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Phase	Step	Basic Rules		Short Description	Comprehensive Rules
501. Beginning Phase	502. Untap Step	You untap all your tapped permanents. On the first turn of the game, you don't have any permanents, so you just skip this step. No one can cast spells or activate abilities during this step.		Phasing happens	502.1. First, all phased-in permanents with phasing that the active player controls phase out, and all phased-out permanents that the active player controlled when they phased out phase in. This all happens simultaneously. This turn-based action doesn't use the stack. See rule 702.25, "Phasing."
				Untap all permanents	502.2. Second, the active player determines which permanents they control will untap. Then they untap them all simultaneously. This turn-based action doesn't use the stack. Normally, all of a player's permanents untap, but effects can keep one or more of a player's permanents from untapping.
				No priority during untap step	502.3. No player receives priority during the untap step, so no spells can be cast or resolve and no abilities can be activated or resolve. Any ability that triggers during this step will be held until the next time a player would receive priority, which is usually during the upkeep step. (See rule 503, "Upkeep Step.")
	503. Upkeep Step	Players can cast instants and activate abilities. This part of the turn is mentioned on a number of cards. If something is supposed to happen just once per turn, right at the beginning, an ability will trigger "at the beginning of your upkeep."		Trigger abilities	503.1a Any abilities that triggered during the untap step and any abilities that triggered at the beginning of the upkeep are put onto the stack before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, "Handling Triggered Abilities.")
				Player gets priority	503.1. The upkeep step has no turn-based actions. Once it begins, the active player gets priority. (See rule 116, "Timing and Priority.")
505. Main Phase	504. Draw Step	You must draw a card from your library (even if you don't want to). The player who goes first in a two-player game skips the draw step on their first turn to make up for the advantage of going first. Players can then cast instants and activate abilities.		Draw a Card	504.1. First, the active player draws a card. This turn-based action doesn't use the stack.
				Player gets priority	504.2. Second, the active player gets priority. (See rule 116, "Timing and Priority.")
				Archenemy extra rule	505.3. First, but only if the players are playing an Archenemy game [...]
				Put lore counters on Saga enchantments	505.4. Second, if the active player controls one or more Saga enchantments and it's the active player's precombat main phase, the active player puts a lore counter on each Saga they control. (See rule 714, "Saga Cards.") This turn-based action doesn't use the stack.
	505.1 Precombat Mainphase	You can cast any number of sorceries, instants, creatures, artifacts, enchantments, and planeswalkers, and you can activate abilities. You can play a land during this phase, but remember that you can play only one land during your turn. Your opponent can cast instants and activate abilities.		Player gets priority	505.5. Third, the active player gets priority. (See rule 116, "Timing and Priority.")
506. Combat Phase	507. Beginning of Combat Step	Players can cast instants and activate abilities.		Choose defending player	507.1. First, if the game being played is a multiplayer game in which the active player's opponents don't all automatically become defending players, the active player chooses one of their opponents. That player becomes the defending player. This turn-based action doesn't use the stack. (See rule 506.2.)
				Player gets priority	507.2. Second, the active player gets priority. (See rule 116, "Timing and Priority.")
	508. Declare Attackers Step	You decide which, if any, of your untapped creatures will attack, and which player or planeswalker they will attack. This taps the attacking creatures. Players can then cast instants and activate abilities.		Declare untapped Attackers	508.1. First, the active player declares attackers. This turn-based action doesn't use the stack. [...]
				Trigger abilities	508.1a The active player chooses which creatures that they control, if any, will attack. The chosen creatures must be untapped, and each one must either have haste or have been controlled by the active player continuously since the turn began.
					508.2a Abilities that trigger on a creature attacking trigger only at the point the creature is declared as an attacker.
				Player gets priority	508.2b Any abilities that triggered on attackers being declared or that triggered during the process described in rules 508.1 are put onto the stack before the active player gets priority;
				It's too late to tap attackers by now	508.2. Second, the active player gets priority. (See rule 116, "Timing and Priority.")
	509. Declare Blockers Step	Your opponent decides which, if any, of their untapped creatures will block your attacking creatures. If multiple creatures block a single attacker, you order the blockers to show which will be first to receive damage, which will be second, and so on. Players can then cast instants and activate abilities.		Declare Blockers	509.1. First, the defending player declares blockers. This turn-based action doesn't use the stack. [...]
				Attacker Chooses blocking order for creatures blocked by multiple blockers	509.2. Second, for each attacking creature that's become blocked, the active player announces that creature's damage assignment order, which consists of the creatures blocking it in an order of that player's choice.
				Defending Player chooses the order of dealing damage for one creature blocking multiple attackers (e.g. Avatar of Hope)	509.3. Third, for each blocking creature, the defending player announces that creature's damage assignment order, which consists of the creatures it's blocking in an order of that player's choice. (During the combat damage step, a blocking creature can't assign combat damage to a creature it's blocking unless each creature ahead of that blocked creature in its order is assigned lethal damage.) This turn-based action doesn't use the stack.
