

ANATOMY OF A TURN

- **Start Phase**
 - *Ready Step*
 - Ready all cards in your stage
 - *Review Step*
 - Before drawing, the turn player may discard 1 card from their hand
 - *Draw Step*
 - Draw up to your hand size

- **Combat Phase**
 - Play Cards/Form Abilities until:
 - You choose to stop
 - You fail to pass a check while playing a card
 - Attack Sequence
 - Play Card
 - After card/attack is played response window*
 - *Enhance Step*
 - Blitz Abilities played by attacker
 - Enhance abilities played by each player, alternating after each player has an opportunity to play an ability (regardless of whether they play one or not)
 - *Block Step*
 - The defender may play a block
 - Block status assigned based on zone of block relative to the attack
 - *Damage Step*
 - Damage assigned based on block status
 - *Attack Resolution*

- **End Phase**
 - Turn player moves card in their card pool to the appropriate zone
 - Cards move from right to left
 - Attacks go to the discard pile
 - If the attacker chooses, an attack that dealt damage may be placed face down in their momentum
 - Foundations, assets, and backups go to the stage
 - Actions go to the discard pile
 - The rival then repeats this process
 - The turn passes to the other player and they begin their Start Phase

*There are many other response windows, but we call this one out as it is a very common time to play response abilities.