

3



이동시 +2 AP

상처 □□



+1 AP

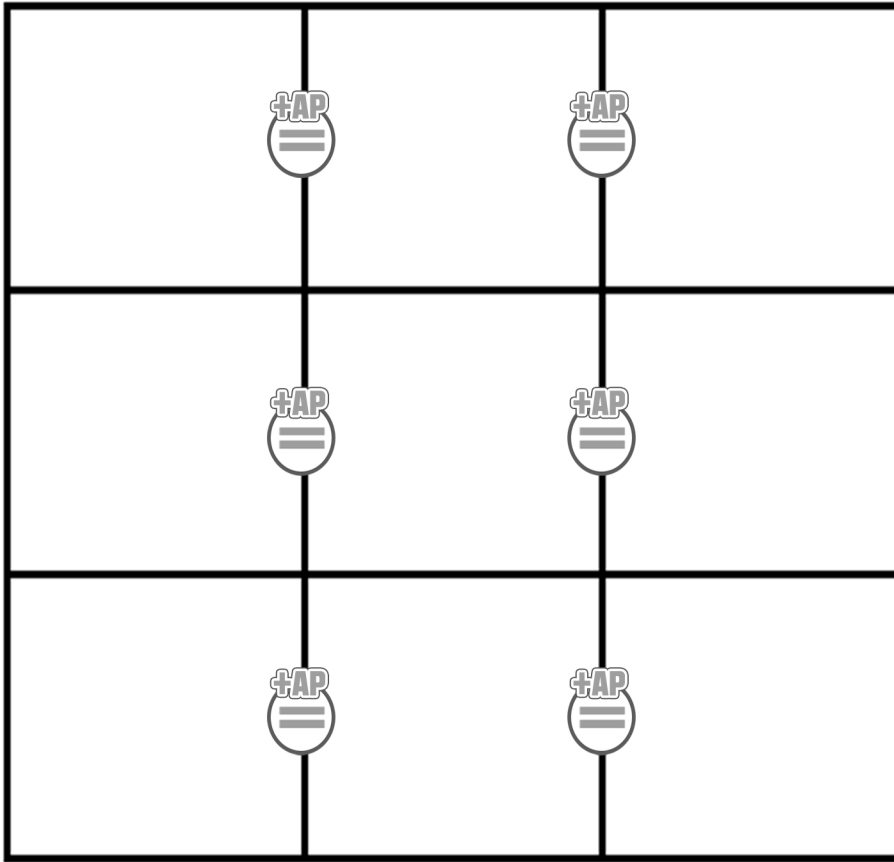
상처 □□



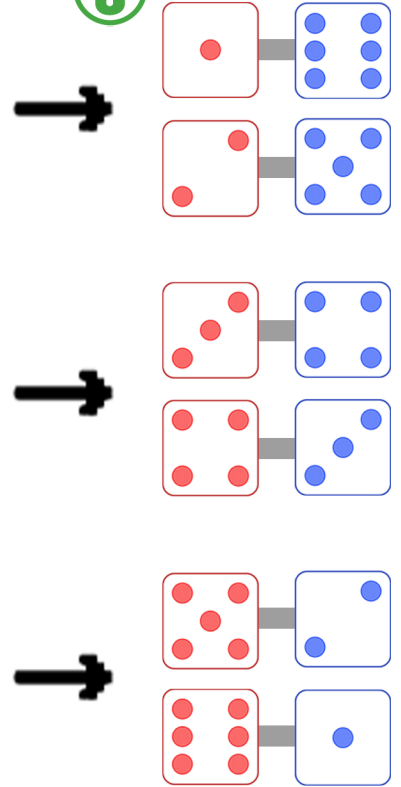
진화시 +2 AP

상처 □□

현재 턴  
색상 표시



5



4

≥ 8



피로 □□

≥ 8

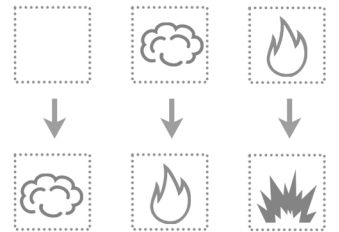


피로 □□

≥ 8



피로 □□

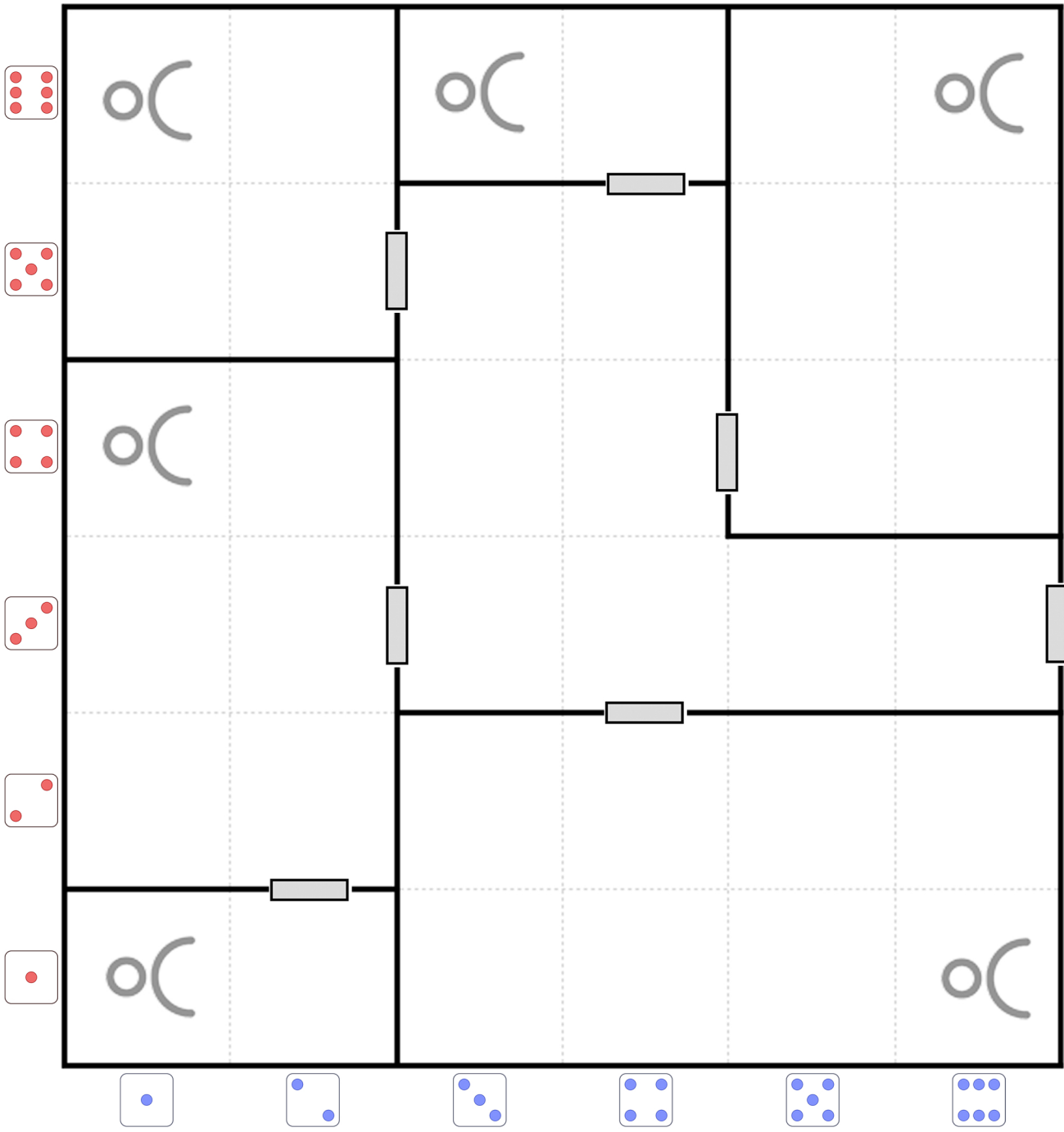
