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# v1

Oct 2021

Game: **OVERDRIVE**  
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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers





## SETUP

Players (**coaches**) randomly decide who will be the **home team** (blue) and who will be the **visiting team** (yellow).

Place the arena on the table with the appropriately coloured side facing each coach.

Coaches each take their matching 4 **action tokens** and their **overdrive token** (place this in the **charged** space on your side of the arena).

Place the **rush counter** on space 1 of the rush track and the **score counter** on space 0 of the score track.

Line up all your available miniatures (**players**) and their player cards. You must have a minimum of 6 for coaches to choose from.

Starting with the home coach, each coach alternately chooses a player until they have 3 players.

The home coach places all 3 of their players in the scoring zones on their side of the arena. Each must be placed in a different zone, but may be anywhere within a zone as long as their entire base is within it.

The visiting coach then does the same on their side.

**The game begins with the home coach** activating their first player. **There is no active scoring zone (ASZ) for the first rush.**

## PLAYING A RUSH

Each turn of the game is called a **rush**. You must spent your 4 **action tokens** to take actions with your players. Each rush consists of these steps:

### 1. ACTIVATE PLAYERS

From the second rush onwards, the losing coach can choose whether they want to activate a player first, or let their opponent do so.

On a tie, the coach that finished activating their players first in the previous turn may make the choice.

Coaches alternate activating their players, one at a time. You *must* spend an action token to activate a player if you can, and each player can have up to 2 action tokens spent on them per rush.

On your turn, nominate a player, choose an action and carry it out, then place your spent action token near that player's card.

When it is your turn, if you are unable to spend all your action tokens, you may trade in each remaining action token for a **coach call** (available this game only). A coach call can be used once to re-roll a single die immediately after a test.

### 2. END OF RUSH

a. Players wholly in the current rush's **ASZ** score 1 point for their team. Players *also* with their base over either of the **bonus hexes** in a scoring zone get 1 bonus point.

b. Coaches take back their action tokens.

- c. Coaches place their overdrive tokens back on the charged space (if it was spent).
- d. Coaches move any players in their **KO pit** into their **subs bench** area, removing all damage tokens from their cards.
- e. Roll a die to determine the **ASZ** for the next rush. The number rolled corresponds to a matching numbered scoring zone. If you roll the current **ASZ**, roll again.
- f. Move the rush counter 1 step along the rush track.

## ACTIONS

### RUN

The player moves a number of hexes up to their **MOVE**. This action is used for all movement, even turning on the spot.

If a player is in an opposing player's threat hex at any point, they must **evade** to move out of that hex.

To move onto the board from the subs bench, a player must take a run action (or a run action made as part of another action). The player begins with 2 of its hexes on the pitch as the first point of movement, then can move in any direction as long as all of its base hexes are on the pitch at the end of the move.

The home side must enter using any blue hexes, and the visiting side must enter using any yellow hexes.

### SLAM

**Players may make a run action as part of a slam** (before the attack).

The target must be a single opposing player with at least part of their base in one of the slamming player's threat hexes.

If the target player has the slamming player in one of their own threat hexes, they may **dodge** or **slam back** (choose before dice are rolled).

If the slamming player is entirely in their rear arc, they may only **dodge**.

**STRENGTH** test (X): Compare the slam's successes to the opposing player's dodge or slam.

+1 if the slamming player did not start the action adjacent to the target.

-1 per opposing player threatening the hex(es) you are in, ignoring the player you are attacking (max -2).

**Slam wins:** The losing player is pushed 1 hex (a single move) directly backwards from the winning player into an available hex chosen by the winner.

This must leave at least 1 clear hex between the 2 players. The player cannot be turned. If there are no clear available hexes, the player does not move.

The winning player may then follow up and move forward 1 hex (a single move) into one of the hexes vacated by the opposing player, without needing to evade. The player cannot be turned.

The losing player then takes damage equal to the difference between the winning and losing rolls.

