

NO player actions allowed (but proper Responses are allowed)		Keywords	
Any player may use Actions or play Events at the end of this step (Responses also allowed during)		Action optional player actions	p23
Any player may use Actions and play Events at any time (before, during, after)		Doomed X <i>each Player</i> must raise threat by X (<i>only during Quest Phase[3.2]</i>)	p24
Phase 1. Resource Phase (<i>performed simultaneously by all players</i>)		Forced non-optional event or action	p23
1.1 +1 resource/hero, +1 card/player (<i>do not shuffle if out of cards</i>)	p12	Guarded reveal and attach next encounter card	p24
1.2 Player Actions	p30	Ranged may attack enemies engaged with other players (see Combat[6.3])	p24
Phase 2. Planning Phase (<i>resolve Phase 2 for each player in turn order, starting with first player</i>)		Response optional trigger, choose order if multiple	p23
2.1 PLAY ally (in front of you) and attachment (on any player's character) cards	12/25	Restricted only 2 Restricted attachments per character	p24
Note: player must spend correct type(s) of resource(s) from their own characters, see Spending Resources	p12	Sentinel defend against attacks on other players	p24
Note: only one Unique card can be In Play at once, only 2 Restricted attachments per character	8/24	Setup instructions on some new quest cards	
Phase 3. Quest Phase		Shadow only used during Combat (Phase 6)	p23
3.1 Commit Characters (<i>resolve step 3.1 for each player in turn order, starting with first player</i>)	p14	Surge reveal 1 additional Encounter card (<i>only during Quest[3.2]</i>)	p24
Player may exhaust (at the same time) any number of characters they control to commit to quest	p14	Travel cost or restriction when traveling to location	p23
Note: Execute all Responses from one player's exhausted characters in any order you desire	p23	Victory X when defeated, keep card for VPs	p24
3.2 Staging (<i>execute once per Player in any order whether or not they quested</i>)	p14	When	
3.2.1: Reveal one Encounter card	p14	Revealed Always triggers when the card is "revealed".	FAQ
(any Responses can be triggered now, skip remaining steps if card is completed)	FAQ	Spheres of Influence	
3.2.1.1: Execute any When Revealed event on card and any player effects against revealed card	p14	Lore	Leadership
3.2.1.2: Doomed X: each Player must raise threat by X	p24	Spirit	Tactics
3.2.1.3: If Surge , reveal another Encounter card (go back to 3.2.1)	p24	Spending Resources	
3.3 Player Actions	p30	- Resources must be spent from one or more heroes that you control even if they are exhausted. (p12)	
3.4 Quest Resolution (<i>still performed even if no characters quested</i>)	p14	- Cards with zero cost still require at least one hero of the appropriate type under that player's control. (p12)	
3.3.1: Add together all willpower values from committed characters still alive	p14	- Neutral costs can be paid for out of any type of resource pool under player's control. (p12)	
3.3.2: Add threat of all cards in staging area (<i>NOT active location or engaged enemies</i>)	p14	- Card abilities can be paid for with any type of resource unless otherwise specified. (p12)	
3.3.2.1: willpower < threat: each Player must increase threat by difference	p14	- If you pay resources for an effect that is cancelled, the resources are not refunded. (p25)	
-or-		Control and Ownership (p25)	
3.3.2.2: willpower > threat: add difference in progress to current location	p14	Own Your heroes and all cards starting in your deck.	
3.3.2.2.1 if Location complete, discard and put tokens > Location on Quest card	p15	Control Your heroes and allies and attachments on enemies Any attachments you or another player played on your heroes and allies (you do not control attachments from the Encounter deck)	
3.3.2.2.2 if Quest complete, discard extra progress tokens and move on to next Quest	p22	"In Play" and "Out of Play" (p25)	
3.5 End Phase: characters are no longer considered committed to a quest, but remain exhausted	p14	In Play Cards in play area, staging area, current quest card, current location card, Encounter cards currently engaged with players.	
