











DICE SYMBOLS

-  **Ranged Damage** (*deal damage*)
-  **Melee Damage** (*deal damage*)
-  **Indirect Damage** (*deal damage, distributed as the opponent wishes*)
-  **Focus** (*turn dice to new sides*)
-  **Disrupt** (*discard resources*)
-  **Shield** (*give shields to one character*)
-  **Discard** (*discard random cards*)
-  **Special** (*use special ability marked on that die's card*)
-  **Resource** (*gain resources*)
-  **Blank** (*cannot be resolved*)

ACTIONS

- ➡ Play a card from your hand
- ➡ Activate a character or support
- ➡ Resolve your dice
- ➡ Discard a card to reroll your dice
- ➡ Use a card action
(Use each power action only once per round)
- ➡ Claim the battlefield

UPKEEP PHASE

1. Ready your exhausted cards
2. Return all of the dice still in your dice pool to their matching cards
3. Gain 2 resources
4. Discard any number of cards from your hand, and then draw up until you have cards in your hand equal to your hand size (5 total)