

An epic movie became an epic sport. Now, the fight for the dog skull comes to your home.

The Tabletop Game

JUGGER

A game by
Stuart Shaw
and the Jugger
community



Dogskull Heroes

RULES OF PLAY

GAME OVERVIEW: "THE JUGGERS ARE COMING!"

Jugger TTG™ is a tabletop board game simulation of a real-life modern sport which is based on a fictional gladiatorial sport featured in a 1980's cult movie, "The Blood of Heroes" (also known as "The Salute of the Jugger" and "Salute to the Jugger").

The 1989 movie, "The Blood of Heroes", filmed in Australia and starring Rutger Hauer portrays a post-apocalyptic world, similar to the Mad Max movies, in which the central focus of the bedraggled society is a brutal gladiatorial game called "The Game". In this movie a rag-tag team of players, called "Juggers", fight their way through the barren lands to earn the right to play in the big league of The Nine Cities.

The cult following of the movie saw the emergence of Jugger as a sport where the brutal weapons in the movie were replaced with padded foam weapons (also known as spars or pompfen). First emerging in Germany, Sport Jugger quickly spread through out Europe, Australia, and the Americas. So popular has the sport become that in 2014 the German World Masters Tournament, The Deutsche Meisterschaft, attracted 74 Jugger teams from across the world.

In 2015 Jugger fanatic and games designer, Stuart Shaw, took on the challenge of creating a tabletop board game by fusing his game system, Siostam™, with modern Sport Jugger rules. The result is an exhilarating, fast paced action tabletop game, *Jugger TTG™*, where you get to take charge of your own Jugger team and lead them to victory and glory against the best Jugger players in the world.

Are you up to the challenge? Well then gear up and get your Jugger on!!

STEP BY STEP ON HOW TO PLAY

1. Choose short or long game format (page 6).
2. Set up the game (pages 6 – 8).
3. Start the game (pages 9 – 10).
4. Take actions on the field with the Juggers on your team including:
 - a. Movement (page 12 – 13)
 - b. Make your Juggers perform special Talents (page 13)
 - c. Taking actions on the Dogskull (page 14)
 - d. Scoring a point with the Dogskull (page 14)
 - e. Attacking Juggers on the other team (pages 16 – 21).

COMPONENT LIST

- This Rulebook
- 1 Game Board
- 1 Initiative Marker
- 1 Dogskull Token
- 10 Stone Count Cards
- 10 Point Cards
- 30 Jugger Stat Cards
- 28 Weapon Cards
- 30 Jugger Field Tokens (double sided)
- 16 Jugger Field Token Bases (8 red, 8 blue)
- 70 Focus Point Tokens
- 70 Stamina Point Tokens
- 5 Delay Tokens
- 10 Team Synergy Tokens
- 9 Down Templates
- 30 Down Count Tokens
- 2 Chain Loaded Tokens
- 6 Exhausted Condition Tokens
- 5 Pinned Condition Tokens
- 1 Grappled Condition Token
- 16 x Dogskull Combat Dice.

COMPONENT OVERVIEW

<p>Game Board: The Game Board is a 20 x 11 hex grid to form the full JUGGER FIELD.</p>	
<p>Stone Count & Point Cards: These cards are used to count the Stones (i.e. the rounds) played during the game. Every time a player scores a point they receive a Point Card. The player with the most Point Cards at the end of the game is the winner.</p>	
<p>Dogskull Token: The cylindrical Dogskull Token is what the two opposing Jugger Teams are fighting over.</p>	
<p>Initiative Marker: This token is used to designate which player holds initiative in during game play.</p>	
<p>Jugger Stat Cards & Weapon Cards: These cards list the statistics of the Juggers; their attributes and Talents, and whether they have preferences for positions or Jugger Weapons.</p>	
<p>Jugger Field Tokens: These tokens represent the unique Juggers being played in the game and will be slotted into the Field Token Bases for use in the game.</p>	
<p>Jugger Field Tokens Bases: These are the bases into which you slot the Jugger Field Tokens.</p>	<p>(To be updated)</p>
<p>Focus, Stamina, & Team Synergy Point Tokens: These tokens are used to power the Jugger's moves and actions during the game.</p>	
<p>Delay Tokens: These tokens represent when a Fielded Jugger is delaying their activation.</p>	
<p>Down Count Tokens: These tokens are placed both on the field and on the Jugger Stat Cards when a Jugger is hit to represent the Down Count, i.e. how long they are Down and out of play.</p>	
<p>Chain Loaded Tokens: This tokens represents when the Jugger wielding the Chain Jugger Weapon has their weapon loaded or unloaded.</p>	

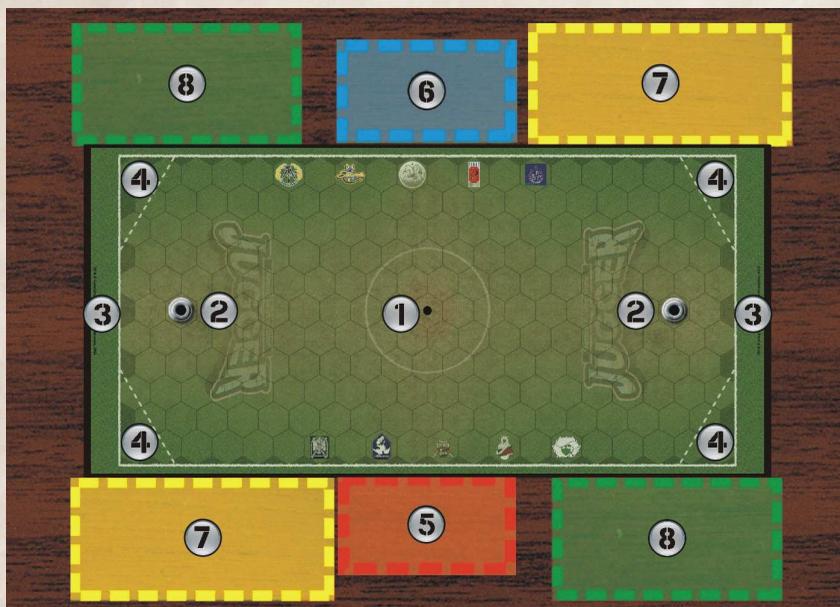
Condition Tokens: These tokens represent when a Juggler has been affected by certain conditions in the game (i.e. Exhausted, Pinned, Grappled).



