

**Turn Sequence**

1. Allocate Pluck.
2. Determine Initiative for the round.
3. Declare Actions.
4. Resolve Actions.
5. Move the Conveyor Belt.
6. Alligator Actions.
7. Check for Fatigue.
8. Tally Hamsters.
9. Begin a new round.

**Actions:**

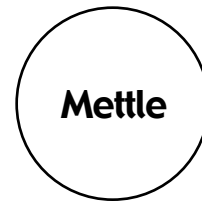
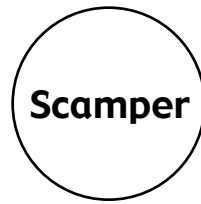
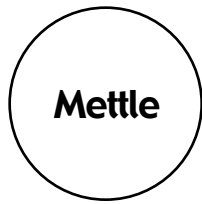
Bite - Mettle, move one step • Run - Scamper (Mettle to Push)  
Throw - Mettle, move one step • Rest - Can't rest in the Pit

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