**Slam loses:** See the results for the other test.

**Draw:** Nothing happens.

If the defending player rolled to dodge, see the dodge results.

## RANGED ATTACK

A player's card specifies if they can make a ranged attack. **Players may make a run action as part of a ranged attack** (before the attack).

The target must be an opposing player, or teammate (if the ability allows), in the shooting player's front arc, and within 7 hexes.

At least one of the shortest routes to the target must be clear of players, and every part of the route must be within the attacking player's front arc.

The target may only **dodge** (unless otherwise specified).

**SKILL** test (X):

-1 at a distance of 4-5 hexes.

-2 at a distance of 6-7 hexes.

-1 if the player moved or turned during this ranged attack action.

-1 per opposing player threatening the hex(es) you are in (max -2).

**Ranged attack wins:** The losing player then takes damage equal to the difference between the winning and losing rolls.

**Ranged attack loses:** See the results for dodging.

**Draw:** Nothing happens.

## SPECIAL ABILITY

As listed on a player's card as an action.

## OVERDRIVE ABILITY

Each rush, during one of their actions (or potentially during an opponent's action, one player per team can activate their **overdrive** ability. Track this by moving your overdrive token to the spent position.

## TESTS

### DASH

A **dash** allows a player to extend a run action (including those made as part of another action). Once a player has moved as far as their **MOVE** will allow, they can attempt a dash to move further.

**SPEED** test (123):

-1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** The player moves into the chosen hex(es). The player may attempt to dash again if they wish (though each subsequent attempt will be harder); otherwise the action ends.

**Fail:** The player does not move into the chosen hex(es) and takes a damage counter. The action ends.

### EVADE

An **evade test** allows a player to move out of an opposing threat hex. Turning on the spot within a threat hex does not require a test.

A separate test must be made each time a player evades during a single run; there is no limit to the number of times it may be attempted in one action.

**AGILITY** test (123): Before rolling, state which hex(es) the player is attempting to move into.

-1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** The player moves into the chosen hex(es). The player may continue their move, evading again if necessary (though each subsequent attempt will be harder).

**Fail:** The player remains in their current position. The opposing threatening player may make a free **slam** action, and the evading player can only **dodge** in response. The action ends. If there are multiple opposing players, the slamming coach decides which one makes the free slam action.

A player may need to dash and evade to move to a new hex; both tests must be passed to move. Roll each separately, starting with the evade test.

## DODGE

A **dodge** is a way of escaping a slam, ranged attack, or other action that requires dodging. It does not use an action token or count towards a player's limit.

**AGILITY** test (X): Compare the dodge's successes to the opposing player's successes.

-1 per opposing player threatening the hex(es) you are in, ignoring the player attacking you (max -2).

-1 if the player is dodging an attack of any kind coming from their rear arc.

**Dodge wins:** The dodging player may move 1 hex in any direction, and choose any facing, without making any evade rolls.

**Dodge loses, or draw:** See the rules for the action the player was dodging.

## MOVEMENT

Players may move in any direction into clear hexes, and must always be placed to occupy 3 hexes. Other players (friend or foe) block movement into hexes they occupy. A single point of movement translates to a hex movement forwards, backwards, sideways, or pivoting into new hexes on one part of their base.

Players can turn on the spot to face any direction (remaining on the same 3 hexes) for free.

When measuring distances, choose either of a player's front 2 hexes as the point of origin and count the shortest distance possible that does not pass through a player. Players block ranged attacks or abilities.

**Front and rear arcs:** Draw an imaginary line through the centre of a player's base: all hexes ahead of this line (including the bases' front 2 hexes are in the **front arc**; all hexes behind it are in the player's **rear arc**. A player's entire base must be in opponent's rear arc to be considered in its rear arc.

