### VILLAINS

#### VI.B. Villain’s Turn (p. 30)
- **Exercise Limit**: Structure of a Game Turn
  - **Upkeep Villain**
  - **Trigger the Start of the Villain’s Turn Effects**
  - The Villain Activates 1 or 2 Tiles
  - **The Villain Does Not Activate Any Tiles**
  - **Trigger the First Tile**
  - **Activate the Second Tile**
  - **Trigger the End of the Villain’s Turn Effects**

#### VI.C. Villain’s Turn (p. 33)
- **Exercise Limit**: Structure of a Game Turn
  - **Declare a Melee Attack**
  - **Declare the Target**
  - **Create the Dice Pool**
  - **Roll the Dice Pool**
  - **Rerolls**
  - **Calculate the Number of Successes**
  - **Defending and Wounds**
  - **End the Melee Attack**

#### VI.D. Villain’s Turn (p. 34)
- **Exercise Limit**: Structure of a Game Turn
  - **Declare a Ranged Attack**
  - **Declare the Target**
  - **Create the Dice Pool**
  - **Roll the Dice Pool**
  - **Rerolls**
  - **Calculate the Number of Successes**
  - **Successful Action**
  - **Unsuccessful Action**
  - **Apply the Complex Manipulation / Thought**
  - **End the Complex Manipulation / Thought**

#### VI.E. Villain’s Turn (p. 35)
- **Exercise Limit**: Structure of a Game Turn
  - **Declare an Automatic Manipulation / Thought**
  - **Apply the Automatic Manipulation / Thought**
  - **End the Automatic Manipulation / Thought**

### REMINDER OF THE GAME PHASES

#### IV. Structure of a Game Turn (p. 38)
- **Exercise Limit**: Structure of a Game Turn
  - **Upkeep**
  - **Turn of the Side with the Initiative**
  - **Check End-Game Conditions - 1**
  - **Not Fulfilled**
  - **Fulfilled**
  - **Turn of the Side Without the Initiative**
  - **Check End-Game Conditions - 2**
  - **Not Fulfilled**
  - **Fulfilled**
  - **End of the Game**

#### VII. Defense (p. 38)
- **Exercise Limit**: Structure of a Game Turn
  - **Declare a Defense**
  - **Spend Energy Cubes**
  - **Create the Dice Pool**
  - **Add the Automatic Defense Dice**
  - **Declare the Rerolls**
  - **Spend Move Points**
  - **Move the Miniature**
  - **Apply the Effects of the Destination Area**
  - **End the Defense**

#### VIII. Reroll (p. 41)
- **Exercise Limit**: Structure of a Game Turn
  - **Declare the Rerolls**
  - **Free Rerolls**
  - **Declare Any Paid Rerolls**
  - **Exertion Limit Not Reached**
  - **Exertion Limit Already Reached**
  - **Spend Energy Cubes**
  - **Roll the Chosen Dice**
  - **End the Rerolls**