Combat Dice: There are two sets of 8 Combat Dice, one for each player and are used to resolve initiative and combat.



BOARD ANATOMY



- 1 – Centre Point: At the beginning of every point The Dogskull starts on the Centre Point.
- 2 – Goal Mounds: To score a point the Qwiks must place the Dogskull in the Goal Mound at the far end of the field.
- 3 – End Zones: At the beginning and end of each point the Juggler Field Tokens are placed here. The Initiative Marker and Team Synergy Points are also kept here.
- 4 – Diagonal Zones: These areas are used during the alternative European rules to designate the boundary of the field.
- 5 – Time and Score Zone: The Stone Count Cards and the Points Cards are placed here.
- 6 – Token Zone: This area is where you place the Down Count Tokens, Condition Tokens (i.e. Exhausted, Pinned, and Grappled Tokens), Delay Tokens.
- 7 – Fielded Juggler Zone: This area is where you place the Juggler Stat Cards with all relevant tokens of the Fielded Juggers.
- 8 – Reserve Juggler Zone: This area is where you place the Juggler Stat Cards with all relevant tokens of the Reserve Juggers.

JUGGER STAT CARD ANATOMY



- 1 – Juggernaut's Name
- 2 – Juggernaut's Country and Team
- 3 – Weapon Specialization and Recruitment Cost
- 4 – Base Attributes
- 5 – Attack & Defence ratings
- 6 – Fleet of Foot value
- 7 – Talents
- 8 – Maximum Stamina Points
- 9 – Maximum Focus Points.

WEAPON CARD ANATOMY



- 1 – Juggernaut Weapon Name
- 2 – Recruitment Cost
- 3 – Attack, Defence, and Range
- 4 – Weapon Name.

FIELD TOKEN ANATOMY



- 1 – The green eye in the triangle designates the front arc whereas the red eye in the inverted triangle is the back arc.
- 2 – The number in the white shield is the Fielded Juggernaut's Reflex used during the Activation Order.
- 3 – The number of orange Fleet of Foot icons is the number of bonus moves a Fielded Juggernaut during their Movement.

GAME OBJECTIVE

The objective of *Juggernaut TTG™* is for your Juggernaut Team to score more Points than your opponent.

Points are scored by having your Qwik (Skull Holder or Runner) take possession of the Dogskull and place it into the Goal Mound at the far end of the field. Your Juggernaut Team also has four Enforcers wielding Juggernaut Weapons who protect your Qwik against the opponent's Enforcers and Qwik.

GAME CONVENTIONS

- At any time a player may ask about specific information on an opponent's Juggernaut Stat Card or the current status of one of their Juggernauts. Due to the components that may be placed on a Stat Card players can share this information verbally.
- The rules as written (RAW) in this Rules Book are considered to be the default rules.
- Specific rules written on Juggernaut Stat Cards may override RAW. Conflicts of rules always favour the Fielded Juggernauts.
- You cannot re-roll a re-roll. Once re-rolled a combat die cannot be made to re-roll again.
- Cocked dice (i.e. dice not landing perfectly flat) are always rerolled.
- Disputes between players are resolved in contest of a 3 dice each with the highest number Dogskulls the winner.

CHOOSE THE LENGTH OF GAME

In the original movie, "The Blood of Heroes", the game was played over 3 rounds of 100 "stones" (literally counting stones being thrown at a hanging sheet of metal). The game ended when one team's Qwik planted a Dogskull on a stake at the other end of the field.

In Sport Juggler this structure has been modified to play the full 100-stones 2-3 times with the winner being the team who managed to place a replica foam dog Dogskull into a hollow Goal Mound (sometimes called a "maul" or "mal") the most amount of times.

In **Juggler TTG™** you are playing a brief snap shot of frantic excitement of live Sports Juggler. These game formats are available:

1. The Short Game – First player to score 1 point wins (approx 45-60mins),
2. The Long Game – The first player to score 3 points wins (approx 120 – 180mins).

GAME SETUP

BUILDING YOUR JUGGER TEAM

You and your friends each build a **JUGGER TEAM** from 30 real-life Juggers from across the world known as the "Dogskull Heroes".

Juggler Team Structure

There are two Juggler Team sizes depending on the length of game agreed upon:

1. Short Game: both players recruit exactly 5 Juggers
2. Long Game: both players recruit exactly 8 Juggers.

There are 2 basic field positions:

- 1x **QWIK**, and
- 4x **ENFORCERS**.

The Qwiks job is to pick up the Dogskull and take it to the Goal Mound to score a point, however they cannot wield a Juggler Weapon.

The Enforcer's job is to fight the opponent's Enforcers with Juggler Weapons to get their own Qwik to the Goal Mound and score. One Enforcer per team will be wielding a Chain weapon, and the rest will have their choice of one of the other Juggler Weapons.

NOTE: You can not have more than 1 of the same Juggler on your Juggler Team. For example, there can be only one "Mark Hill" on your team. The other team may field the same Juggers as yours.

Recruitment Cost

Every Juggler Stat Card has a **RECRUITMENT COST (RC)** shown by the number in the yellow shield in the top right hand corner. When building your Juggler Team you add the RC of the Juggers to calculate the **TOTAL TEAM RC**.

Recruitment Team Budget

Recruitment Team Budget will depend on the Game Structure agreed upon:

- Short Game: 30 points
- Long Game: 50 points.

This means that when you have added up the RC of all your Juggler team the total cannot be greater than the Recruitment Team Budget.

NOTE: What you spend in recruiting your Juggler Team doesn't have to equal the Recruitment Team Budget; it can be less. You may find certain synergies amongst Juggers that are strategically better than to use up the entire team budget.

METHODS OF TEAM BUILDING

The Draft

The players engage in a card drafting contest using the available Juggger Stat Cards to recruit their desired Juggger Team. The Juggger Team must adhere to the Recruitment Team Budget.

Setup:

- The deck of Juggger Stat Cards is shuffled and each player is dealt 5 cards into their hand which they can secretly view.
- The remaining Stat Cards are placed in a pile; there will be a discard pile beside it.
- Players each roll 3 Dogskull dice (rerolling ties) and the player with the most Dogskulls chooses which player takes the first turn.

