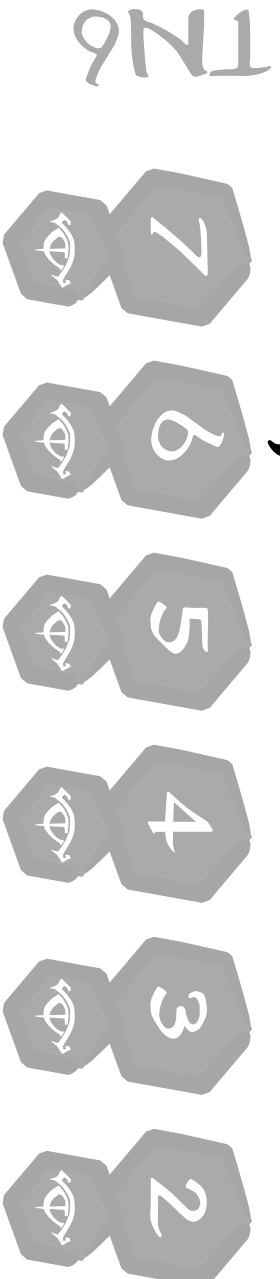


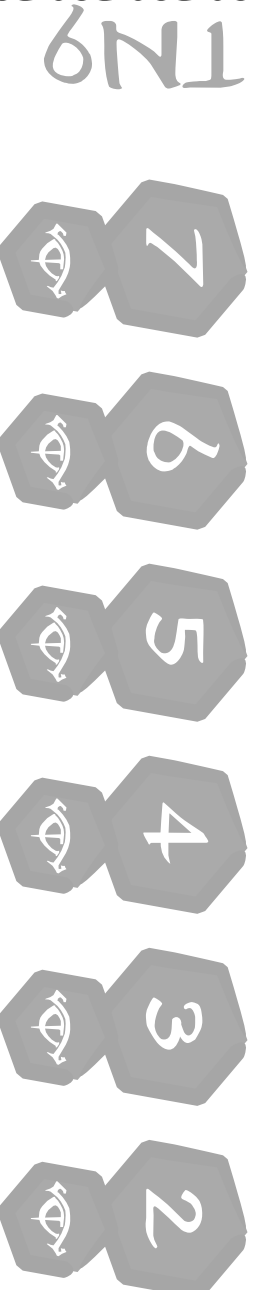
# FORWARD



TN6

MANOEUVRES: INTIMIDATE FOE

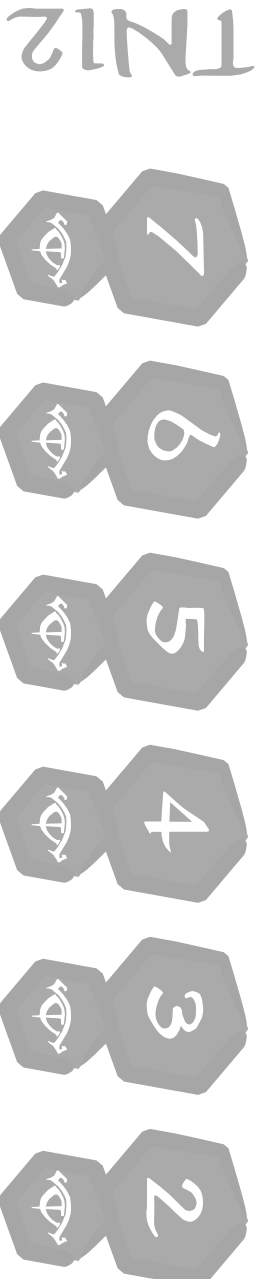
# OPEN



TN9

MANOEUVRES: RALLY COMRADES

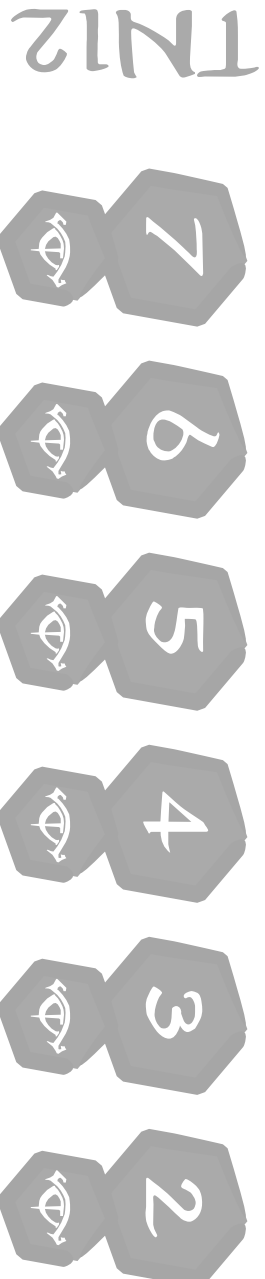
# DEFENSIVE



TN12

MANOEUVRES: DEFEND COMPANION

# REARWARD



TN12

MANOEUVRES: PREPARE SHOT & ESCAPE COMBAT

Each TURN, choose STANCE. Then PLACE MINIS OR MARKERS ON THE SPOT SHOWING YOUR CHARACTER'S BASIC WITS. RESOLVE ACTIONS FROM FORWARD TO REARWARD, IN ORDER OF WITS. WHEN A CHARACTER ROLLS AN EYE OF SADRON, MOVE THEIR MINI TO THE EYE SPACE. KNOCK MINI OVER IF KNOCKBACK TAKEN.

ONE RING BATTLE MAT. FEEDBACK AND SUGGESTIONS WELCOME TO [irpg@voibstate.com](mailto:irpg@voibstate.com)