

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 **struggle** tokens.
 - *Remember to check for **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 ≥ 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.

Setup

Goal of the Game

Player Turn

End Game