On a player's turn:

1. They draw 3 cards into their hands from either the deck or the discard pile in any combination to add to their hand for viewing.
2. Once these 3 cards are drawn the player must recruit 1-3 Jugggers by removing the card(s) from their hand and placing it face up on the table in front of them.
3. At the end of their turn a player can only have 5 cards in their hand. So if the player only recruits 1 or 2 Jugggers they must discard cards from their hand face up to the discard pile until their hand contains exactly 5 cards.

Players keep alternating turns until both players have recruited the required number of Jugggers.

If one player has recruited the required number of Jugggers before the other player, then they (i.e. the first player mentioned) continues to play in the draft and on their turn can exchange 1 of their recruited Jugggers on the table for 1 in their hand.

As soon as both players have recruited the required number of Jugggers The Draft has ended.

Prebuilt Teams

Each player builds their desired team from their collection of Jugggers. The Juggger Team must adhere to the Recruitment Team Budget.

There are many different strategies that could win you a game. Choose from:

- Aggressive attack power or stoic defence
- Speed and manoeuvrability
- Team synergy
- Controlling the field
- Heroic Talents.

EQUIP YOUR JUGGERS

With the Juggger Teams recruited, players now select Juggger Weapons from the Equipment Deck.

Table 1: Juggger Weapons

Juggger Weapon	Count	A / D / R
Short & Shield	3	1 / 2 / 1
Long Sword	3	1 / 1 / 2
Staff	3	1 / 1 / 2
Q-tip	3	1 / 1 / 2
Chain	5	2 / 0 / 3

Count = Down Count A = Attack Value D = Defence Value R = Range

Each Enforcer is to be equipped with a single Jugger Weapon (known also in the Sports Jugger world as pompfen or spars). As a minimum requirement for your team you have to choose enough Jugger Weapons for the Juggers that will be on the field. You will need at least:

- 1x Chain (there can only be 1 Chain per Jugger Team on the field)
- 3x other Jugger Weapons.

Remember that only 4 Jugger Weapons per team can be on the field at any one time and it is advised to match Jugger Weapons to the specializations of the Juggers. However, any Jugger may be equipped with any weapon or play in any position.

Qwiks do not get a Jugger Weapon and are instead equipped with the Qwik Position Card.

ASSEMBLE YOUR JUGGER TEAM

With the Jugger Team and Jugger Weapons recruited you now assemble all the components required:

- The Stat Card for every Jugger in your team
- The Stat Card for every Jugger Weapon and Position Card you have selected
- The relevant Jugger Field Tokens for each Jugger
- The Field Token Bases for each Jugger Field Token
- Enough Focus and Stamina Point Tokens for each Jugger
- Enough Team Synergy Tokens for the maximum needed for the Jugger Team.

There are 2 team colours: red or blue. Players agree which team will be which colour and the players assemble the relevant Field Token Bases to their assembled Jugger Team.

SET UP THE JUGGER FIELD

1. Unfold the game board, or Jugger Field, on a table with at least 30cm spare space to the left and right side of the board and 15cm spare to the top and bottom side of the board.
2. Place the Stone Count and Point cards in piles to one side of the Jugger Field.
3. On the opposite side of the game board place down the Down Tokens, Down Count Tokens, Condition Tokens (i.e. Exhausted, Pinned, and Grappled Tokens), and Delay Tokens.
4. Place the Dogskull Token on the black dot in the centre of the game board.
5. Place the Initiative Marker on one side aligned to the middle of the Jugger Field.
6. Each player assembles all their Jugger Stat Cards, Jugger Field Tokens and Bases, Jugger Weapon Stat Cards, Focus and Stamina Point Tokens, Team Synergy Tokens.
7. Place dice on the game board, one set for each player.



Example of Jugger Stat Card Set Up

Slot the Jugger weapon under the right edge of the Stat Cards and assemble the Stamina and Focus Points underneath the Stat Card.

THE GAME STRUCTURE

A game of *Jugger TTG™* is organized into one or more **POINTS** which in turn is made up of a number of game rounds called **STONES**.

POINT STRUCTURE

Fielding the Juggers

- Each player chooses 5 Juggers from their recruited team to be the **FIELDIED JUGGERS** for the upcoming point.
- If one or more points have already been scored for the match then reserves can be substituted in to become a Fielded Juggers.
- The player places the Juggers Field Tokens representing the Fielded Juggers onto the End Zone of the Juggers Field and the Juggers Stat Cards of the Fielded Juggers are placed into the Fielded Juggers Card Location (i.e. to the right hand side of the field from the players view).
- Players choose one of their Juggers to be the Qwick. The Qwick Position Card is placed into their Weapon Slot rather than a Juggers Weapon.
- The other Fielded Juggers are Enforcers. One of the Juggers Weapon Cards can be allocated to them with the card placed into their Weapon Slot (i.e. slid underneath the right hand side of the Juggers Stat Card so that the attack and defense values of the Juggers Weapon Card are still showing and are aligned to the attack and defense values of the Juggers Stat Card).
- Any remaining Juggers in the player's team become the **RESERVE JUGGERS**. The Stat Cards of the Reserve Juggers are placed to the Reserve Juggers Card Location (i.e. to the left hand side of the field from the players view) and the Juggers Field Tokens of the Reserve Juggers are placed on top of their Juggers Stat Card.
- Team Synergy Points are allocated to the Juggers Stat Cards (see *Team Synergy Points*).

"3, 2, 1, Jugger!"

In Sport Jugger it is convention for the referee to call out loudly "3, 2, 1, Jugger!" at the beginning of every Point as the Dogskull gets placed in the centre. Therefore at the beginning of every Point both players are encouraged to say "3, 2, 1, Jugger!" preferably with gusto and enthusiasm.

Roll for Initiative

1. Each player identifies the highest Will value amongst their Active Fielded Juggers (i.e. Juggers that are not down), this value is the number of dice each player rolls (rerolling ties).
2. The player with the most number of Dogskulls chooses which player is the **INITIATIVE HOLDER** for that Stone, indicated by the Initiative Marker being moved to their End Zone.

Deploy Fielded Juggers

1. The player who is NOT the Initiative Holder deploys all of their Fielded Juggers in their endzone, behind the white line, aligned to one of the hexes (either the darker half-hexes or the hexes that are touching the baseline).
2. The Initiative Holder then deploys all of their Fielded Juggers the same way.

