

START OF THE ROUND

Remove

- Check monster stance for effects
- Check monster peril(s) for effects
- After other triggers: Start of the round effects

CONSUME

- Each player can use 1 consume ability

MONSTER UPKEEP

- Behavior Refresh
- +1 Struggle per Hunter
- +1 Struggle per Acceleration Token



START OF PLAYER TURNS

- Player with the aggro token becomes the first player

START OF A PLAYER TURN



Remove

- Check monster behavior(s) for effects
- Check monster objective(s) for effects
- Check player card(s) for effects: Equipment, Action Cards, Mastery
- After other triggers: Start of a player turn effects
- Check plant/terrain in sector for effects
- Step off plateau

MOVEMENT PHASE



- Player can spend 1 stamina to move 1 sector (remove threatened)
- Player must spend +1 stamina to move 1 sector if in sand terrain (remove threatened)
- If player does not move they become threatened
- Check monster behavior(s) for effects
- Hide in brush

ACTION PHASE



- Play max 5 action cards
- Play max 3 action cards if in water terrain
- Player can't play cards into sequence when in fire terrain
- Check monster behavior(s) and player card(s) for effects
- +1 stamina token if 2+ cards in hand at the end of action phase

ATTRITION PHASE



- Not threatened: draw 1 attrition card
- Threatened: draw 2 attrition cards
- Check monster behavior(s) for effects
- After other triggers: End of attrition phase effects
- Remove rock terrain to prevent attrition damage

END OF A PLAYER TURN



- Discard sequence
- Refill Hand: Draw/Discard to hand size
- Monster Rotation: Turn monster to aggro player
- Check monster behavior(s) for effects
- After other triggers: End of a player turn effects
- Check plant/terrain in sector for effects
- Step on plateau

END OF THE ROUND



Remove

- Check monster stance for effects
- Check monster peril(s) for effects
- Check monster behavior(s) for effects
- Advance turn marker
- After other triggers: End of the round effects



Fire: Flip Red to Yellow or remove if already Yellow.

Escalation (behavior deck empty): +1 struggle and reshuffle.

Unleash (struggle tokens >= 3 x players): Set struggle to player count. Stance damage to all players.

Fatigue (action card deck empty): Deal weapon's level damage (x2 if Burning) to player and reshuffle.

Reveal card when attrition deck empty: Reshuffle.

AGGRESSION ICONS

LEVEL 0 (PROLOGUE)



LEVEL 1



LEVEL 2



LEVEL 3



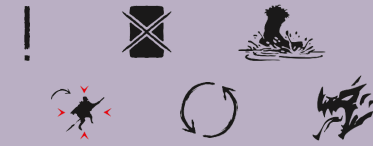
CARD RESOLUTION TIMING

Note: Cards are resolved in following order:

- Stance Cards
- Peril Cards
- Behavior Cards
- Other Cards

Note: Player decides order with ties.

TRIGGERS IN ANY PHASE



TOKENS

End of Turn

End of Round

WOUNDS



STRUGGLE

DAMAGE

