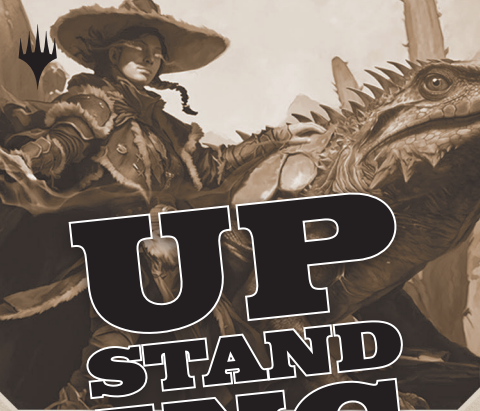# ON THE RUN

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At the beginning of your end step, distribute two bounty counters among locales.

{X}: You lose X bounty counters. Activate only as a sorcery.

When you have no bounty counters, flip this card over.

You may not rob a locale while On the Run.

UPSTANDING CITIZEN

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At the beginning of your end step, distribute two bounty counters among locales.

Whenever one or more creatures you control deal combat damage to a player who's On the Run, draw a card. That player loses 1 life for each bounty counter they have, then they lose all their bounty counters.