### TURN ORDER
- Clear & Draw
- Roll & Reroll
- Main Step
- Attack Step
- Clean Up

### RESERVE POOL
- **Pay Fielding Cost**

### DICE BAG
- Roll Dice Here
- Move dice at the start of Roll step

### FIELD ZONE
- **UnBlocked!**
- **Blocked!**
- **Knocked Out!**
- **Knocked Out!**
- **KO!**

### USED PILE
- **Start of Turn:** Unused Energy
- **At Any Time:** Spent Energy
- **End of Main Step:** Unfielded Characters
- **End of Turn:** Unused Actions

### PREP AREA
- Move Dice at the start of Roll Step

### KO!
- Knocked out!