

Spellboard; dice pool (all start on the Exhausted side) and reference cards.

Construct or choose a deck (Phoenixborn, 30 playable cards with no more than 3 of any individual card, plus any summonable creature cards).

Choose your First Five playable cards (no duplicates).

Round

Preparation Phase

All players roll their Exhausted dice (on the first round, all dice) and

place them in the Active pool. On the first round, the player with most ⚡ chooses who will take the First Player token.

Each player: discard as many cards as you like. Draw cards until your deck is empty or you have five cards in hand.

Any player with <5 cards takes (5-cards in hand) damage. (If more than one, alternate taking one damage each in play order.)

Alternate turns, starting with the player holding the First Player token.

Turn Phase

In any order, you must do one ⚡, you may do one ⚡, and you may do other things with neither symbol.

⚡ can be “pay a ⚡ cost”, “attack”, or “pass”.

⚡ can be “pay a ⚡ cost”, “activate a dice power”, or “meditate”.

Other card costs may be ⚡ (place an Exhaustion token on the card), ⚡ (discard that many cards from your hand), or die symbols, which are moved from Active to Exhausted pools. Higher die faces

may be spent in place of lower ones. Two connected boxes are an alternative: pay A or B.

Pass: you take no main action this turn, but can still take a side action. You may take other main actions in future turns. When all players have Passed in succession, the round ends.

Dice powers are shown on the die reference card, and always cost ⚡ plus a die of the matching highest (animal) face.

Meditate: as many times as you like, one at a time, discard a card from your hand, deck or

Pass the First Player token clockwise.

Notes

A card with ⚡ on it has no ability or effect text, unless that text is in a yellow box.



<https://tekeli.li/rogers-rules/>
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Note that for serious play you should probably use the official rules since exact phrasings can matter.

Goal

Have the last living Phoenixborn.

Setup

Construct your play area: conjurations, your Phoenixborn, and Battlefield; deck, discard, and

new target. The two involved combatants do their Attack damage to each other, then get an ⚡.

In either case if wounds equal or exceed Life the unit is destroyed.

Recover Phase

Recover: remove Wounds from each unit equal to its Recovery.

Remove exhaustion: take one ⚡ off each card that has any.

Exhaust dice: move any number of dice from Active to Exhausted (to be rerolled next round).

Do any “End of Round” effects.

spellboard. Each time you do, turn an Active die to the face of your choice.

Attack a Phoenixborn: choose one or more unexhausted units. Target one to one: they do their Attack damage to each other, then get an ⚡. Any unblocked units damage the Phoenixborn and get an ⚡.

Attack a unit: choose one unexhausted unit and a target unit. Other unexhausted opponent units with Unit Guard, or an unexhausted Phoenixborn, may choose to Guard and become the