**Threat hexes:** The 5 hexes touching the front 2 hexes of a player's base are their **threat hexes**.

## DICE

Most tests are made by rolling 3 **dice**, with each result compared to the appropriate stat. **Each result that equals or beats the stat is a success.**

Modifiers always modify the number of dice rolled; they never modify the stat or the target number. If modifiers reduce the number of dice to 0 or less, the roll cannot be made and is considered to have achieved 0 successes (even with 0 successes the action can still be made however).



If the target value is a single number, you need that many successes to pass.

If the target value is X, both coaches roll simultaneously (possibly against different stats) and the one with the highest number of successes wins.

If the target number is 123, the first attempt within a single action requires 1 success, and each subsequent attempt in the same action needs 1 more success.

**Exploding successes:** Dice that score a 6 (after re-rolls) count as a success, but for each, take an additional die and add it to your roll, repeating the process every time you roll a 6 until no more 6s are rolled.

If a game is allowed to re-roll dice from a test, this is decided after all dice have been rolled (and exploded) by both coaches. The active coach goes first if both can re-roll.

A die that has been re-rolled can never be re-rolled again.

## DAMAGE AND KNOCKOUTS

Track damage with **damage counters** near the player's card. If a player ever receives more damage than its **HEALTH**, they are immediately **knocked out** and placed in their KO pit.

While in the pit they cannot re-enter the arena, take any actions, or use their overdrive ability (or be the target of actions or abilities).

A player can return to the pitch in the following rush; remove all damage counters and status effects.

**You score 1 point if you remove an opposing player from the board by reducing them to 0 HEALTH.**

## WINNING

Track the difference in scores on the score track, not each team's running total. So if both coaches score the same number of points during a rush, the score counter is not moved.

**The winner is the coach with the most points after 8 rushes.**

If the score difference is 0, the game goes into **sudden death**.

However, if a team reaches 8 points, they immediately win and the game ends.

If all your players are moved from the pitch during a rush, the game continues, as they will return to the pitch for the next rush.

## SUDDEN DEATH

Continue the game after the end of the eighth rush, moving the counter back to rush 1.

No player may re-enter the arena from the sub's bench.

If one team knocks out an opposing player during a rush, that team wins (if the scenario being played scores for knock outs).

At the end of a rush, if one team has a higher score, that team wins.

If coaches both lose their last player at the same time, or neither has any left when sudden death is called, the game is a draw.

## ALTERNATE DRAFTING

Each coach creates their own line-up of 6 available players and place them on their side of the board. You can have the same player in opposing line-ups.

Then starting with the home coach, each coach chooses a player they want on their team. Alternate between coaches until each has 3 players. If a player appears in both starting line-ups, when a coach adds that player to their team, the opposing coach must remove that same player from their own line-up and it can no longer be chosen.

## ALTERNATE GAME MODES

Both coaches can choose a game mode, or roll:

- |                       |                   |
|-----------------------|-------------------|
| 1. Standard game mode | 4. Killing streak |
| 2. Pass the bomb      | 5. Invade         |
| 3. Capture the flag   | 6. DodgeBrawl     |

## PASS THE BOMB



After all players have been deployed, roll D6 and place the **bomb token** on the player in the corresponding scoring zone.

During the game the player carrying the bomb must try to pass it to another player. They cannot make a slam, ranged attack, or use their overdrive, but can run, dash, dodge, and evade as normal.

From rush 2 onwards, a new bomb is generated at the start of the rush. Give the bomb token to the player with the most damage (on a tie, the player with the most points receives the token). If there are multiple applicable players on the same side, the coach chooses.

Immediately generate a new bomb token if the player holding it is reduced to 0 **HEALTH** during a rush.

### New action: PASS THE BOMB

The player carrying the bomb gains this action; this is the only way it can be passed to another player. The target must be a player in one of the active player's threat hexes, who must **dodge**.

**Players may make a run action as part of a pass the bomb action** (before the pass).

**SKILL** test (X): Compare the successes to the receiving player's **dodge**.

+1 if the target is a player on the same team.