Phase 4. Travel		Out of Play Cards in players' hands, decks, and all discard piles.	
4.1 May TRAVEL to 1 location if no current location active (<i>first player makes final decision</i>)	p15	Quest Cards (p15)	
4.2 Consider any Travel keyword on new Location card	p23	- Quest is considered complete if, in any phase, Progress Tokens are > or equal to Quest points of the quest card (excess tokens are lost) and any special conditions for card are met.	
4.3 Player Actions	p30	- Once current Quest card is completed, immediately reveal new quest card and follow its instructions (side A then side B).	
Phase 5. Encounter		Location Cards (p15)	
5.1 Player Engagement (<i>in any order</i>)	p16	- Only one active location at a time, does not contribute threat during Quest[3.4] .	
5.1.1: Each player may choose and engage any one enemy from the staging area	p16	- Location cards act as a buffer for all progress tokens. Any tokens that would be placed on/removed from Encounter card are instead placed on/removed from your current Location . (p15 & <i>unofficial FAQ</i>)	
5.1.2: Player Actions	p31	- Excess progress tokens from Locations are placed on current Quest but excess progress tokens on a Quest are lost	
5.2 Engagement Checks (<i>start with the first player and repeat 5.2.1 until done, in turn order</i>)	p16	- Completed Location cards are automatically discarded, even if you haven't traveled there yet. (<i>unofficial FAQ</i>)	
5.2.1: Enemy with highest engagement cost < or equal to player's threat level engages player	p16	Reminders	
Note: player's choice if more than one Enemy are tied for highest engagement cost	FAQ	- Typically, each character can only exhaust once per game turn, so can only quest, defend, or attack per game turn. Attachments are exhausted separately from characters.	
5.3 Player Actions	p31	- No more than one character can normally defend against each attacking enemy.	
Note: at this point, all Enemy Cards not in staging area are Engaged With Player and vice-versa	p16	- Each engaged enemy may normally only be attacked once, but can be attacked by multiple characters at once.	
Phase 6: Combat		- Attachments can be placed on any eligible character, even if it does not have the correct resource type. Attachments are exhausted separately from the character.	
6.1 Deal Shadow Cards (<i>resolve step 6.1 for each player in turn order, starting with first player</i>)	p18	Quest Cards (p15)	
6.1.1: Deal 1 shadow card, face-down, to each engaged enemy (<i>highest engagement cost first</i>)	p18	- Quest is considered complete if, in any phase, Progress Tokens are > or equal to Quest points of the quest card (excess tokens are lost) and any special conditions for card are met.	
6.1.2: Player Actions	p31	- Once current Quest card is completed, immediately reveal new quest card and follow its instructions (side A then side B).	
6.2 Resolving Enemy Attacks (<i>resolve step 6.2.1 for each player in turn order, starting with first player</i>)	p18	Location Cards (p15)	
6.2.1: Enemy Attacks: each enemy engaged with player makes an attack as follows:	p18	- Only one active location at a time, does not contribute threat during Quest[3.4] .	
6.2.1.1: Choose an Enemy: Player chooses an engaged enemy to resolve attack for	p18	- Location cards act as a buffer for all progress tokens. Any tokens that would be placed on/removed from Encounter card are instead placed on/removed from your current Location . (p15 & <i>unofficial FAQ</i>)	
6.2.1.2: Declare Defender: exhaust 1 character to defend or leave attack undefended	p18	- Excess progress tokens from Locations are placed on current Quest but excess progress tokens on a Quest are lost	
(another player may exhaust a Sentinel to defend an undefended attack)	p24	- Completed Location cards are automatically discarded, even if you haven't traveled there yet. (<i>unofficial FAQ</i>)	
6.2.1.3: Resolve Shadow Effect: flip and resolve any Shadow keyword	p18	Reminders	
		- Typically, each character can only exhaust once per game turn, so can only quest, defend, or attack per game turn. Attachments are exhausted separately from characters.	