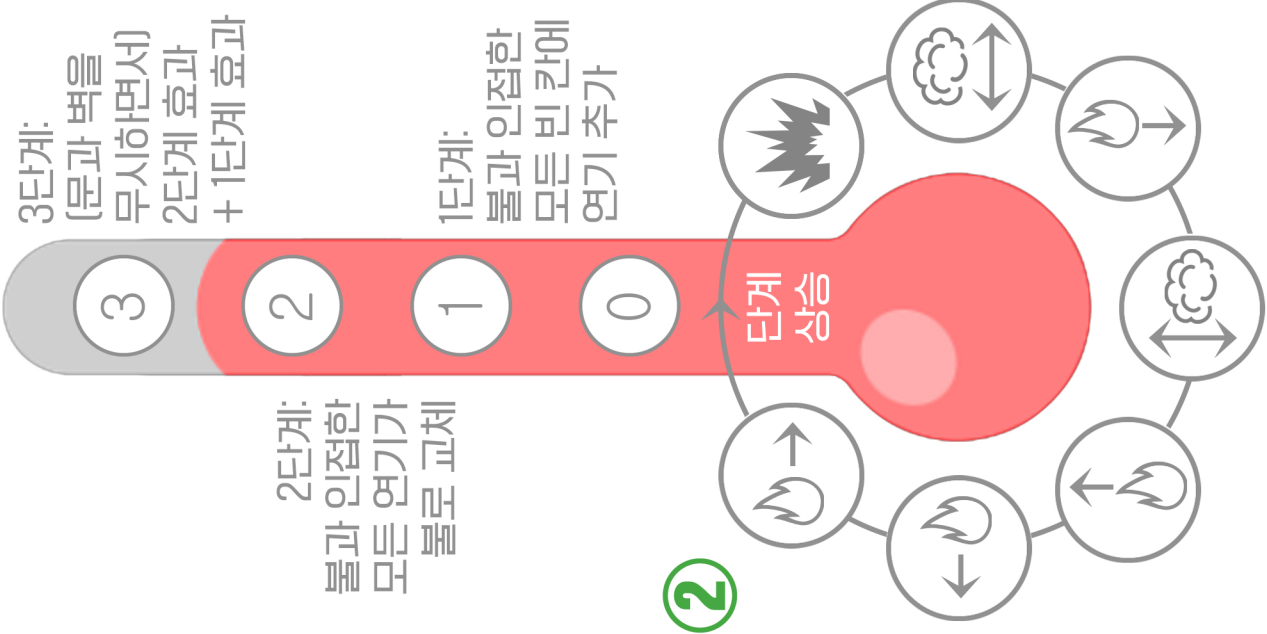


- 이동 (빈 곳) : 1 AP
- 이동 (연기) : 1 AP
- 이동 (불) : 1 AP + 1 피로
- 이동 (생존자와 함께) : 2 AP
- 진화 (연기) : 1 AP
- 진화 (불) : 3 AP
- 문 부수기 : 1 AP
- 벽 부수기 : 3 AP + 2 피로 + 2 온도
- 생존자 탐색 : 1 AP

A B C

○ ○ ○ ○

Red Turn Blue Turn



1