+1 if the passing player did not start the action adjacent to the target, but moved adjacent before passing.

-1 per opposing player threatening the hex you are in, ignoring the player you are attacking (max -2).

**Pass the bomb wins:** Pass the bomb token to the target player.

**Draw:** Nothing happens. The token is not passed.

**Pass the bomb loses:** See the results for dodging. The bomb token is not passed.

### Scoring

At the end of each rush, the bomb **explodes** causing 2 damage to the player holding it. No points are awarded for a player knocked out in this way, but the opposing coach scores 2 points.

You also score 1 point if you remove an opposing player from the board by reducing them to 0 **HEALTH**.

## CAPTURE THE FLAG



After all players have been deployed, place the **flag token** in the centre of the pitch.

If no player is holding the token, it can be picked up by moving onto its hex. The player holding the token cannot make a slam, ranged attack, or use their overdrive, but can run, dash, dodge, and evade as normal.

A new flag is generated at the end of each rush, or if the player carrying it is removed from play. Remove the token from the current player and roll D6: place the token in the centre hex of the corresponding scoring zone. If a player occupies the hex, roll again.

### New action: STEAL

This is the only way to capture the flag from an opposing player. The target must be a player in one of the active player's threat hexes, who may only **dodge**.

**Players may make a run action as part of a steal action**, (before the steal).

**SPEED** test (X): Compare the successes to the receiving player's **dodge**.

-1 per opposing player threatening the hex you are in, ignoring the player you are attacking (max -2).

**Steal wins:** Give the flag token to the winning player.

**Draw:** Nothing happens.

**Pass the bomb loses:** See the results for dodging.

### Scoring

At the end of each rush, the player holding the flag token scores 2 points.

You also score 1 point if you remove an opposing player from the board by reducing them to 0 **HEALTH**.

## KILLING STREAK

The active scoring zone is now called the **active healing zone** (AHZ). Generate it as normal.

### New action: TAKE A BREATHER

Players standing in the AHZ can take the **take a breather** action.

**SKILL** test (1):

-1 per opposing player threatening the hex you are in, ignoring the player you are attacking (max -2).

**Pass:** Remove a damage counter for each success.

### Killing streak bonus



The first player to take out an opponent is marked with a **kill streak token** and gains a +1 modifier on further slam actions.

If the player is removed from play, the token is passed to the opposing player who did so.

Only 1 kill streak token is ever in play. If the player carrying it is removed by other means, remove it from play and give it to the next player to take out an opponent.

### Scoring

Coaches can only score points by taking out opposing players. The number of points is determined by the number of **HEALTH** the player has:

1-5 **HEALTH**: 2 points      6+ **HEALTH**: 3 points.

At the end of each rush, the player holding the **kill streak token** scores 1 point.

## INVADE

Do not roll for the active scoring zone.

### Scoring

Score 2 points for occupying an opposing scoring zone (matching your opponent's colour). The player must have their entire base within the zone and there must be no opposing players with their entire base in the same zone.

Each zone can only be scored once at the end of each rush.

If you have players occupying all 3 opposing scoring zones at the end of a rush, you score an additional point (6 instead of 7).

You score no points for taking out opposing players.

## DODGEBRAWL



After all players have been deployed, place the **dodgebrawl token** in the centre of the pitch.

If no player is holding the token, it can be picked up by moving onto its hex. This does not end the current action; you can then make a ranged attack to throw it (even if the player doesn't have a ranged attack action).

**To throw it, make a ranged attack with a +1 modifier**; the target must choose to **dodge** or **catch**.

The player holding the token cannot make a slam action.

Players can try to **steal** the dodgebrawl token from the player carrying it (see *Capture the Flag*).

A new dodgebrawl token is generated at the end of each rush, or if the player carrying it loses when dodging a slam, or is removed from play. Remove the token from the current player and roll D6: place the token in the centre hex of the corresponding scoring zone. If a player occupies the hex, roll again.