Playing the Stone Phase

Play begins with a Stone Count (i.e. turning a Stone card over), and then the point proceeds with subsequent Stones until a Point is scored.

NOTE: The **FIRST STONE** of a Point goes straight to the Activation Phase skipping the Stone Maintenance and Re-rolling Initiative steps (see *Stone Structure*).

End of Point Phase

When a player's Qwick successfully places the Dogskull in the Goal Mound at the far end of the field (i.e. the one their opponent is defending) they have won the Point. Once that occurs:

- The Point winner takes one (1) card from the Point Card deck, increasing their match score by one (1). If playing a Short Game, the Point winner has won the game.
- Remove all Down Tokens from the field and Down Count Tokens from Juggger Stat Cards.
- Remove all condition tokens from the field except exhausted tokens.
- All Fielded Juggger Field Tokens are returned to the player's End Zone.
- Reserve Jugggers recover a portion of spent Stamina Points (see *Stamina Points*).

Once this has been completed a new Point begins and play returns to the Fielding the Jugggers phase.

STONE STRUCTURE

Stone Maintenance Phase

- All Jugggers that are **DOWN** can remove 1 Down Count Token from their Juggger Stat Card.
- Each player may reallocate their Team Synergy Points (see *Team Synergy Points*).

Re-Roll Initiative

Every Stone is a new opportunity for either team to win initiative.

Activation Phase

Jugggers with the highest Reflex get to **ACTIVATE** first, though in order of Initiative. This process of activating Jugggers in order of Reflex is called the **ACTIVATION ORDER**.

- The Activation Order Value (AOV) starts at 4 working in descending order (i.e. 4, 3, 2 etc.)
- When the AOV drops down to a new value ALL Jugggers on both teams whose Reflex = the current AOV perform an **ACTIVATION MAINTENANCE PHASE**:
 - Recover all Focus Points tokens on their Stat Cards up to their maximum.
 - All Delay Tokens are removed from the Juggger Field.
- The Initiative Holder then has their **TURN** by Activating, one at a time, ALL of their Jugggers at the current AOV.
- A player Activates a Juggger by making a verbal declaration (e.g. "I activate Mark Hill"). The Activated Juggger must complete ALL actions they are going to make for the Stone including moving, attacking, and making other allowable actions (see *Juggger Actions*).
- The first thing a Juggger can do at the start of their Activation is choose their Facing.
- A Juggger may **DELAY** their Activation (see *Delaying Activation*).
- The other player then has their Turn by completing the Activation of all their Jugggers at the current AOV.
- Once all Jugggers with a Reflex value equal to the current AOV have completed their Activation, the AOV drops down by 1 and play returns to the Activation Maintenance Phase.

Delaying Activation

Instead of Activating, a Juggger can Delay their Activation postponing their Activation to the next lowest Activation Order.

- When the Juggger is due to Activate the Player declares that they will Delay their Activation.
- The Juggger spends 1 Focus Point to Delay and a Delay Token is placed on the field beside the Juggger Field Token.
- A Juggger may Delay a more than once per Stone but must spend 1FP for every Activation Order Value they delay their activation.

Stone End Phase

Once all Jugggers have completed their Activation the Stone ends and a Stone Count Card is "counted" by taking it from the main pile and placing it into the count pile.

JUGGER ACTIONS

FOCUS POINTS

Everything a Juggler can and cannot do revolves around how you use Focus Points. As a general rule, if a Juggler has Focus Points to spend they can take actions on the Juggler Field.

Spending Focus Points

Whenever an action allows you to spend FP you can do so by flipping over the required number of FP tokens. FP can be spent to:

- Allow greater movement for Juggers across the Juggler Field.
- Initiating attack and defence actions as well as boosting both attack or defence.
- Taking actions on the Dogskull (i.e. picking it up, sweeping and throwing it, scoring points).
- Executing special Talents or Manoeuvres.

Focus Point Recovery

During the Activation Order Maintenance Phase a Juggler recovers all FP tokens on their Stat Cards up to their maximum (see *Activation Phase*) by flipping them right way up with their faces showing.

STAMINA POINTS

Using Stamina Points as Focus Points

At any time where a Juggler could spend FP, they can spend one or more **STAMINA POINTS** (SP) to gain the same 1:1 benefit as the equivalent number of FP. SP are spent by flipping over the required number of SP tokens.

Stamina Point Recovery

During the End of Point Phase all Reserve Juggers recover the number of SP equal to their Fortitude value but no higher than their allowable maximum.

Exhausted

Immediately after the action is completed where a Juggler has their last Stamina Point Token removed from its Stat Card they immediately suffer the **EXHAUSTED** Condition. In which case:

- An Exhausted Condition Token is placed beside the Juggler Field Token.
- The Juggler's base attack and defence ratings are reduced by 1 to a minimum of 0, meaning that the Juggler uses one less combat dice in both attack and defence.
- The Juggler cannot perform a normal movement more than 3 (i.e. walking) hexes for normal movement.

TEAM SYNERGY POINTS

Determining the Number of Team Synergy Points

1 Juggler* = 0 2 Juggers = 1 TSP 3 Juggers = 2 TSP 4 Juggers = 3 TSP 5 Juggers = 4 TSP

* i.e. One Juggler on their own does not give TSP.

Only Fielded Juggers are included in this calculation, meaning that Reserve Juggers do not count.

Allocating TSP

During the Stone Maintenance Phase, available TSP are distributed evenly among your Fielded Juggers (1 TSP per Juggler), placing the TSP tokens on the Juggler Stat Cards. If you have less than 5 TSP then place the available TSP on your choice of Juggers, again 1 TSP per Juggler. If you have more than 5 TSP then likewise distribute the extras evenly among your Juggers, again 1 extra TSP per Juggler.

Using TSP

At any time where a Jugger could spend FP or SP, they can spend (by flipping them over) one or more TSP to gain the same 1:1 benefit as the equivalent number of FP/SP.

MOVEMENT

Each Jugger can move from their **CURRENT POSITION** (i.e. the hex the Fielded Jugger currently occupies) a limited distance across the Jugger Field each Stone with the distance travelled costing a certain number of Focus Points.

