

# ATTACK ZONE

UNBLOCKED!

BLOCKED!

KNOCKED  
OUT!

ATTACK!

# FIELD ZONE

KNOCKED  
OUT!

KO!

USED  
PILE

PAY  
FIELDING  
COST

START OF TURN:  
UNUSED ENERGY

AT ANY TIME:  
SPENT ENERGY

END OF MAIN STEP:  
UNFIELDED CHARACTERS

END OF TURN:  
UNUSED ACTIONS

# RESERVE POOL

ROLL DICE HERE

MOVE DICE AT THE  
START OF ROLL STEP

PREP  
AREA

MOVE ALL DICE  
WHEN BAG  
IS EMPTY

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

# DICE BAG

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

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