### New action: CATCH

A player targeted by a ranged attack using the dodgebrawl can choose to **catch**. The throwing player must be in the target's front arc.

**SKILL** test (X): Compare the successes to the receiving player's **ranged attack**.

+1 if the attacking player is more than 3 hexes away.

-1 per opposing player threatening the hex you are in (max -2).

**Catch wins:** The catching player takes the dodgebrawl token.

**Draw:** Nothing happens. The dodgebrawl token is regenerated.

**Catch loses:** The catching player takes damage from the ranged attack, plus an additional 1 point of damage.

### Scoring

At the end of each rush, the player holding the dodgebrawl token score 1 point.

You also score 2 points if you remove an opposing player from the board with a ranged attack using the dodgebrawl.



## PLAYING A RUSH

### 1. ACTIVATE PLAYERS

Coaches alternate activating their players. *You must* spend an action token to activate a player, and each player can have up to 2 action tokens spent on them per rush.

On your turn, if you are unable to spend all your action tokens, you may trade in each remaining token for a **coach call**. This can be used once to re-roll a single die immediately after a test.

### 2. END OF RUSH

- Players wholly in the current **ASZ** score 1 point. Players *also* with their base over either of the **bonus hexes** get 1 bonus point.
- Take back action tokens.
- Place overdrive tokens on the charged space.
- Move any players in their **KO pit** into their **subs bench** area, removing all damage tokens.
- Roll a die for the next rush's ASZ. If you roll the current ASZ, roll again.
- Move the rush counter 1 step along the rush track.



## PLAYING A RUSH

### 1. ACTIVATE PLAYERS

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On your turn, if you are unable to spend all your action tokens, you may trade in each remaining token for a **coach call**. This can be used once to re-roll a single die immediately after a test.

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- Place overdrive tokens on the charged space.
- Move any players in their **KO pit** into their **subs bench** area, removing all damage tokens.
- Roll a die for the next rush's ASZ. If you roll the current ASZ, roll again.
- Move the rush counter 1 step along the rush track.

## ACTIONS

### RUN

Move a number of hexes up the player's **MOVE**. If a player is in an opposing player's threat hex at any point, they must **evade** to move out of that hex.

### SLAM

Players may make a run action as part of a slam (before the attack).

Target: 1 opposing player with at least part of their base in one of the slamming player's threat hexes. If the target has the slamming player in one of their own threat hexes, they may **dodge** or **slam back**. If the slamming player is entirely in their rear arc, they may only **dodge**.

**STRENGTH** test (X): Compare successes to the opposing player's dodge or slam.

+1 if the slamming player did not start the action adjacent to the target.

-1 per opposing player threatening the hex(es) you are in, ignoring the player you are attacking (max -2).

**Slam wins:** Losing player is pushed 1 hex directly backwards into a hex chosen by the winner.

The winning player may then follow up 1 hex into one of the hexes vacated by the opposing player, without needing to evade. The player cannot be turned.

The losing player then takes damage equal to the difference between the winning and losing rolls.

**Slam loses:** See results for the other test.

**Draw:** Nothing happens.

If the target rolled to dodge, see dodge results.

### RANGED ATTACK

If the player's card has a ranged attack they may make a run action as part of a ranged attack (before the attack).

Target: 1 opposing player, or teammate (if the ability allows), in the player's front arc and within 7 hexes. At least one of the shortest routes to the target must be clear of players, and every part of the route must be within the attacker's front arc.

Target may only **dodge** (unless otherwise specified).

**SKILL** test (X):

-1 distance of 4-5 hexes.

-2 distance of 6-7 hexes.

-1 if the player moved or turned during this action.

-1 per opposing player threatening the hex(es) you are in (max -2).

**Ranged attack wins:** Losing player takes damage equal to the difference between the winning and losing rolls.

**Ranged attack loses:** See results for dodging.

**Draw:** Nothing happens.

### SPECIAL ABILITY

As listed on a player's card as an action.