Table 3: Movement Limits and Costs

Movement Type	Movement Limits	Movement Cost
Walk	1- 3 hexes	0 Focus Points
Run	Up to 5 hexes	1 Focus Points
Sprint	Up to 7 hexes	2 Focus Points

Movement Structure

- The player declares the Movement Type their Jugger will make and pays for that movement in advance as part of their declaration.
- Once declared and paid for a player cannot change the Movement Type for the Jugger.
- If a Jugger has a **FLEET OF FOOT** bonus (i.e. the value in the orange box on the Jugger Stat Card) they add that value to the Movement Limit of the Movement Type that was declared. E.g. a player declares that Max will run which has a Movement Limit of 6. Max has a Fleet of Foot of 2 and this value is added to the Movement Limit, which means that Max can now move 8 hexes for his movement.
- During their movement Juggers can move to any other adjacent, unoccupied hex with each new hex becoming their new current position.
- A Jugger can **SPLIT MOVEMENT** – they can move, stop to make an action, and then move again as long as they don't exceed the allowable movement limit that was declared. If a Jugger Splits Movement they can choose their Facing when they stop to make an action.
- A Jugger can also make an action first and then move.
- A Jugger is assumed to be Facing the direction they are moving (see *Facing*).
- If a Jugger attempts to move through the Attack Range of an opponent Jugger they may trigger an Opportunity Attack (see *Opportunity Attacks*).
- A Jugger does not have to move the entire Movement Limit that was declared. E.g. if a player declares a Sprint the Jugger doesn't have to move all 9 hexes and can choose to move only 7 or 8 if required.
- Once the movement completed the player decides the End of Movement Facing for the Jugger (see *Facing*), and the movement phase has ended.

Conditions on Movement

- Juggers cannot move into or through hexes occupied by another Fielded Jugger.
- If a Jugger moves outside the grid area of the Jugger Field they are Out of Bounds, and receive a 3-Stone Down Count.
- During serious play (i.e. tournaments etc.) if as soon as a player lets go of a Jugger Field Token during movement then that movement cannot be retracted.
- Unless extra movement is delivered through Fleet of Foot or Quicksteps, a Moving Jugger cannot move more than 9 hexes (i.e. sprinting) during their activation.

Clarifying Move Into Range vs. Move Through Range vs. Move Out of Range

- Moving Into: when a Juggler's current location is outside of a certain range and then moves to a hex inside that range.
- Moving Through: when a Juggler's current position is inside of a certain range and then moves to a hex that is also inside that range.
- Moving Out: when a Juggler's current position is inside of a certain range and then moves to a hex outside that range.

Quickstep Movements

A Quickstep IS NOT considered being a standard move action therefore DOES NOT trigger Reactions (i.e. Talents that are Reactions as well as Opportunity Attacks). The distance of a Quickstep and the costs, conditions, and limits will be specified on the Juggler's Stat Card.

NOTE: If a Quickstep is a part of a Reaction to an attack being declared on the Juggler and the Quickstep results in the Juggler moving out of the attack range or out of line of sight of the attacker then the attack is cancelled and all FP spent in the attack declaration is lost.

ATTACKING AND DEFENDING

If all the Combat Requirements and Conditions are met then a player may declare an attack with one of their Juggers against one of an opponent's Juggers who of course may defend against the attack (see *Combat Phase*).

PERFORMING TALENTS

Fielded Juggers can perform Talents on their Stat Card.

- Talents can supersede the default Rules As Written (RAW) in this Rules Book. Details will be specified on the Juggler Stat Card.
- A Fielded Juggler must be Active (i.e. they are not a Downed Juggler) to be able to perform Talents or receive benefit from Passive type Talents (this does NOT effect the number or use of Team Synergy Points as they are allocated at the start of a Point).

Cost to Perform Talents:

Talents will have a cost to be able to perform their special abilities. These are indicated on the Juggler Stat Cards by either the "blue eye" token for Focus Points or a "red heart" token for Stamina Points with the number of each designating how many need to be spent. A grey shield indicates that the Talent has no cost.

Key to Terms on the Juggler Stat Cards:

	Standard Action	An action that can be performed as part of the Fielded Juggler's normal Activation.
	Standard Attack	An attack that can be performed as part of the Fielded Juggler's normal Activation.
	Standard Defence	A normal defence performed in response to an opponent's attack.
	Duel Action	A counter attack performed in response to an opponent's standard attack.
	Reaction	The Talent can be made at any time in response to a specific trigger, immediately after that trigger action has been completed and before any other actions take place (see <i>Reactions</i>).

	Passive	Passive: The Talent is constantly in play, though conditions may apply.
	Required	The necessary requirements to perform the Talent.

Conditions on Talents

- When declared the full cost of the Talent must be paid.
- If a Juggler declares a Talent, the full effect and actions of that Talent must be completed before that Juggler can take any other action.
E.g. When Pierre performs his Take em Down Talent his second Bonus Attack must be made before he can take any other action.

SWEEPING THE DOGSKULL

An Activated Juggler can attempt to **SWEEP THE DOGSKULL**, moving the Dogskull a number of hexes in a direction they choose. These conditions apply:

- If in the same hex or adjacent to the Dogskull an Enforcer can move the Dogskull 1 hex for every 1FP they spend.
- If the Enforcer is 2 hexes away from the Dogskull and has line of sight to the Dogskull they can move the Dogskull 1 hex for every 2FP they spend.
- An Enforcer cannot reach into or through a hex to Sweep the Dogskull if that hex is occupied by an active opponent Juggler.
- An Enforcer equipped with the Chain cannot Sweep the Dogskull.
- Each new hex a Dogskull moves must be 1 further away from the point of origin.
- The Dogskull may move through hexes occupied by Jugglers.

PINNING DOWNED JUGGLERS

An Activated Juggler can **PIN** an opponent's Downed Juggler (i.e. a Juggler that has been hit) preventing them from getting up to rejoin play (see *Downed Jugglers*).

QWIK ACTIONS

Picking up the Dogskull

- If in the same hex as the Dogskull a Qwik can spend 1FP to Pick up the Dogskull and become the Dogskull Holder.
- If in an adjacent hex to the Dogskull the Qwik must spend 2FP to Pick up the Dogskull.
- A Qwik cannot "reach into" a hex to pick up the Dogskull if that hex is occupied by an active opponent Juggler.

