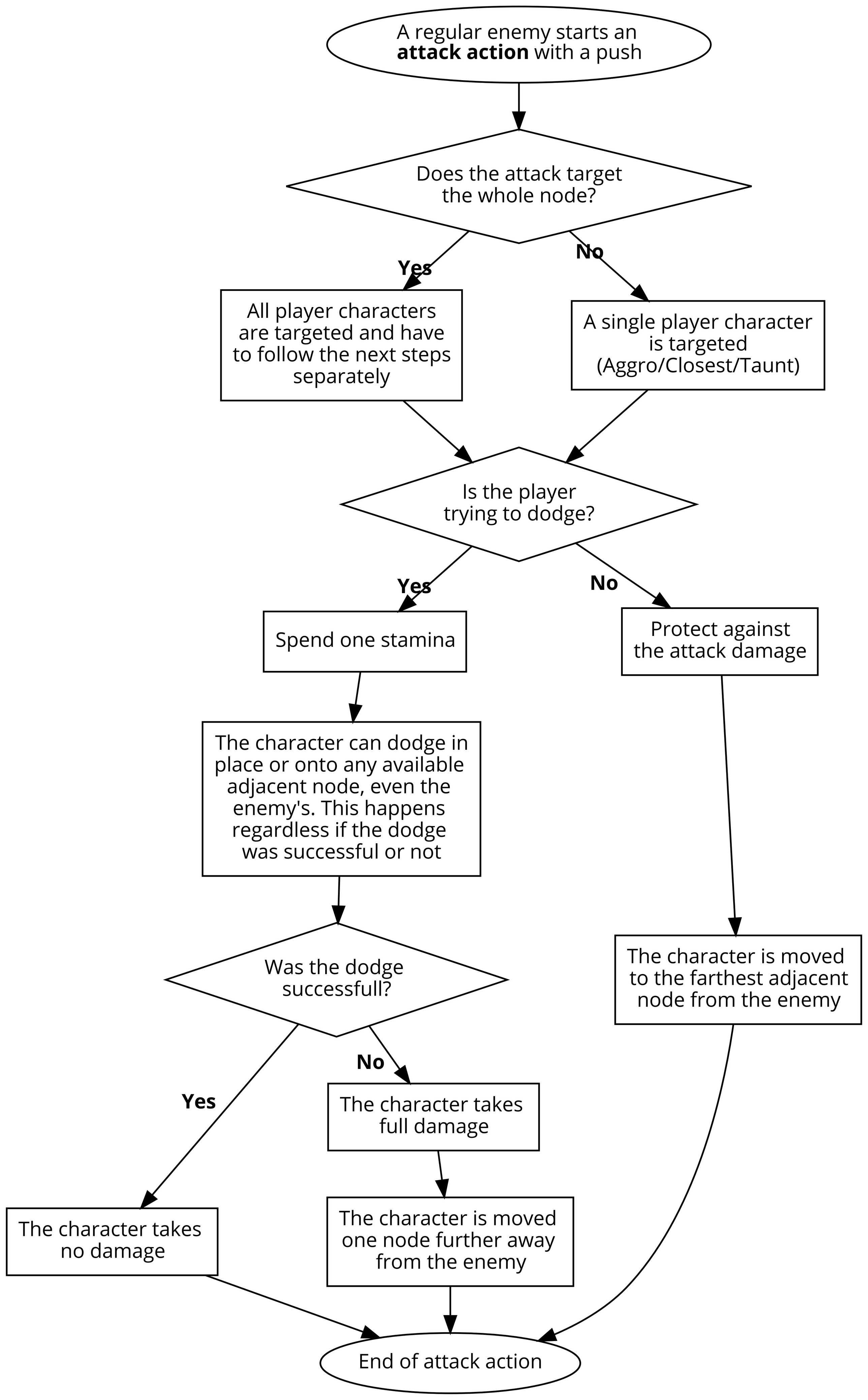
A regular enemy starts an **attack action** with a push
Does the attack target the whole node?
Yes
No
All player characters are targeted and have to follow the next steps separately
A single player character is targeted (Aggro/Closest/Taunt)
Is the player trying to dodge?
Yes
No
Spend one stamina
Protect against the attack damage
The character can dodge in place or onto any available adjacent node, even the enemy's. This happens regardless if the dodge was successful or not
The character is moved to the farthest adjacent node from the enemy
Was the dodge successfull?
No
Yes
The character takes full damage
The character takes no damage
The character is moved one node further away from the enemy
End of attack action