## OVERDRIVE ABILITY

Each rush, during one of their actions (or potentially during an opponent's action, one player per team can activate their **overdrive** ability.

Track this by moving your overdrive token to the spent position.

## MOVEMENT

Players may move in any direction into clear hexes, and must always be placed to occupy 3 hexes.

Other players (friend or foe) block movement into hexes they occupy. 1 point of movement translates to a hex movement forwards, backwards, sideways, or pivoting into new hexes on one part of their base.

Players can turn on the spot to face any direction (remaining on the same 3 hexes) for free.

When measuring distances, choose either of a player's front 2 hexes as the point of origin and count the shortest distance possible that does not pass through a player. Players block ranged attacks or abilities.

**Front and rear arcs:** Draw an imaginary line through the centre of a player's base: all hexes ahead of this line (including the bases' front 2 hexes are in the **front arc**; all hexes behind it are in the player's **rear arc**. A player's entire base must be in opponent's rear arc to be considered in its rear arc.

**Threat hexes:** The 5 hexes touching the front 2 hexes of a player's base are their **threat hexes**.

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Each rush, during one of their actions (or potentially during an opponent's action, one player per team can activate their **overdrive** ability.

Track this by moving your overdrive token to the spent position.

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**Threat hexes:** The 5 hexes touching the front 2 hexes of a player's base are their **threat hexes**.



## TESTS

### DASH

Once a player has moved as far as their **MOVE** will allow, they can attempt a dash to move further.

**SPEED** test (123):

- 1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** Move into the chosen hex(es). The player may attempt to dash again, otherwise the action ends.

**Fail:** Do not move into the chosen hex(es) and take a damage counter. The action ends.

### EVADE

Allows a player to move out of an opposing threat hex (turning on the spot does not require a test). A separate test must be made each time a player evades during a single run.

**AGILITY** test (123): Before rolling, state which hex(es) the player is attempting to move into.

- 1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** Move into the chosen hex(es). The player may continue their move, evading again if necessary (though each subsequent attempt will be harder).

**Fail:** Do not move. 1 opposing threatening player may make a free **slam** action, and the evading player can only **dodge** in response. The action ends.

## DODGE

Escape a slam, ranged attack, or other action that requires dodging. It does not use an action token or count towards a player's limit.

**AGILITY** test (X): Compare successes to the opposing player's successes.

- 1 per opposing player threatening the hex(es) you are in, ignoring the player attacking you (max -2).
- 1 if the player is dodging an attack of any kind coming from their rear arc.

**Dodge wins:** Move 1 hex in any direction, and choose any facing, without making any evade rolls.

**Dodge loses, or draw:** See the rules for the action the player was dodging.

## DAMAGE AND KNOCKOUTS

If a player ever receives more damage than its **HEALTH**, they are immediately **knocked out** and placed in their KO pit.

While in the pit they cannot re-enter the arena, take any actions, or use their overdrive ability (or be the target of actions or abilities).

A player can return to the pitch in the following rush; remove all damage counters and status effects.

**You score 1 point if you remove an opposing player from the board by reducing them to 0 HEALTH.**

## DICE

Most tests are made by rolling **3 dice**, with each result compared to the appropriate stat. Modifiers always modify the number of dice rolled.

**Each result that equals or beats the stat is a success.**

**If the target value is a single number**, you need that many successes to pass.

**If the target value is X**, both coaches roll simultaneously (possibly against different stats) and the one with the highest number of successes wins.

**If the target number is 123**, the first attempt within a single action requires 1 success, and each subsequent attempt in the same action needs 1 more success.

**Exploding successes:** Dice that score a 6 (after re-rolls) count as a success, but for each, take an additional die and add it to your roll, repeating the process every time you roll a 6 until no more 6s are rolled.

