

Attack 1

Reduce Opponent's Disposition

Defend 1

Maneuver 1

Buy Bonuses

MoS 1: impede Opp 1D
MoS 2: +2d Adv
MoS 3: Discarm

Fail against Attack
Bypass Defend
Decrease Opponent Disposition
Decrease Opponent Successes
Increase Own Disposition

Attack 3

Reduce Opponent's Disposition

Defend 3

Maneuver 3

Buy Bonuses

MoS 1: impede Opp 1D
MoS 2: +2d Adv
MoS 3: Discarm

Fail against Attack
Bypass Defend
Decrease Opponent Disposition
Decrease Opponent Successes
Increase Own Disposition

Attack 2

Reduce Opponent's Disposition

Defend 2

Maneuver 2

Buy Bonuses

MoS 1: impede Opp 1D
MoS 2: +2d Adv
MoS 3: Discarm

Fail against Attack
Bypass Defend
Decrease Opponent Disposition
Decrease Opponent Successes
Increase Own Disposition

Script Stack Ready To Go...

You do	They do a			
	Attack	Defend	Feint	Maneuver
Attack	Ind	Versus	No Opp	Versus
Defend	Versus	Ind	No Roll	Versus
Feint	No Roll	No Opp	Versus	Ind
Maneuver	Versus	Versus	Ind	Ind

Ind: Independent Tests
Versus: Versus Test with Opponent
No Roll: You don't get to roll, but they do
No Opp: You roll unopposed,

Conflict	Attack	Defend	Feint	Maneuver
War	Militarist	Militarist Orator	Militarist Deceiver	Militarist Deceiver
Speech	Orator	Orator	Orator Deceiver	Orator Deceiver
Journey	Pathfinder	special	Pathfinder	special
Negotiation	Haggler	Haggler	Deceiver	Deceiver
Fight Animal	Hunter	Nature	Hunter	Nature
Fight	Fighter	Nature	Fighter	Nature
Chase	Scout	Pathfinder	Pathfinder	Scout
Argument	Persuader	Persuader	Persuader Deceiver	Persuader Deceiver
Conflict				

Action Chosen

Insert Ready to Go, then each action in order behind it, so that the chosen action is up. When asked for action one, pull the ready to go card. For action two, pull the action one card. For action three, pull the action two card.