6.2.1.4: Determine Combat Damage: determine combat strength of attacker	p18	- No more than one character can normally defend against each attacking enemy.	
(if defending character dies before this step, attack is undefended)	p18	- Each engaged enemy may normally only be attacked once, but can be attacked by multiple characters at once.	
6.2.1.4.1: Defended Attack: subtract defensive strength, apply damage to defender	p18	- Attachments can be placed on any eligible character, even if it does not have the correct resource type. Attachments are exhausted separately from the character.	
6.2.1.4.2: Undefended Attack: all combat strength applied as damage to single Hero	p18	Quest Cards (p15)	
(resolve any "after XYZ attacks" Forced events)	FAQ	- Quest is considered complete if, in any phase, Progress Tokens are > or equal to Quest points of the quest card (excess tokens are lost) and any special conditions for card are met.	
6.2.1.5: Player Actions	p31	- Once current Quest card is completed, immediately reveal new quest card and follow its instructions (side A then side B).	
6.2.2: Defending characters are no longer considered defenders, but remain exhausted	p18	Location Cards (p15)	
6.3 Attacking Enemies (<i>resolve step 6.3.1 for each player in turn order, starting with first player</i>)	p20	- Only one active location at a time, does not contribute threat during Quest[3.4] .	
6.3.1: Player Attacks: each enemy may be attacked by this player one time this phase	p20	- Location cards act as a buffer for all progress tokens. Any tokens that would be placed on/removed from Encounter card are instead placed on/removed from your current Location . (p15 & <i>unofficial FAQ</i>)	
6.3.1.1: Choose an Enemy: Player chooses an engaged enemy to attack	p20	- Excess progress tokens from Locations are placed on current Quest but excess progress tokens on a Quest are lost	
(your Ranged characters may attack enemies engaged with another player)	p24	- Completed Location cards are automatically discarded, even if you haven't traveled there yet. (<i>unofficial FAQ</i>)	
6.3.1.2: Declare Attacker(s): exhaust 1 or more characters to attack	p20	Reminders	
(other player(s) may exhaust Ranged character(s) to assist in your attack)	p24	- Typically, each character can only exhaust once per game turn, so can only quest, defend, or attack per game turn. Attachments are exhausted separately from characters.	
6.3.1.3: Determine Attack Strength: determine combined strength of attacker(s)	p20	- No more than one character can normally defend against each attacking enemy.	
6.3.1.4: Determine Combat Damage: subtract defensive strength, apply damage to enemy	p20	- Each engaged enemy may normally only be attacked once, but can be attacked by multiple characters at once.	
6.3.2: Attacking characters are no longer considered attackers, but remain exhausted	p20	- Attachments can be placed on any eligible character, even if it does not have the correct resource type. Attachments are exhausted separately from the character.	
6.4 End Phase: discard any remaining shadow cards from enemies	p20	Quest Cards (p15)	
(resolve any "after combat" Forced events)	FAQ	- Quest is considered complete if, in any phase, Progress Tokens are > or equal to Quest points of the quest card (excess tokens are lost) and any special conditions for card are met.	
Phase 7. Refresh (<i>performed simultaneously by all players</i>)		- Once current Quest card is completed, immediately reveal new quest card and follow its instructions (side A then side B).	
7.1 Refresh all exhausted cards (characters and attachments)	p22	Location Cards (p15)	
7.2 Raise threat by 1 (each player)	p22	- Only one active location at a time, does not contribute threat during Quest[3.4] .	
7.3 Pass first-player token to the left	p22	- Location cards act as a buffer for all progress tokens. Any tokens that would be placed on/removed from Encounter card are instead placed on/removed from your current Location . (p15 & <i>unofficial FAQ</i>)	
7.4 Player Actions	p31	- Excess progress tokens from Locations are placed on current Quest but excess progress tokens on a Quest are lost	
		- Completed Location cards are automatically discarded, even if you haven't traveled there yet. (<i>unofficial FAQ</i>)	