Hex Type:

1. Sea
2. Desert
3. Forest
4. Frozen-waste
5. Jungle
6. Mountain
7. Plains
8. Swamp

Phase:

1. Each player set up their board
2. Gold collection(mandartory)
3. Recruit heroes(optional)
4. Recruit things(mandartory)
5. Random events(optional)
6. Move army(optianl)
7. Combat
8. Construction(optional)
9. Use special powers(optional)
10. Change first player(mandatory)