

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, Clear Up.

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