

X1

X2

X3

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



# ANNE BONNY

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SWAP ONE REWARD  
FOR ANY OTHER TYPE

CHANGE ANY 4 SAME  
DICE TO 4 THREES

ANY DAMAGE DEALT  
ADDS FAME TO YOU



X1

X2

X3

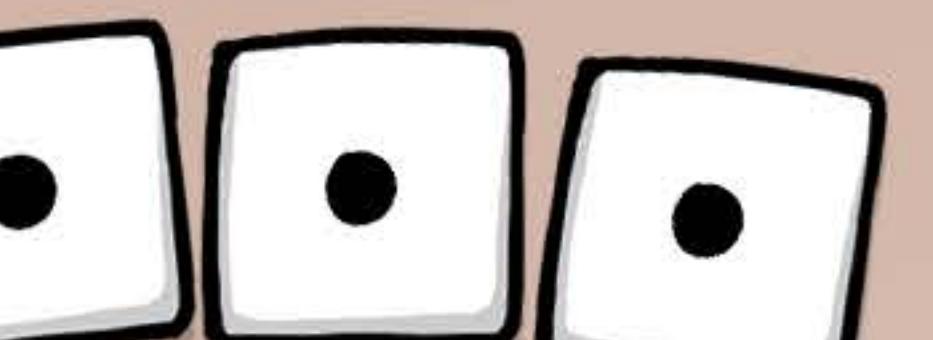
1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



