Rush Sequence
1. Move rush marker
2. Launch ball if it's not in play
3. Take actions
4. Advance out-of-play players.

Dice Tests
- Determine your Dice Pool – this is normally 3 dice.
- Apply modifiers to add or subtract dice, then roll!
- Dice that equal or beat the relevant stat are successes.
- For **(1)** tests, you succeed if you score 1 success.
- For **(x)** tests, you succeed if you score higher than your opponent's roll.
- **(123)** tests get harder the more you take them. The first time you take one in an action, you need to get 1 success. The second time, you need two successes, etc.

	Move	Strength	Speed	Skill	Armour
Human Striker	5	4+	4+	4+	5+
Human Jack	5	4+	4+	4+	4+
Human Guard	5	4+	4+	4+	4+
Orc	5	3+	4+	5+	4+
Goblin	5	5+	3+	4+	4+

Your turn ends when:
- You run out of action tokens.
- You run out of players.
- You drop the ball, throw the ball or fail to pick it up.

Actions (Greyed-out actions cannot be taken on their own – they happen as a result of the action above)

	S	J	G	Test	Modifiers	Outcome / *Notes*
Run	✓	✓	✓	-	-	*Move a number of hexes equal to Movement, turning freely.* *After a Run, you may choose to Dash.* *If you move out of a hex that is threatened, you will need to Evade.*
Sprint	✓	✓	✓	-	-	*Move straight forwards a number of hexes equal to twice your Movement.* *You may change facing at the cost of 1 hex of movement per change.* *After a Sprint, you may choose to Dash.* *If you move out of a hex that is threatened, you will need to Evade.*
- Dash	✓	✓	✓	3 dice Speed (123)	-1 per enemy threatening the hex you are moving from (max -2) +1 if Dashing player is a Striker.	*Each time you Dash, you gain 1 extra point of Movement for this action. After using this point of movement, take the Dash test.* No successes – Fall over in the hex you have moved to. 1+ successes – You made it!
- Evade	✓	✓	✓	3 dice Speed (123)	-1 per enemy threatening the hex you are moving from (max -2) +1 if Dashing player is a Striker	*After moving out of an enemy threat hex, make an Evade test.* No successes – Fall over in the hex you have moved to. 1+ successes – You made it!
- Pick Up Ball	✓	✓		3 dice Skill (1)	-1 per enemy threat (max -2) -1 if you Sprinted this action +1 if Picking Up player is a Striker	No successes – ball scatters, rush ends! 1 success – player picks up ball, action ends. 2+ successes – player picks up ball, then gets a free *Run* or *Throw* action.

	S	J	G	Test	Modifiers	Outcome / *Notes*
Slam		✓	✓	3 dice Strength (x)	+1 if you moved adjacent this action -1 per enemy threat (max -2) +1 if Slamming player is a Guard	*Jacks may move 1 hex as part of Slam; Guards may Run.* *Target must choose to Slamback (if Slam comes from front) or Dodge.* Draw – both players turn to face each other Win – push opponent back (may follow up), both players turn to face Double – push back (may follow up), turn to face, knock down, armour check.
Steal	✓	✓		3 dice Speed (x)	-1 per enemy threat (max -2) +1 if Stealing player is a Striker	*Jacks may move 1 hex as part of Steal; Strikers may Run.* *Target must choose to Slamback (if Steal comes from front) or Dodge.* Draw – both players turn to face each other Win – ball is knocked out of enemy's hands and immediately scatters. Double – Stealing player takes the ball.
- Slamback		✓	✓	3 dice Strength (x)	-1 per enemy threat (max -2) +1 if SlamBacking player is a Guard.	Draw – both players turn to face each other Win – push opponent back (may follow up), both players turn to face Double – push back (may follow up), turn to face, knock down, armour check.
- Dodge	✓	✓	✓	3 dice Speed (x)	-1 per enemy threat (max -2) +1 if Dodging player is a Striker.	Win – turn to face Double – free 1-hex move, enemy turns to face
- Armour Check	✓	✓	✓	3 dice Armour (special)	+1 if checking player is a Guard.	*The difference between the winner's Slam successes and the loser's SlamBack or Dodge successes is the number of hits taken. Each success on the armour check (made by the losing player) reduces the number of hits by 1. After the armour check, the player is out of play for 1 turn per hit taken.*
Throw - Strike or Pass	✓	✓		[X] dice Skill (1)	-1 if player moved this action -1 per enemy threat (max -2) -1 if target is Strike hex +1 if Throwing player is a Striker.	*Jacks may move 1 hex as part of Throw; Strikers may Run.* *Target must be in your front arc. Range determines dice pool:* *1-3 hexes = 3 dice; 4-6 hexes = 2 dice, 7-9 hexes = 1 die* *Strike hex must be in your front arc.* No successes – Inaccurate Pass OR scatter from Strike Hex 1+ successes – Accurate Throw OR Strike!
- Catch	✓	✓		[X] dice Skill (1)	-1 per enemy threat (max -2) +1 if Catching player is a Striker.	*Dice pool equals number of successes on Throw roll.* No successes – Ball scatters from Catching player. 1 success – Catching player takes the ball. 2+ successes – Player catches the ball, and gets a free *Run* or *Throw* action.
Stand Up	✓	✓	✓	3 dice Speed (1)	-1 per enemy threat (max -2) +1 if Standing player is a Striker.	1 success – Player stands up in hex he is in. Choose any facing. 2+ successes – As above, then player gets a free action (cannot be *Sprint*).