If a coach is allowed to re-roll dice from a test, this is decided after all dice have been rolled (and exploded) by both coaches. The active coach goes first if both can re-roll.

A die that has been re-rolled can never be re-rolled again.

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**Exploding successes:** Dice that score a 6 (after re-rolls) count as a success, but for each, take an additional die and add it to your roll, repeating the process every time you roll a 6 until no more 6s are rolled.

If a coach is allowed to re-roll dice from a test, this is decided after all dice have been rolled (and exploded) by both coaches. The active coach goes first if both can re-roll.

A die that has been re-rolled can never be re-rolled again.

## WINNING

**Track the difference in scores** on the score track, not each team's running total.

**The winner is the coach with the most points after 8 rushes.**

If the score difference is 0, the game goes into **sudden death**.

However, **if a team reaches 8 points, they immediately win** and the game ends.

If all your players are moved from the pitch during a rush, the game continues, as they will return to the pitch for the next rush.

### SUDDEN DEATH

Continue the game after the end of the eighth rush, moving the counter back to rush 1.

No player may re-enter the arena from the sub's bench.

If one team knocks out an opposing player during a rush, that team wins (if the scenario being played scores for knock outs).

At the end of a rush, if one team has a higher score, that team wins.

If coaches both lose their last player at the same time, or neither has any left when sudden death is called, the game is a draw.

## TESTS

### DASH

Once a player has moved as far as their **MOVE** will allow, they can attempt a dash to move further.

**SPEED** test (123):

- 1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** Move into the chosen hex(es). The player may attempt to dash again, otherwise the action ends.

**Fail:** Do not move into the chosen hex(es) and take a damage counter. The action ends.

### EVADE

Allows a player to move out of an opposing threat hex (turning on the spot does not require a test). A separate test must be made each time a player evades during a single run.

**AGILITY** test (123): Before rolling, state which hex(es) the player is attempting to move into.

- 1 per opposing player threatening the hex(es) you moving from (max -2).

**Pass:** Move into the chosen hex(es). The player may continue their move, evading again if necessary (though each subsequent attempt will be harder).

**Fail:** Do not move. 1 opposing threatening player may make a free **slam** action, and the evading player can only **dodge** in response. The action ends.

## DODGE

Escape a slam, ranged attack, or other action that requires dodging. It does not use an action token or count towards a player's limit.

**AGILITY** test (X): Compare successes to the opposing player's successes.

- 1 per opposing player threatening the hex(es) you are in, ignoring the player attacking you (max -2).
- 1 if the player is dodging an attack of any kind coming from their rear arc.

**Dodge wins:** Move 1 hex in any direction, and choose any facing, without making any evade rolls.

**Dodge loses, or draw:** See the rules for the action the player was dodging.

## DAMAGE AND KNOCKOUTS

If a player ever receives more damage than its **HEALTH**, they are immediately **knocked out** and placed in their KO pit.

While in the pit they cannot re-enter the arena, take any actions, or use their overdrive ability (or be the target of actions or abilities).

A player can return to the pitch in the following rush; remove all damage counters and status effects.

**You score 1 point if you remove an opposing player from the board by reducing them to 0 HEALTH.**

## DICE

Most tests are made by rolling **3 dice**, with each result compared to the appropriate stat. Modifiers always modify the number of dice rolled.

**Each result that equals or beats the stat is a success.**

**If the target value is a single number**, you need that many successes to pass.

**If the target value is X**, both coaches roll simultaneously (possibly against different stats) and the one with the highest number of successes wins.

**If the target number is 123**, the first attempt within a single action requires 1 success, and each subsequent attempt in the same action needs 1 more success.

**Exploding successes:** Dice that score a 6 (after re-rolls) count as a success, but for each, take an additional die and add it to your roll, repeating the process every time you roll a 6 until no more 6s are rolled.

If a coach is allowed to re-roll dice from a test, this is decided after all dice have been rolled (and exploded) by both coaches. The active coach goes first if both can re-roll.

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