

## 0.0 Round begins

### I. RESOURCE PHASE

1. Resource phase begins
2. Gain resources
3. Draw cards  
**Actions**
4. Resource phase ends

### II. PLANNING PHASE

1. Planning phase begins
2. **Special Action Window**
3. If all players have been the active player this phase, proceed to 4. Otherwise, next player becomes active, and return to 2.
4. Planning phase ends

### III. QUEST PHASE

1. Quest phase begins  
**Actions**
2. Commit characters  
**Actions**
3. Staging  
**Actions**
4. Quest resolution  
**Actions**
5. Quest phase ends

### IV. TRAVEL PHASE

1. Travel phase begins
2. Travel opportunity  
**Actions**
3. Travel phase ends

### V. ENCOUNTER PHASE

1. Encounter phase begins
2. Optional engagement  
**Actions**
3. Engagement checks  
**Actions**
4. Encounter phase ends

### VI. COMBAT PHASE

1. Combat phase begins
2. Deal shadow cards  
**Actions**
3. “Resolve enemy attacks” process begins
- 4a. Active player resolves next enemy attack.
- 4b. Enemy attack initiates (active player chooses enemy)  
**Actions**
- 4.1. Declare defender  
**Actions**
- 4.2. Reveal and resolve shadow effect  
**Actions**
- 4.3. Determine combat damage  
**Actions**
- 4.4. Enemy attack ends. If active player has resolved all enemy attacks, proceed to 5. Otherwise, return to 4a.
5. If all players have resolved enemy attacks, proceed to 6. Otherwise, next player becomes active, and return to 4a.
6. “Resolve Enemy Attacks” ends
7. “Player Attacks” begin
- 8a. Active player declares next attack
- 8b. Player attack initiates (active player declares target of attack and attackers)
- 8.1. Ranged option  
**Actions**
- 8.2. Determine attack STR  
**Actions**
- 8.3. Determine combat damage  
**Actions**
- 8.4. Player attack ends. If active player has resolved all desired player attacks, proceed to 9. Otherwise, return to 8a.
9. If all players have resolved player attacks, proceed to 10. Otherwise, next player becomes active, and return to 8a\*.
10. “Player Attacks” end.
11. Combat phase ends. Discard all shadow cards.

### VII. REFRESH PHASE

1. Refresh phase begins
2. Ready all cards
3. Raise threat
4. Pass first player token  
**Actions**
5. Refresh phase ends

## 0.1 Round ends

\* the RR technically states “return to 8”, but there is no 8 proper