

# ATTACK ZONE

UNBLOCKED!

BLOCKED!

KNOCKED OUT!

ATTACK!

KNOCKED OUT!

KO

USED  
PILE

## FIELD ZONE

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 START OF  
ROLL PHASE

PREP  
AREA

DRAW 4  
DICE AT  
START OF  
ROLL PHASE

MOVE ALL  
DICE WHEN BAG  
IS EMPTY

DICE BAG