

## Game Sequence

3 Rounds each with an Action Phase and an End Phase.

Each Action Phase has players alternating for 4 turns each, with an Activation Step and a Power Step. Each End phase has both players scoring Objectives and drawing new cards.

### Activation Step – Choose 1 each activation

**Move** a fighter 1 or more hexes up to its Move value, then give it one Move token.

**Attack** or **Spell Attack** with one fighter against another in range.

**Charge.** Remove Guard tokens. The fighter makes a Move followed by an Attack. Give it a Charge token after the Move, it cannot be activated until all other friendly fighters have Charge tokens.

**Stun.** Choose 1 friendly fighter. Give an adjacent enemy fighter 1 Stagger token.

**Barge.** Move followed by a Stun.

**Guard.** Remove all Stagger tokens from 1 friendly fighter, then give it 1 Guard token.

**Fighter card** or **Upgrade card** action.

**Draw** a power card.

**Discard** an objective card and **draw** an objective card.

**Pass** (forfeit an activation)

### Power Step – Play cards

Players alternate taking one of the following until both players Pass in a row:

**Pass** (take no action)

**Play** a Gambit card (non-reaction)

**Attach** an Upgrade to 1 friendly fighter (spend 1 Glory)

**Delve:** Flip a feature hex controlled by a friendly fighter and Stagger that fighter.

**Salvage:**

If all friendly Wizards are out of action, then discard 1 gambit spell and draw 1 power card.

-or-

If you have a restricted power card and all relevant fighters are out of action, discard that card and draw 1 power card.

### Reactions:

After every event and end of step, each player may make 1 Reaction.

## TURN SEQUENCE

REACTION STEP (◆)

INSPIRE STEP

SURGE STEP

ACTIVATION STEP

REACTION STEP (◆)

INSPIRE STEP

SURGE STEP

POWER STEP

REACTION STEP (◆)

INSPIRE STEP

SURGE STEP

### End Phase - Scoring

First player starts, then second.

1. Score Objectives (Gaining Glory)
2. Buy Upgrades (spending Glory)
3. Discard any/all remaining Objective cards and draw back up to 3.
4. Discard any/all remaining Power cards and draw back up to 5.

#### ATTACK DICE



Critical success



Attack - Smash



Attack - Fury



Support - Single



Support - Double

#### DEFENCE DICE



Critical success



Defence - Block



Defence - Dodge



Support - Single



Support - Double

#### MAGIC DICE



Critical success



Magic - Channel



Magic - Focus