Throwing the Dogskull

- The Dogskull Holder can Throw the Dogskull as a standard action during their activation OR if an attack is declared on them they can make a Reaction and Throw the Dogskull.
- For each 1FP a Qwik spends they can throw the Dogskull 1-3 hexes.
- Each new hex a Dogskull moves must be 1 further away from the point of origin.
- The Dogskull may move through hexes occupied by Fielded Jugglers.

Scoring a Point with the Dogskull

- If in the same hex as the Goal Mound a Qwik can spend 2FP to score a point.
- If in an adjacent hex to the Goal Mound the Qwik must spend 3FP to score a point.
- A Qwik cannot "reach into" a hex to score with the Dogskull if the goal mound hex is occupied by an active opponent enforcer.

- If the opponent Qwik is occupying the goal mound hex, the Skull Holder must initiate and win a grapple attack vs. the opponent Qwik to successfully score a point.

Grappling the Opponent's Qwik

A Qwik may attempt to grapple with the opponent's Qwik (see *Combat Phase*).

DOGSKULL GOING OUT OF BOUNDS

If at any stage the Dogskull lands outside the Grid Area of the Juggler Field then it is assumed a Referee picks up the Dogskull and places it back in the hex where the Dogskull left the field.

REACTIONS

Juggler is a game of fast action and reaction. Melee is a chaotic and conditions on the field change in a heart beat. Many Talents, as well as Opportunity Attacks, allow a Fielded Juggler to react quickly to events in play.

Event in Play

The very last completed action to have taken place by any Fielded Juggler is considered to be the current **EVENT IN PLAY**.

The Combat Phase has several stages and the completion of each of those stages is also considered to be the current Event in Play (see *Combat Phase*).

Examples of Events in Play

- Pierre declares an attack on Lulo (i.e. the combat dice have not been rolled yet)
- Max moves from one hex to another hex during his activation
- Marion successfully defends against an attack
- Linus Boosts his combat dice
- Tobi makes an attack roll.

Reaction Triggers

On the Juggler Stat Cards it will specify if a Talent is a Reaction. The first section of text in the description of the Talent will detail exactly which Event in Play triggers the Reaction.

Determining Which Fielded Juggler Reacts

To any Event in Play, the first player to declare a Reaction (simply by saying, "Reaction") gets to make a Reaction with one of their Juggers.

If both players declare a Reaction at the same time (i.e. their declaration overlaps each other, even if only marginally) then the Juggler who reacts is determined by:

- The Juggler who has the highest Reflex gets to make a Reaction.
- If both Juggers have the same Reflex then the Initiative Holder's Juggler gets to make a Reaction.
- If a player has 2 or more Juggers who could make a Reaction to the current Event in Play they must choose only one (1) to make a Reaction.

No part of a Reaction can trigger another Reaction

This applies to all Reaction type Talents as well as Opportunity Attacks. To be 100% clear, if a Reaction is declared no other Reaction can be declared until the Reaction in play has been fully completed and resolved. Remember that this reaction is now the current Event in Play.

NOTE: Some Talents may override this rule as specified on the Juggler Stat Cards.

FACING

The **FRONT ARC** of a Fielded Juggler includes any hex that is fully within the 270° arc in front of its Juggler Field Token. Note that every Juggler Field Token has a front and a back side:

- The front side is indicated by a green eye in a triangle.
- The back side is indicated with a red eye in an inverted triangle.

A Jugger is **FACING** another Jugger when the second Jugger is in a hex that is fully inside the first Jugger's Front Arc.



Example of Front and Back Arc

The black shaded area is the Rear Arc of a Fielded Jugger. Everything else is considered to be the fielded Jugger's Front Arc.

Facing Points

Each straight side of a hex represents a **FACING POINT**; therefore each hex on the Jugger Field has 6 Facing Points. A player determines a Field Token's Facing by aligning the front directly towards one of these Facing Points.

When Facing Can Be Chosen

- At the beginning of a Jugger's Activation
- At the end of each action the Jugger makes
- After being attacked and that combat is fully resolved
- At the end of a Jugger's Activation.

LINE OF SIGHT

A Jugger Field Token has **LINE OF SIGHT** (LOS) to another Jugger Field Token if:

- The second Jugger Field Token is in the Front Arc (see *Facing*) of the first Jugger Field Token
- You can draw a straight, unobstructed line (i.e. not intersecting any part or point of a hex occupied by another Jugger) from one (1) corner of the hex that the first Jugger Field Token is occupying to two (2) or more corners of the hex that the second Jugger Field Token is occupying.

Exceptions:

- A Jugger always has LOS to an adjacent Jugger if the second Jugger is in the first Jugger's Front Arc.
- Downed Juggers do not block LOS.



Example Line of Sight

Dave (blue) has line of sight on the targets marked with a green tick, and does not have line of sight on targets marked with a red cross.

COMBAT STRUCTURE

COMBAT OPTIONS

1. The Attacker

During a Juggers Activation, if all combat requirements and conditions are met, they can declare a **STANDARD ATTACK** on an opponent Juggers:

Option #1: Perform a Basic Attack using only the Juggers Attack Rating on the Juggers Stat Card and the Weapon Attack Rating on the Weapon Card.

Option #2: Perform a Talent with the keyword "Standard Attack".

2. The Defender

Once the attack is declared the defending Juggers can:

Option #1: Go Full Defense: As a **STANDARD DEFENSE** the Juggers focuses only on defending and may block the attack but there is no chance that the attacker can be hit in return. They may perform either:

- A Basic Defense using only the Juggers Defense Rating on the Juggers Stat Card and the Weapon Defense Rating on the Weapon Card.
- A Talent with the keyword "Standard Defense".

Option #2: Engage in the Duel: As a **DUEL ACTION** the Juggers goes head-to-head with the attacker in a show down of combat skill where both Juggers are at risk of being hit. Effectively the defender now also becomes the attacker (i.e. both Juggers in the duel are attacking each other). However a Duel Action is NOT a Standard Attack. If all combat requirements and conditions are met, they may perform either:

- A Basic Attack using only the Juggers Attack Rating on the Juggers Stat Card and the Weapon Attack Rating on the Weapon Card.
- A Talent with the keyword "Duel Action".

Option #3: Cannot Defend: If the Juggers cannot afford to pay for either of the above options then as a Standard Defense they only get the number of combat dice that the defense rating of their weapon or shield provides to them in defense. If this results in zero combat dice then their only hope to avoid being hit is for the attacker to roll all blanks on their combat dice.