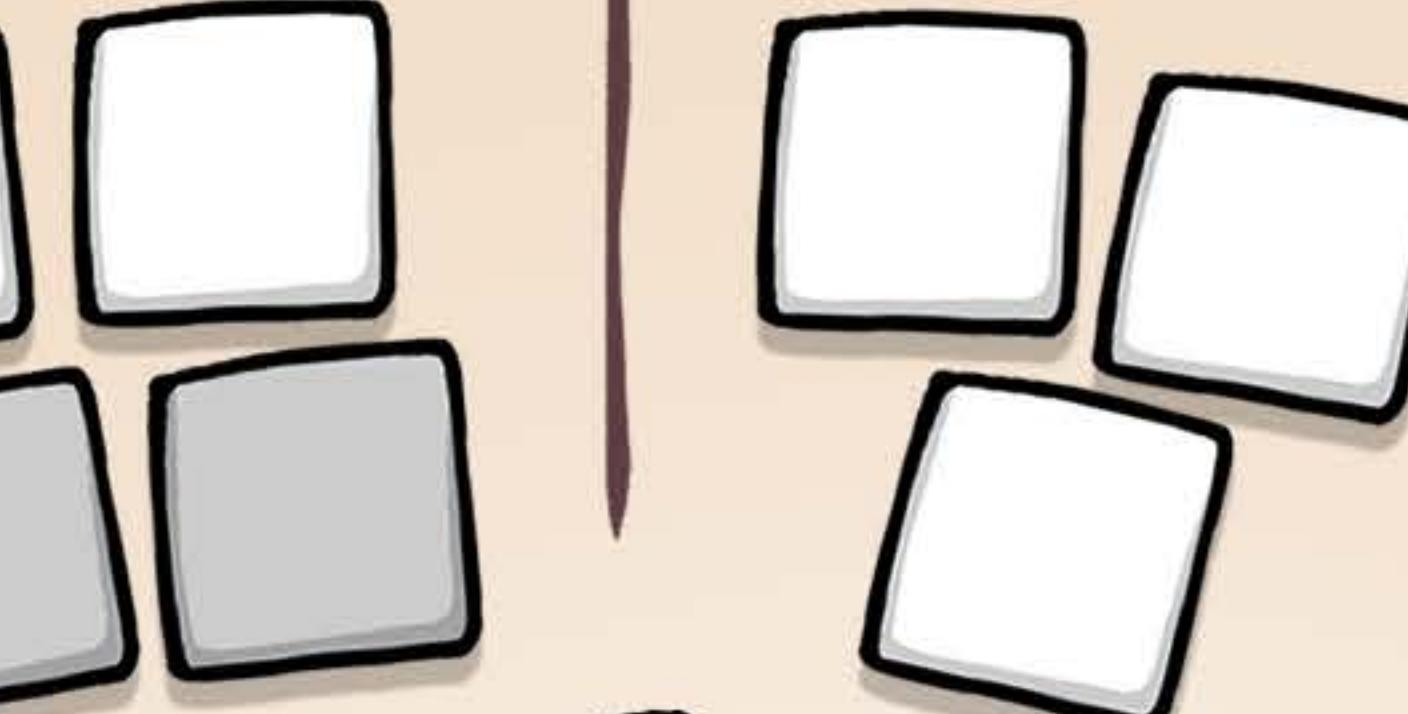
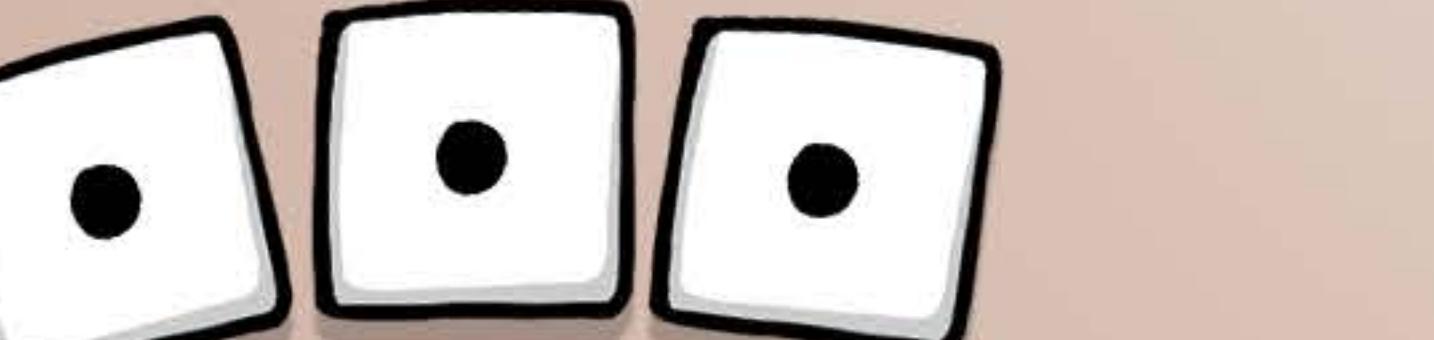
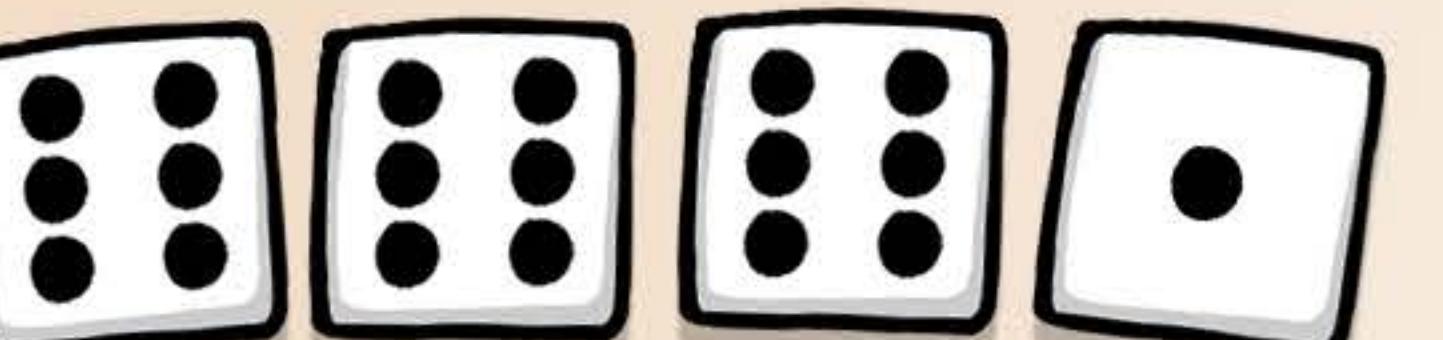
# BLACKBEARD

