



RANGED

Melee:
None

SKIRMISH

Melee:
Engaged/Skirmish only
Turn Req:
Skirmish move or 1 jolt

ENGAGED

Melee: Engaged cluster only
Ranged: Vex
Defense: Attacks from other zones get +2
Reaction: Intercept opponents that Disengage

SKIRMISH

RANGED