











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)