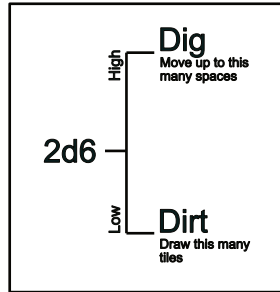


10	9	8	7	6
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## Turn

### 1. Roll



### 2. Do

- Move your character
- Place 0 or 1 traps
- Engage in combat
- Play Items

### 3. Roll

**1d6**  
Equal to or less than number of tiles played, **draw an item card**. 1 counts even if no tiles were played.



### Trippin' Traps

Yours	Theirs	Result
1	1 - 4	Tripped
2 - 3	5	Avoided
4 - 6	6	Disarmed

## Combat

Items may be played at any time by either player unless otherwise specified.

### Attack (Like Risk rules)

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Robot	1d6	1d6

### Disengage

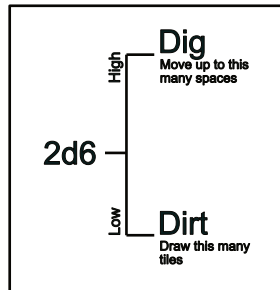
Both players roll **1d6**.

If both disengaging player rolls higher, they move the difference between their roll and their opponent's.

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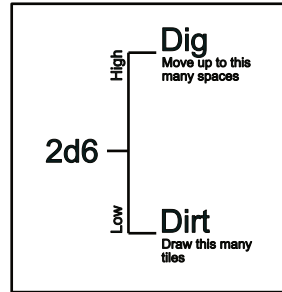
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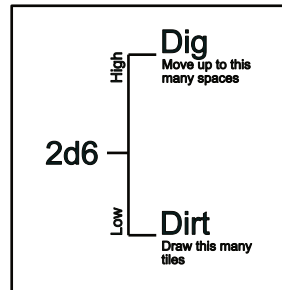
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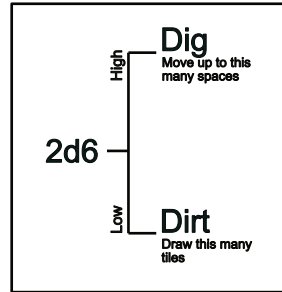
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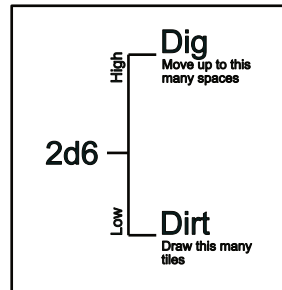
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