

## Phase 1: Prepare

1. Roll Dice

2. Discard Cards

3. Draw Cards

## Phase 2: Player Turns

### Phoenixborn Turn

*Perform Start of Turn effects. Then in any order:*

*MUST perform 1 Main, MAY perform 1 Side*

#### Main Actions:

- ◇ Pay a ⚔ cost
- ◇ Attack a unit
- ◇ Attack a Phoenixborn / Chimera
- ◇ Pass

#### Side Actions:

- ◇ Pay a ✨ cost
- ◇ Activate a dice power
- ◇ Meditate

### Chimera Turn

#### If there are face-down aspects:

1. Roll 1 Basic Rage Die
2. Roll Behaviour Die

#### If there are no face-down aspects:

- ◇ Attack

#### ... AND no units can attack:

- ◇ Pass

*After all players consecutively pass, proceed to...*

## Phase 3: Recovery

1. Recover

**2. Remove Red Rain**  
*for each Exhaustion on Ultimate or Behaviour*

3. Remove Exhaustion

4. Exhaust Dice

**5. Place Red Rain** *for each Aspect*

**6. Replenish Aspects**

**7. Replenish Status Abilities**

*Perform End of Round effects starting with the player with the First Player Token. Then, pass the First Player marker to the next player, and return to Phase 1*

*\*The Chimera passes to the player that did not pass them the marker*