				Trigger abilities	509.4a Any abilities that triggered on blockers being declared or that triggered during the process described in rules 509.1–3 are put onto the stack before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, "Handling Triggered Abilities.")
				Player gets priority	509.4. Fourth, the active player gets priority. (See rule 116, "Timing and Priority.")
	510. Combat Damage Step	Each attacking or blocking creature that's still on the battlefield assigns its combat damage to the defending player (if it's attacking that player and wasn't blocked), to a planeswalker (if it's attacking that planeswalker and wasn't blocked), to the creature or creatures blocking it, or to the creature it's blocking. If an attacking creature is blocked by multiple creatures, you divide its combat damage among them by assigning at least enough damage to the first blocking creature to destroy it, then by assigning damage to the second one, and so on. Once players decide how the creatures they control will deal their combat damage, the damage is all dealt at the same time. Players can then cast instants and activate abilities.		Players announce how creature deal damage	510.1. First, the active player announces how each attacking creature assigns its combat damage, then the defending player announces how each blocking creature assigns its combat damage. This turn-based action doesn't use the stack. A player assigns a creature's combat damage according to the following rules:
					510.1a Each attacking creature and each blocking creature assigns combat damage equal to its power. Creatures that would assign 0 or less damage this way don't assign combat damage at all.
					510.1b An unblocked creature assigns its combat damage to the player or planeswalker it's attacking. If it isn't currently attacking anything (if, for example, it was attacking a planeswalker that has left the battlefield), it assigns no combat damage.
					510.1c A blocked creature assigns its combat damage to the creatures blocking it. If no creatures are currently blocking it (if, for example, they were destroyed or removed from combat), it assigns no combat damage. If exactly one creature is blocking it, it assigns all its combat damage to that creature. If two or more creatures are blocking it, it assigns its combat damage to those creatures according to the damage assignment order announced for it.
					510.1d A blocking creature assigns combat damage to the creatures it's blocking. If it isn't currently blocking any creatures (if, for example, they were destroyed or removed from combat), it assigns no combat damage. If it's blocking exactly one creature, it assigns all its combat damage to that creature. If it's blocking two or more creatures, it assigns its combat damage to those creatures according to the damage assignment order announced for it. [...]
				Damage is dealt	510.2. Second, all combat damage that's been assigned is dealt simultaneously. This turn-based action doesn't use the stack. No player has the chance to cast spells or activate abilities between the time combat damage is assigned and the time it's dealt.
				Trigger abilities	510.3a Any abilities that triggered on damage being dealt or while state-based actions are performed afterward are put onto the stack before the active player gets priority; the order in which they triggered doesn't matter. (See rule 603, "Handling Triggered Abilities.")
				Player gets priority	510.3. Third, the active player gets priority. (See rule 116, "Timing and Priority.")
	511. End of Combat Step	Players can cast instants and activate abilities.		Trigger abilities	511.2. Abilities that trigger "at end of combat" trigger as the end of combat step begins. Effects that last "until end of combat" expire at the end of the combat phase.
				Player gets priority	511.1. The end of combat step has no turn-based actions. Once it begins, the active player gets priority. (See rule 116, "Timing and Priority.")
505. Main Phase	505.1 Postcombat Mainphase	Your second main phase is just like your first main phase. You can cast any type of spell and activate abilities, but your opponent can only cast instants and activate abilities. You can play a land during this phase if you didn't play one during your first main phase.		Player gets priority	505.5. Third, the active player gets priority. (See rule 116, "Timing and Priority.")
512. Ending Phase	513. End Step	Abilities that trigger "at the beginning of your end step" go on the stack. Players can cast instants and activate abilities.		Trigger abilities	513.1a Previously, abilities that triggered at the beginning of the end step were printed with the trigger condition "at end of turn." Cards that were printed with that text have received errata in the Oracle card reference to say "at the beginning of the end step" or "at the beginning of the next end step."
				Player gets priority	513.1. The end step has no turn-based actions. Once it begins, the active player gets priority. (See rule 116, "Timing and Priority.")
	514. Cleanup Step	If you have more than seven cards in your hand, choose and discard cards until you have only seven. Next, all damage on creatures is removed and all "until end of turn" effects end. No one can cast instants or activate abilities unless an ability triggers during this step.		Discard to match max. handsiz	514.1. First, if the active player's hand contains more cards than their maximum hand size (normally seven), they discard enough cards to reduce their hand size to that number. This turn-based action doesn't use the stack.
				Trigger abilities	514.3a At this point, the game checks to see if any state-based actions would be performed and/or any triggered abilities are waiting to be put onto the stack (including those that trigger "at the beginning of the next cleanup step"). If so, those state-based actions are performed, then those triggered abilities are put on the stack, then the active player gets priority. Players may cast spells and activate abilities. Once the stack is empty and all players pass in succession, another cleanup step begins.
				Only if abilities have triggered: Player gets priority	514.3. Normally, no player receives priority during the cleanup step, so no spells can be cast and no abilities can be activated. However, this rule is subject to the following exception: