

REMINDER OF THE GAME PHASES

HEROES

V.B • HEROES' TURN • p.11

- 1 UPKEEP HEROES' START OF TURN
- 2 TRIGGER THE START OF THE HEROES' TURN EFFECTS
- 3 DECLARE HEROES' STANCE (see page 12)
- 4 CHOOSE ACTING HERO (see page 12)

A HERO IS ACTIVE AND WISHES TO PERFORM AN ACTION

NON OF THE HEROS ARE ACTIVE OR NONE OF THEM WISH TO ACT
- 5 HERO'S ACTIONS (see page 12)
- 6 TRIGGER THE END OF THE HEROES' TURN EFFECTS (see page 12)
- 7 UPKEEP HEROES' END OF TURN (see page 12)



V.C.1 • HERO MELEE ATTACK • p.13

- [a] DECLARE A MELEE ATTACK
- [b] DECLARE THE TARGET
- [c] SPEND ENERGY CUBES

EXERTION LIMIT NOT REACHED

EXERTION LIMIT ALREADY REACHED
- [d] CREATE THE DICE POOLS
- [e] ADD THE WEAPON BONUSES
- [f] ROLL THE DICE POOL
- [g] REROLLS (see page 14)
- [h] CALCULATE THE NUMBER OF SUCCESSES (see page 14)
- [i] DEFENDING AND WOUNDS (see page 14)
- [j] END THE MELEE ATTACK

V.C.2 • HERO RANGED ATTACK • p.15

- [a] DECLARE A RANGED ATTACK
- [b] DECLARE THE TARGET
- [c] SPEND ENERGY CUBES

EXERTION LIMIT NOT REACHED

EXERTION LIMIT ALREADY REACHED
- [d] CREATE THE DICE POOL
- [e] ADD THE WEAPON AND ELEVATION BONUSES
- [f] ROLL THE DICE POOL
- [g] REROLLS
- [h] CALCULATE THE NUMBER OF SUCCESSES
- [i] DEFENDING AND WOUNDS
- [j] END THE RANGED ATTACK



V.C.3.a • HERO COMPLEX MANIPULATION • p.17

- #### V.C.4 • HERO COMPLEX THOUGHT • p.20
- i DECLARE A COMPLEX MANIPULATION / THOUGHT
 - ii SPEND ENERGY CUBES

EXERTION LIMIT NOT REACHED

EXERTION LIMIT ALREADY REACHED
 - iii CREATE THE DICE POOL
 - iv ADD THE TOOL BONUSES
 - v ROLL THE DICE POOL
 - vi REROLLS
 - vii CALCULATE THE NUMBER OF SUCCESSES

SUCCESSFUL ACTION

UNSUCCESSFUL ACTION
 - viii APPLY THE COMPLEX MANIPULATION / THOUGHT
 - ix END THE COMPLEX MANIPULATION / THOUGHT

V.C.3.b • HERO AUTOMATIC MANIPULATION • p.19

- #### V.C.4 • HERO AUTOMATIC THOUGHT • p.20
- i DECLARE AN AUTOMATIC MANIPULATION / THOUGHT
 - ii SPEND ENERGY CUBE

EXERTION LIMIT NOT REACHED

EXERTION LIMIT ALREADY REACHED
 - iii APPLY THE AUTOMATIC MANIPULATION / THOUGHT
 - iv END THE AUTOMATIC MANIPULATION / THOUGHT



V.C.5 • MOVEMENT • p.21

- [a] DECLARE A MOVEMENT
- [b] CREATE THE MOVE POINT POOL
- [c] ADD MOVE POINT BONUS FOR THE FIRST MOVEMENT
- [d] CHOOSE MOVE TYPE
- [e] CALCULATE THE MOVE COST
- [f] SPEND ENERGY CUBES
- [g] SPEND MOVE POINTS
- [h] MOVE THE MINIATURE
- [i] APPLY THE EFFECTS OF THE DESTINATION AREA
- [j] END THE MOVE

NEW MOVE

NO OTHER MOVE
- [k] END THE MOVEMENT



IV • STRUCTURE OF A GAME TURN • p.8

- A UPKEEP
- B TURN OF THE SIDE WITH THE INITIATIVE
- C CHECK END-GAME CONDITIONS • 1

NOT FULFILLED

FULFILLED
- D TURN OF THE SIDE WITHOUT THE INITIATIVE
- E CHECK END-GAME CONDITIONS • 2

NOT FULFILLED

FULFILLED
- END OF THE GAME

VII • DEFENSE • p.38

- A DECLARE A DEFENSE
- B SPEND ENERGY CUBES
- C CREATE THE DICE POOL
- D ADD THE AUTOMATIC DEFENSE DICE
- E ROLL THE DICE POOL
- F REROLLS
- G CALCULATE THE NUMBER OF SUCCESSES
- H DETERMINE THE NUMBER OF WOUNDS
- I END THE DEFENSE

VIII • REROLL • p.41

- A DECLARE THE REROLLS
- B FREE REROLLS
- C DECLARE ANY PAID REROLLS

EXERTION LIMIT NOT REACHED

EXERTION LIMIT ALREADY REACHED
- D SPEND ENERGY CUBES
- E ROLL THE CHOSEN DICE
- F END THE REROLLS

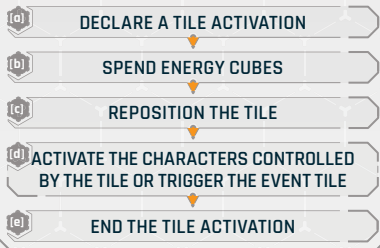
REMINDER OF THE GAME PHASES

VILLAINS

VI.B • VILLAIN'S TURN • p.30



VI.B.3 • ACTIVATE THE FIRST TILE • p.30



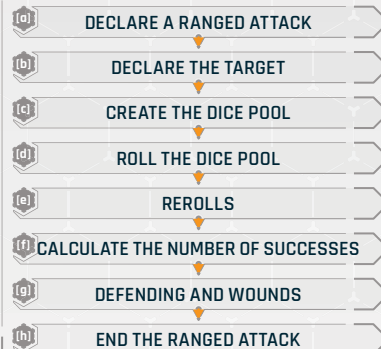
VI.C • ACTIVATE A CHARACTER • p.32



VI.D.1 • CHARACTER MELEE ATTACK • p.33



VI.D.2 • CHARACTER RANGED ATTACK • p.34



VI.D.3.a • CHARACTER COMPLEX MANIPULATION • p.35

VI.D.4 • CHARACTER COMPLEX THOUGHT • p.35

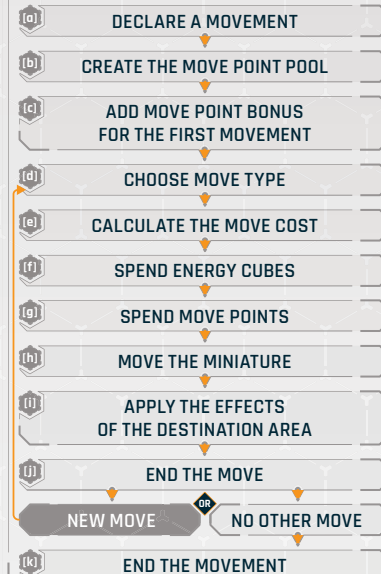


VI.D.3.b • CHARACTER AUTOMATIC MANIPULATION • p.35

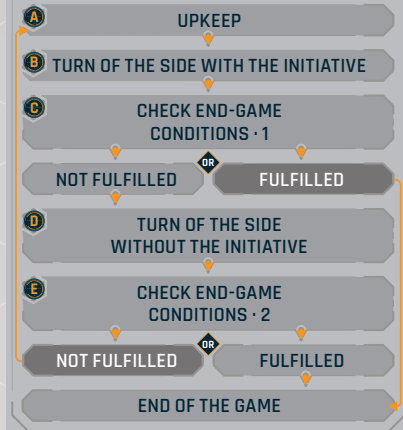
VI.D.4 • CHARACTER AUTOMATIC THOUGHT • p.35



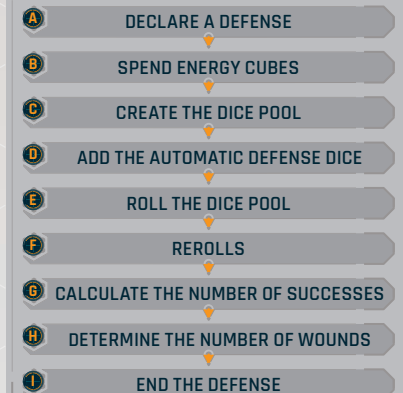
V.C.5 • MOVEMENT • p.21



IV • STRUCTURE OF A GAME TURN • p.8



VII • DEFENSE • p.38



VIII • REROLL • p.41

