

# 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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