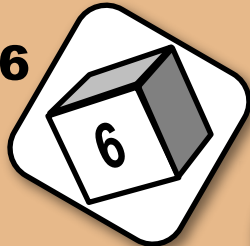
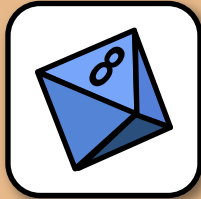


d6



d8



d10



d4



wild die

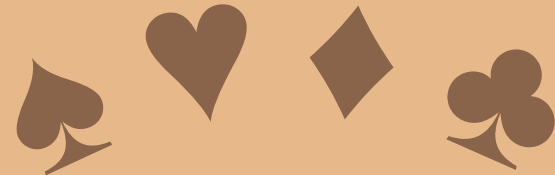
roll this die with the other
and take the highest of the two



d12

bennies

you can spend these to
reroll dice, unshake, or soak damage



action card

your turn in a combat round

how well did i roll?

If you roll 4 higher than the target,
you score a Raise!

4	8
5	9
6	10
7	11
8	12
9	13
Target	Raise

in a fight

make things go your way:

GANG UP on 'em

Go **WILD ATTACK**

Take a moment to **AIM**

TRICK 'em

Try to **DISARM** 'em

if all else fails

DEFEND yourself
or just **RUN AWAY!**