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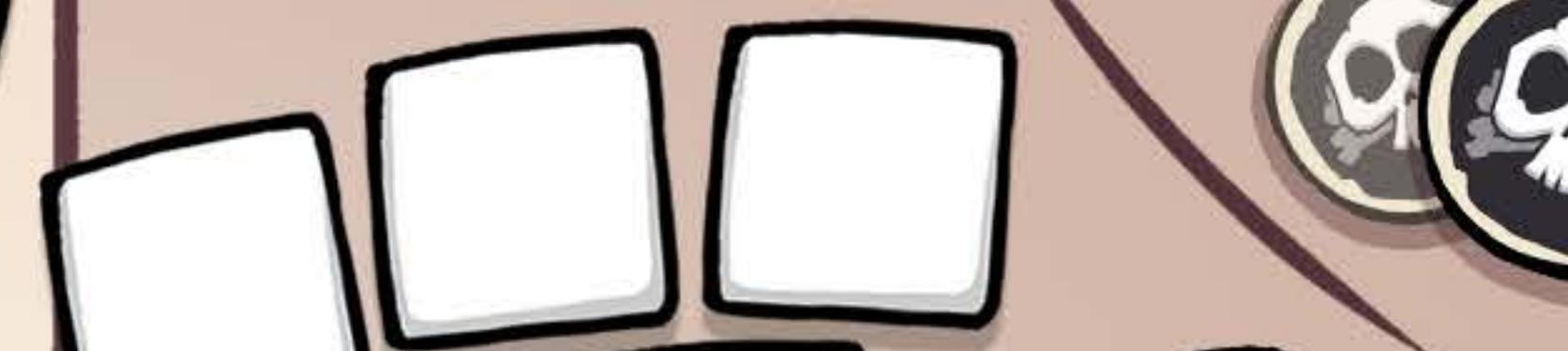
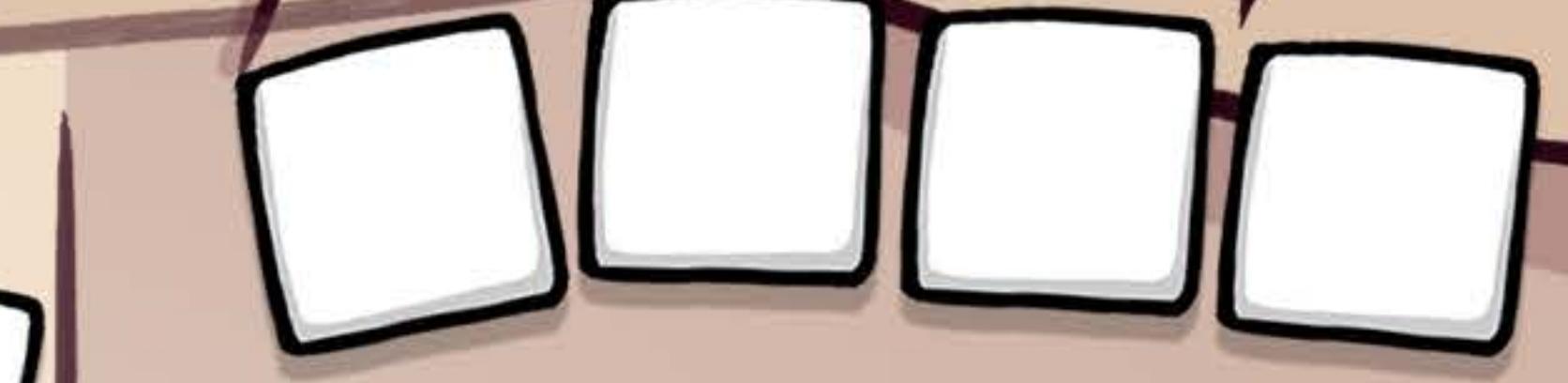


