

PHASES

BEGINNING OF TURN PHASE

- Refresh Myth Points

ACTION PHASE


- Spend 1MP to do any of the following:
 - Add a bane token
 - Remove a bane token
 - Remove a damage counter from a Support
 - Switch your Champion with a Support
 - Return a Support to your Team deck
 - Use functional abilities


ATTACK PHASE


- Choose to do one of the following:
 - Precise attack
 - Mass attack


END OF TURN PHASE


TYPES


WATER



FIRE



LIGHT



DARK


UNKNOWN

TOKENS


BANE TOKEN


MYTH POINT
TOKEN


DAMAGE
COUNTER

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END OF TURN PHASE

EXILED LEGENDS

Print-and-play version