

ATTACK ZONE

UNBLOCKED!

BLOCKED!

KNOCKED OUT!

USED
PILE

ATTACK!
FIELD ZONE

KNOCKED
OUT!

KO!

PAY
FIELDING
COST

START OF TURN:
UNUSED ENERGY
AT ANY TIME:
SPENT ENERGY
END OF MAIN STEP:
UNFIELDED CHARACTERS

RESERVE POOL
ROLL DICE HERE

MOVE DICE AT
THE START OF
ROLL STEP

END OF TURN:
UNUSED ACTIONS

**PREP
AREA**

DRAW 4
DICE AT THE
END OF THE
CLEAR AND
DRAW STEP

MOVE ALL DICE
WHEN BAG
IS EMPTY

DICE BAG

TURN ORDER: CLEAR & DRAW, ROLL & REROLL, MAIN STEP, ATTACK STEP, CLEAN UP.

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