


## Round Order Guide

1. Each player may resolve one **Consume** ability.
2. Monster Upkeep
  - Replace behavior card with lowest number (or all tied cards).
  - Gain 1 per player (1👤) **struggle** tokens.
    - If  $\geq 3$ 👤, **Unleash**
3. Player Turns: Clockwise turn order starting with **aggro** token player.
  - Movement Phase
    - May spend 1 **stamina** to move to adjacent sector.
      - \* *Remember, remove threatened status when you move.*
    - If don't move: take **threatened** token.
  - Action Phase: Perform actions in any order and count.
    - Play action card.
      - \* Play up to 5 action cards into your **sequence**. Resolve card ability text and then specific card color effect.
        - Take **aggro** token immediately when played, if relevant.
        - Player chooses order to resolve simultaneous triggered abilities on played cards.
    - Activate **Action** ability
    - Revive (limit once per turn)
      - End of Phase:** Gain **stamina** token if  $\geq 2$  cards in hand.
  - Attrition Phase
    - Reveal 1 attrition card (2, pick highest if **threatened**)
    - Take **attrition damage** if number of defense cards in sequence  $<$  value. See damage value on bottom-right of stance card.
  - End of Turn
    - Discard sequence in order played
    - Draw / discard to hand limit (default 5)
      - \* When deck is empty, suffer damage equal to weapon level and then reshuffle.
    - Rotate monster to face **aggro** player.
4. End of Round
  - Resolve "at the end of the round" effects
  - Advance round marker.

### Important Keywords (Mirah)

**Assist** During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.

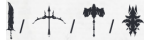
**Blind** When you inflict Blind, choose a peril card in play. That peril is considered to be blank until the start of your next turn.

**Focused Mastery**  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

**Recycle** When you are instructed to Recycle X, you may discard X cards of your choice from your hand to draw X.

**Stealth** When you play an action card with the keyword Stealth in your sequence, that card do not trigger reaction icons containing color or card type icons.

**Volley** You may discard X cards from the top of your deck and deal damage to the monster equal to your weapon level for each offensive card (red / blue) discarded this way.


**Weapon Icon**  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

### Important Keywords (Dareon)

**Assist** During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.


**Berserker** This is a keyword ability. When you play a card with the keyword Berserker in your sequence, you enter the berserker state and remain in that state until the end of your turn. While in the berserker state, draw 1 each time you play an attack card in your sequence.

**Finisher** After you play a card with the keyword Finisher in your sequence, your Action phase ends

**Focused Mastery**  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

**Resilience** After you suffer , you may reveal a card with the keyword Resilience from your hand to draw 1. Limit once per Resilience card per round.


**Vulnerable** Inflict Vulnerable on the monster. While the monster is vulnerable, you may discard the vulnerable token to double a single source of damage. Vulnerability is removed at the end of the round.

**Weapon Icon**  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

### Important Keywords (Thoreg)

**Assist** During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.

**Confuse** Give monster the confused token and turn monster to a sector of your choice. When the monster would activate a boost effect, discard the confused token instead and cancel that effect (still pay the boost cost). Remove at beginning of next round.


**Focused Mastery**  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

**Recycle** When you are instructed to Recycle X, you may discard X cards of your choice from your hand to draw X.

**Stealth** When you play an action card with the keyword Stealth in your sequence, that card do not trigger reaction icons containing color or card type icons.

**Strain** Then the next time you refill your hand, draw one card fewer for each strain you have.


**Stun** When you stun the monster, place stun token on an active behavior card. That card cannot be triggered this round. Then choose a player. They reveal up to two attack cards from their hand and deal weapon damage per revealed card. Remove after resolving "end of round" effects.


**Weapon Icon**  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

### Important Keywords (Ljonar)

**Assist** During another player's turn, either before or after any action, you may discard an Assist card. The active player draws 1. Limit once per turn.


**Confuse** Give monster the confused token and turn monster to a sector of your choice. When the monster would activate a boost effect, discard the confused token instead and cancel that effect (still pay the boost cost). Remove at beginning of next round.

**Focused Mastery**  If card ability text begins with this icon, it means you can only resolve the ability if your mastery card is focused.

**Resilience** After you suffer , you may reveal a card with the keyword Resilience from your hand to draw 1. Limit once per Resilience card per round.

**Taunt** During another player's turn, discard a Taunt card. Active player draws 1, you take the aggro token, and turn monster to your sector. Limit once per turn.


**Vulnerable** Inflict Vulnerable on the monster. While the monster is vulnerable, you may discard the vulnerable token to double a single source of damage. Vulnerability is removed at the end of the round.

**Weapon Icon**  These are the class icons that represent the different hunter classes. They refer to your weapon level (top right corner of weapon card).

### Important Triggers and Resolutions

**Empty Player Deck** Suffer damage equal to your weapon level. Immediately reshuffle your deck.

**Empty Behavior Deck** Immediately reshuffle discard pile. Monster gains 1 struggle.

**Unleash** If struggle  $\geq 3$  :

1. All players suffer 
2. Remove all but 1  struggle tokens.

**Card Resolution Timing** Resolve simultaneous triggers with the following priority. If multiple cards have the same priority, the players decide the resolution order.

1. Stance Cards
2. Peril Cards
3. Behavior Cards
4. Other Cards