$$\bullet +1 = +1 \bullet$$

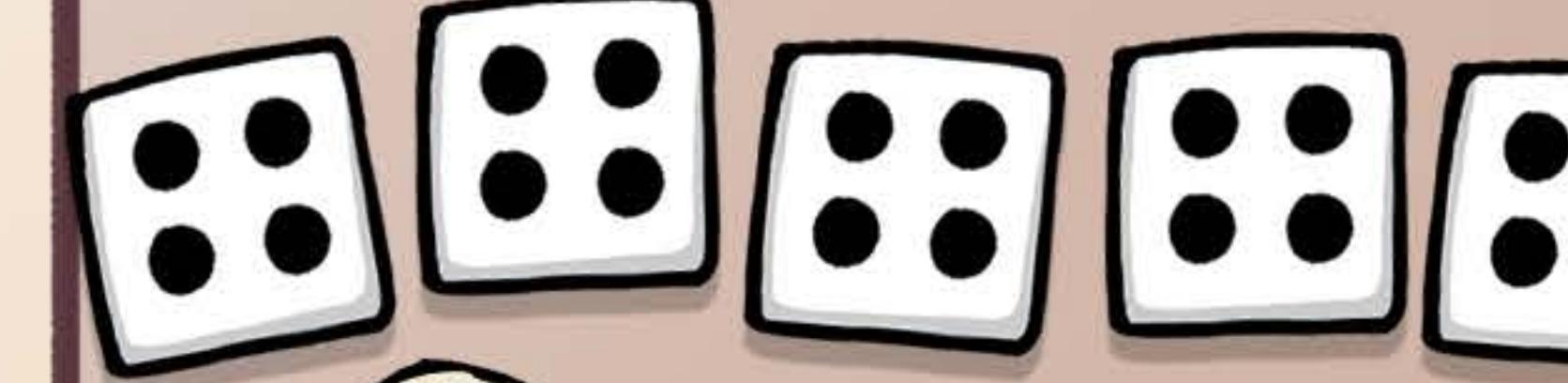
+1 attack for each additional 1 rolled



Two doubles or three of a kind



Any double alone restores 1 health



RE-ROLL ONE DICE  
FOR A FOURTH TIME

CHANGE THE VALUE  
ON ONE DICE

DOUBLE ONE OF  
YOUR ROLL REWARDS

X1

X2

X3

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



# CHING SHIH

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INCREASE OR DECREASE  
A DICE RESULT BY 1

