Turn	Opponent	Action 1 Action 2 Parry Guess (circle one)			
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
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				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge

Turns: Turns are approximately twelve seconds and consist of two normal actions or one long action. Only one action per type is allowed—only one action in any of the five boxes below.

Action types: Move, Attack, Defense, Counter, Miscellaneous. Note that dueling weapons get a free reaction parry at -6 if the parry defense is not chosen.

Order of actions: Move, Attack, Miscellaneous. Ties broken by dexterity, expertise, height, dice.

Order of attacks: Missiles, Polearms, Dueling weapons, Other weapons, Unarmed attacks.

Other notes: Counterattacks are +1. Other bonuses or penalties may apply, such as high ground, off-hand, etc. Parries can break your weapon; if trained in French Style you can use a left-handed weapon. Miscellaneous actions consist of things like getting up or loading a weapon.

	Normal Actions	Long Actions	
Movement:	Move (6m, +1 for dex 15+)	Run (12m, +2 for dex 15+)	
Missile:	throw, fire		
Polearms, other:	strike		
Dueling:	thrust, slash	lunge (+3m)	
Unarmed:	punch, kick	haymaker, grapple, tackle (+3m)	
Defense:	duck, sidestep, dodge, parry, block	step back (-3m)	
Counter:	counterattack (or disarm/entangle)		
Miscellaneous:	actions are normal or long depending on circumstances		

Turn	Opponent	Action 1 Action 2 Parry Guess (circle one)			
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				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
				thrust slash	lunge
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