COMBAT REQUIREMENTS AND CONDITIONS

1. The Attacker:

- The target Juggers must be both within their Line of Sight and within their Attack Range.
- The Juggers must be able to afford the attack (i.e. 2FP for a Basic Attack or the cost of performing a Talent).
- A Chain wielding Juggers must have the Chain loaded to initiate an attack.

2. The Defender:

Go Full Defense:

- The Juggers must be able to afford the defense (i.e. 2FP for a Basic Defense or the cost of performing a Talent).
- The attack must not be a Backstab (see *Flank Attacks and Backstabs*).

Engage in the Duel:

- The target opponent must be within their Line of Sight and within their Attack Range.

- The Juggernaut must be able to afford the attack (i.e. 2FP for a Basic Attack or the cost of performing a Talent. A Chain costs 3FP to Engage in The Duel if they are unloaded).

Cannot Defend:

- As long as the attack is not a flank or backstab the defender still gets their defense for their weapon or shield.

THE COMBAT PHASE SEQUENCE

1. Declaring the Attack and Boosting the Dice

The attacking Juggernaut declares and pays for their Standard Attack and then fields the relevant number of combat dice:

Juggernaut Attack Rating + Weapon Attack Rating + any Bonus dice from Talents

* Reactions triggered by the attack type being declared can be performed now. If a Reaction were to somehow cancel the attack (i.e. a quickstep moving the defender out of attack range) than the tokens the attacker spent in Declaring the Attack are still spent and the Combat Phase is over.

Boosting the Combat Dice

The attacker can now also do a once-per-combat boost to their combat dice by buying additional dice for 2FP each and they place these extra on the field with the others. They can buy as many additional dice as they can afford.

* Reactions triggered by boosting the attacker's combat dice can be performed now.

2. Declaring the Defense and Boosting the Dice

The defender now declares whether they are going to:

- Go Full Defense: The Juggernaut declares and pays for their defense.
 - * Reactions triggered by a defense type being declared can be performed now.
- Engage in the Duel: The Juggernaut declares and pays for their attack.
 - * Reactions triggered by a duel action being declared can be performed now.
- Cannot Defend: If a Juggernaut cannot afford to pay for their defense then this option occurs by default.

The defender fields the relevant number of combat dice:

Go Full Defense:

Juggernaut Defence Rating + Weapon/Shield Defence Rating + any Bonus dice from Talents

Engage in the Duel:

Juggernaut Attack Rating + Weapon Attack Rating

Cannot Defend:

Weapon/Shield Defence Rating

Boosting the Combat Dice

The defender can now also do a once-per-combat boost to their combat dice by buying additional dice for 2FP each and they place these extra on the field with the others. They can buy as many additional dice as they can afford.

* Reactions triggered by the defender boosting the combat dice can be performed now.

4. Roll Combat Dice

Attacker:

All fielded combat dice are rolled and the number of Dogskulls counted. If the attacker rolls blanks on all their combat dice the attack automatically misses and combat now ends.

* Reactions triggered by the attacker rolling dice can be performed now.

Defender:

All fielded combat dice are rolled and the number of Dogskulls counted.

* Reactions triggered by the defender rolling dice can be performed now.

5. Determine Combat Result

If the defender chose to Go Full Defense:

- If the attackers dice roll results in more Dogskulls than the defender's dice roll then the defender is hit.

If the defender chose to Engage in the Duel:

- The Juggler that scores less Dogskulls on their combat dice has lost combat and is hit.
- If both Jugglers rolled the exact same number of Dogskulls the result is a **DOUBLE** and both Jugglers are hit.

If the defender defaulted to Cannot Defend:

- If the attackers dice roll results in the same or more than the defender's dice roll then the defender is hit.

* Reactions triggered by the outcome of the combat can be performed now.

Once the result of combat has been determined the combat phase has ended.

RELOADING THE CHAIN

A Chain can only attack if loaded (indicated by the Chain Loaded Token) and costs 1 Focus Point to reload. If a Juggler attacks with a Chain, they must spend 1 Focus Point to reload the Chain before they can attack again.

If a Fielded Juggler has Chain their chain unloaded they can still make Opportunity Attacks and Engage in a Duel but only if they pay a minimum of 3FP (i.e. 1FP for the reload and 2FP for the attack).

BONUS ATTACKS

Bonus Attacks are special attacks provided by certain Talents. All the Combat Requirements and Conditions must apply with the exception that:

- The attacker does not have to any spend any Focus Points to perform the attack (the cost of the Bonus Attack is incorporated into the cost of performing the Talent).
- The Juggler making the Bonus Attack cannot Boost the Attack.
- Bonus Attacks inherit the attack type from the keyword of the Talent. Eg. This means that if the Bonus Attack is part of a Talent with the "Standard Attack" keyword then the Bonus Attack is a Standard Attack. The same applies if the Talent or Manoeuvre is a Reaction or a Duel Action.
- The above determines whether the defender can perform Talents in response to a Bonus Attack or whether they can only perform a basic defense or a basic attack in a Duel Action.

FLANK ATTACKS

If the attacker started their Activation in the Front Arc of the defender but moved to attack them through their Rear Arc, the defender loses all defence bonuses from Juggler Weapons and Shields but otherwise can defend as normal (including Talents UNLESS the Talent requires the use of their Juggler Weapon or shield).

The defender of a Flank Attack can change their facing after the combat phase has ended if they defend the attack.



Example of Flank Attacks

Dave (blue) has three opponents attacking him. The darkened area shows Dave's Rear Arc.

The opponents marked with a green tick does have a flank attack on Dave whereas the opponents marked with a red cross do not.

BACKSTABS

If the attacker started their Activation in the Rear Arc of the defender and is attacking them through their Rear Arc the defender:

- Defaults to the Cannot Defend defense option
- Cannot Boost the Defence
- Cannot make any Reactions to the Rear Attack.

The defender can change their facing after the combat phase has ended if the Backstab misses.

OPPORTUNITY ATTACKS

In addition to all of the combat requirements and conditions being met (including the 2FP cost to attack), Opportunity Attack conditions are:

- A moving Jugger triggers an Opportunity Attack when they move 1 hex through an opponent Jugger's Attack Range.
- The Fielded Jugger has not made another Opportunity Attack at the current Activation Order Value. To emphasize, a Fielded Jugger can make only ONE Opportunity Attack per Activation Order Value.

