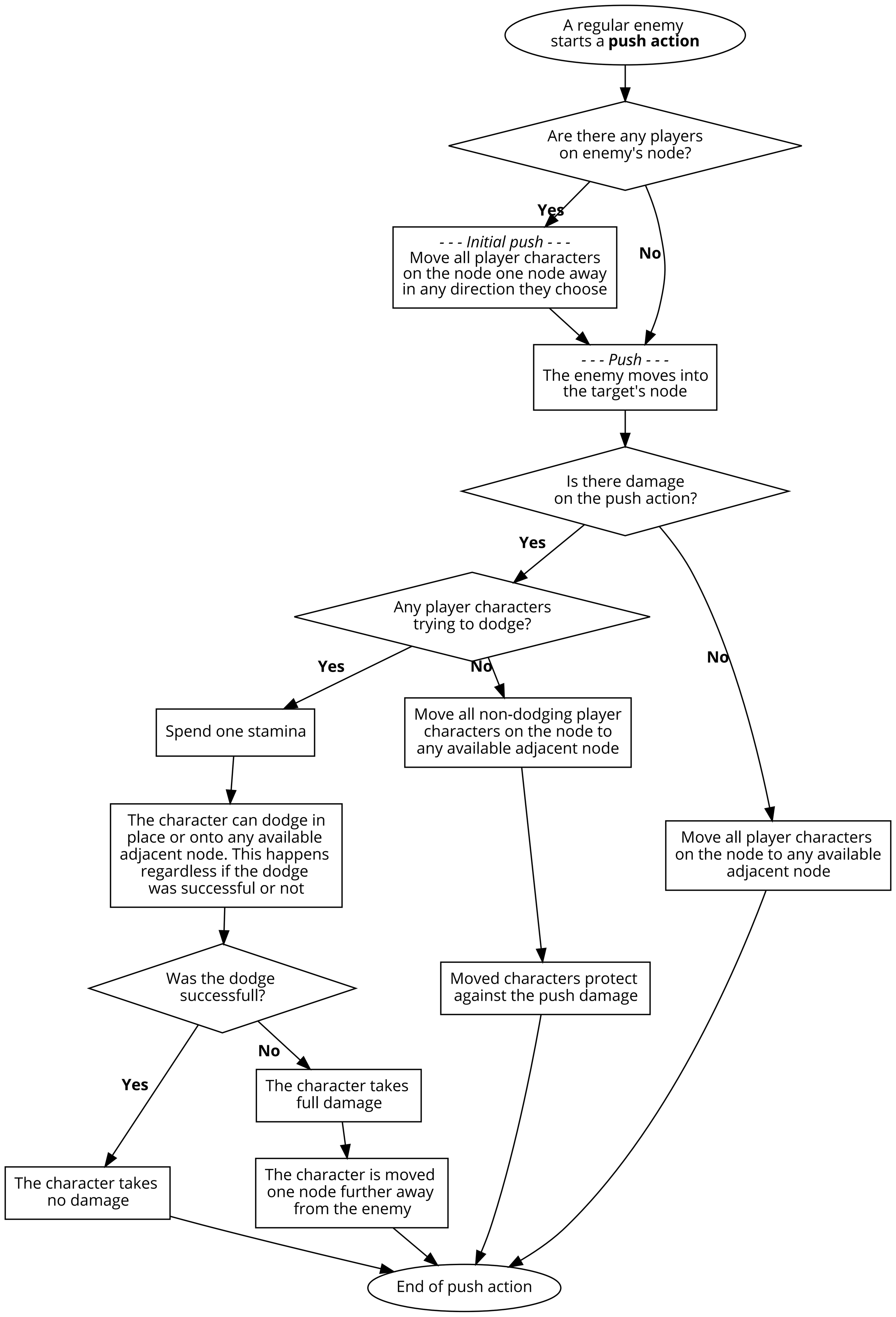
A regular enemy starts a **push action**
Are there any players on enemy's node?
Yes
No
- - - Initial push - - -
Move all player characters on the node one node away in any direction they choose
- - - Push - - -
The enemy moves into the target's node
Is there damage on the push action?
Yes
No
Any player characters trying to dodge?
Yes
No
Spend one stamina
Move all non-dodging player characters on the node to any available adjacent node
Move all player characters on the node to any available adjacent node
The character can dodge in place or onto any available adjacent node. This happens regardless if the dodge was successful or not
Was the dodge successfull?
Moved characters protect against the push damage
Yes
No
The character takes full damage
The character takes no damage
The character is moved one node further away from the enemy
End of push action