KEEP ANY UNUSED DIE  
FOR THE NEXT TURN

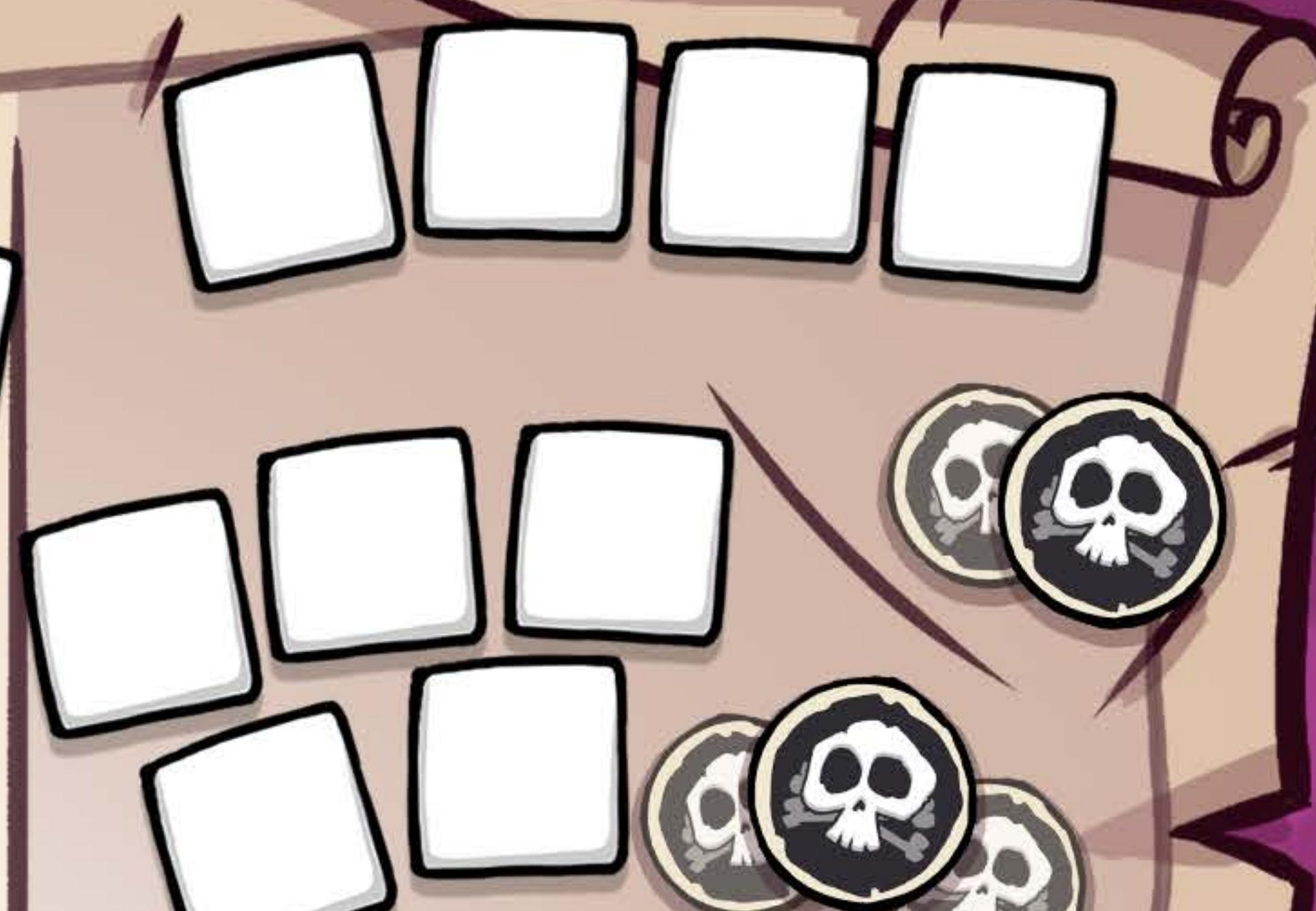
TAKE ALL OF AN  
OPPONENTS' GOLD



+1 attack for each additional 5 rolled



Two doubles or three of a kind



Four/ Five of a kind



Any double alone restores 1 health



Small/ Large straight



X1

X2

X3

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



# FILLAYO FISH

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TAKE HALF DAMAGE  
FROM THE NEXT ATTACK

ROLL ONE DIE FOR FAME:  
1-3 = / 4-6 =

USE ANY OF YOUR  
OPPONENT'S SKILLS

X1

X2

X3

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



X1

X2

X3

1 2 3 4 5 6 7 8 9 10 11 12

1 2 3 4 5



# SWASH BUCKLEY

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ROLL ONE DIE:  
ODD = / EVEN =

CHANGE ALL REWARDS  
EARNED INTO FAME

OPPONENT CAN'T USE  
SKILLS FOR ONE TURN