

<h2>Turn Actions</h2> <p>On your turn a player (character) may:</p> <ol style="list-style-type: none"> 1) Do nothing 2) Move a number of hexes up to Move score 3) Harm, Shove, or Dodge an opponent's player 4) Perform Special Action 5) Pass the ball or throw the flag to another player 	<h2>Combat</h2> <ol style="list-style-type: none"> 1) Attacker declares attack type and targets 2) Attacker declares helpers 3) Defender declares helpers 4) Harrier declares harrassers 5) Combat resolves 6) Move players accordingly 	<h2>Flag</h2> <ul style="list-style-type: none"> - Values 1 point - Can be thrown - No movement penalty <h2>Ball</h2> <ul style="list-style-type: none"> - Values 1 point - Cannot be thrown - Reduces movement by half - Ends Act when captured
<h2>Pitcher</h2> <p>Strengths 3 Agilitys 4 Throws 8 Moves 3</p>	<h2>Brute</h2> <p>Strengths 6 Agilitys 4 Throws 3 Moves 3</p>	<h2>Runner</h2> <p>Strengths 5 Agilitys 2 Throws 5 Moves 5</p>
<h2>Defender</h2> <p>Strengths 2 Agilitys 5 Throws 6 Moves 4</p>	<h2>Skill Checks</h2> <p>Harms Str v. Agi Shoves Str v. Str Dodges Agi v. Str Snatches Agi v. Agi</p>	