

ANACHRONISM DETAILED ROUND SEQUENCE

I. Start of the round

- A. Physically reveal cards; process continuous abilities
 - 1. Process “before initiative is determined” effects
- B. Determine initiative
 - 1. Process “when/if you win/lose initiative” effects
 - 2. Process “after initiative is determined” effects
- C. Check card requirements; discard illegal cards
- D. Process Reveal abilities (on cards revealed in step 1A) in initiative order
 - 1. Process “when a Reveal ability is used” effects
 - 2. Process “after a Reveal ability is used” effects
- E. Process “at the start of a round” effects in initiative order

II. Player turns (once per player, in initiative order)

- A. Process “at the start of the turn” effects
- B. Process individual actions and responses; see reverse
- C. Process “at the end of the turn” effects

III. End of the round

- A. Process “at the end of the round” effects

Generic Sequence for Movement and Actions

- 0. Process “before ...” effects
- 1. Declare the action
- 2. Process “when/if ...” effects
 - Process all die manipulation before evaluating the final roll*
- 3. Process “after ...” effects

Attack Sequence

- 0. Process “before a warrior attacks” effects
- 1. Declare the attack
 - a. Process “when/if a warrior attacks” effects
 - b. Process “before you make an atk/def roll” effects
- 2. Make attack and defense rolls
 - a. Process “when/if you make an atk/def” roll effects
 - Process all die manipulation before evaluating the final roll*
 - b. Process “after you make an atk/def” roll effects
- 3. Check for a hit
 - a. Process “when/if you [are] hit” effects
 - b. Process “after you [are] hit” effects
 - c. Process “before you [are] deal[t] damage” and damage reduction effects
- 4. Deal damage
 - a. Process “when/if you [are] deal[t] damage” effects
 - b. Process “after you [are] deal[t] damage” effects