If these Opportunity Attack conditions are met:

- As a **REACTION** the Player declares a Basic Attack only (i.e. no Talents or Manoeuvres allowed) with their Jugger against the opponent's moving Jugger and the normal Combat Phase Sequence is followed (see *Combat Phase*).
- To reemphasize the Reaction Rules, Opportunity Attacks cannot be triggered by Reactions and no Jugger can make a Reaction to any part of an Opportunity Attack,
- The Facing of the moving Jugger Field Token is determined before the Combat Phase commences (see *Facing*).
- An Opportunity Attack is NOT a Standard Attack; therefore the defender can only declare a Basic Defense (i.e. no Talents allowed) but can still choose to declare either Go Full Defense or Engage in the Duel (again, no Talents allowed).

Chains and Opportunity Attacks

If the Chain is loaded the Jugger can perform an Opportunity Attack as normal. If the Chain is unloaded Chain Jugger must spend a minimum of 3FP (1FP for reload + 2FP for the attack).

GRAPPLING

If all the combat requirements and conditions are met than a Qwik can as a Standard Attack attempt to **GRAPPLE** the opponent's Qwik following the normal Combat Phase. The defender may likewise make a Standard Defense or Engage in the Duel.

If the attacker wins the Grapple they can choose to:

- Steal the Dogskull: The attacker steals the Dogskull from the defender.
- Hold: The attacker grabs hold of the defender:
 - The Grappled Condition Token is placed beside them.
 - The defender cannot move (standard movements or Quicksteps) or score a point.
 - Neither Qwicks can boost their defence against attacks from Enforcers.
- Shove: the defender is moved 1 hex directly away from the attacker.

If the defender chose to Engage in the Duel and they win combat they can choose to Shove the attacker away 1 hex.

If the Duel results in a tie then the Grapple has no effect on either the attacker or the defender.

Ending a hold

The Held Juggler can escape from the Hold during their activation by winning a standard grapple attack against the Juggler who has them held. A Hold can also end if, during their Activation, the attacker declares they end the Hold.

When the Hold ends removed the Grapple Token from the field; both Qwicks are free to act normally.

Maintaining a Hold

To maintain a Hold the attacker must spend 1FP at the beginning of their Activation after the Activation Maintenance Phase has been completed (see *Activation Phase*) before any other actions are made.

DOWNED JUGGERS

There are 2 reasons why a Juggler can go **DOWN**:

1. Being Hit by a Juggler Weapon
2. Being Out of Bounds.

In which case the Juggler becomes a **DOWNED JUGGER** (in Sport Juggler the Juggler literally has to go down onto one knee and drop their Juggler Weapon on the ground), are no longer Active and remain Down for the duration of the **DOWN COUNT**.

A Downed Juggler:

- Cannot perform any Actions including Talents nor receive benefit from Passive type Talents (this does NOT effect the number or use of Team Synergy Points as they are allocated at the start of a Point).
- DO recover Focus Points as normal during the Activation Phase.
- Can be Pinned by opponent Juggers.
- If a Qwick is hit whilst being the Dogskull Holder they are no longer the Dogskull Holder and place the Dogskull in an adjacent hex.

Being hit by a Juggler Weapon

As specified in the Juggler Weapons Table, There are two durations of the Down Count occurring from being Hit that depends on which Juggler Weapon the Juggler was hit by:

1. 3-Stone Down Count: Long Sword, Q-tip, Staff, Short & Shield
2. 5-Stone Down Count: Chain.

Out of Bounds

If for whatever reason a Juggler's Current Position is outside of the grid area, of the Juggler Field they go Down for a Down Count of 3 Stones.

Alternative European Field Boundary

In some places in Europe the field boundary is designated by the diagonal lines at the 4 corners of the field. Juggers set up for the point along the baseline as normal, however when play has commenced and the Fielded Juggers have fully entered the field then moving into or through the hexes through which the dashed diagonal lines passes is considered to be out of bounds.

The Down Count

The Down Count is represented on the Juggger Field by placing a Down Token underneath the Juggger Field Token, and the required number of Down Count Tokens placed on the Downed Juggger's Stat Card.

During the Stone Maintenance Phase every Downed Juggger removes 1 Down Count Token from their Stat Card until none remain. Unless Pinned, once all Down Count Tokens are removed:

- The Downed Token is removed from the Juggger Field
- The Downed Juggger chooses their new Facing, are now Active again, and can rejoin the Activation Order as normal.

If this Juggger's Reflex is greater than the current Activation Order value then they may Activate as normal during the player's turn. If it is the player's turn when the Downed Juggger gets up (i.e. they may have been pinned) they may Activate immediately.

PINNING DOWNED JUGGERS

- The Activated Juggger must be in an adjacent hex to the Downed Juggger and spends 1 Focus Point to establish the Pin.
- A Juggger can only pin one downed opponent.
- The Downed Juggger becomes a PINNED JUGGER whilst the Juggger applying the Pin becomes the PINNING JUGGER.
- A Pinned Token is placed onto the Juggger Field between the Pinning Juggger and the Pinned Juggger.
- Once the Pin is on, a Pinning Juggger maintains the Pin free of cost as long as they remain in a hex that is adjacent to the Pinned Juggger.
- Until the Pin is removed, a Pinned Juggger stays Down even though their Down Count may have ended.
- A Pin is removed when the Pinning Juggger:
 - Is attacked and the Pinning Juggger uses the defence rating from their weapon (i.e. which would require them to remove their weapon from contact of the Pinned Juggger). This does not apply to a Pinning Juggger using a Short and Shield.
 - Is hit by an attack and they go Down.
 - Makes an Attack on an opponent Juggger.
 - Moves away from being in a hex adjacent to the Pinned Juggger.
 - Declares that the Pin is removed.
- If a Pin is removed any Activated Juggger can re-establish the Pin on the Downed Juggger following the normal Pinning Structure but only if they do so BEFORE the Downed Juggger's player has their next Turn.
- Qwiks or Jugggers wielding the Chain cannot pin.
- If the Pin is removed, remove the Pinned Token from the Juggger Field and the Pinned Juggger becomes Active again and can now Activate as normal but will have to wait until the player's Turn to Activate. If it is the player's turn when the Pin is removed the Juggger can Activate immediately.

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QUICK REFERENCE GUIDE

Still under construction...