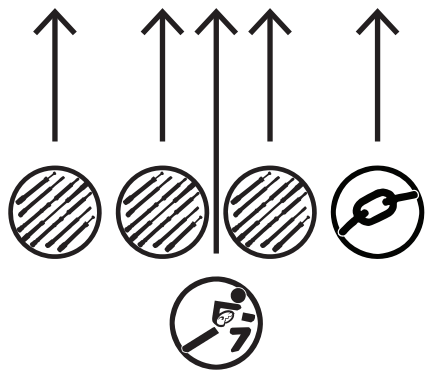
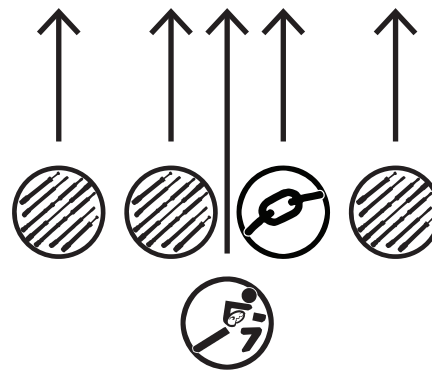


# Classic Line



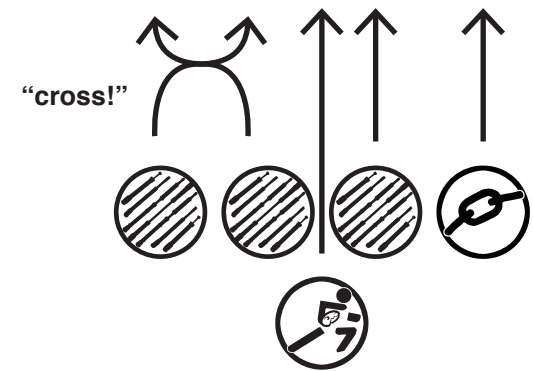
Qwik at centre, chain on their dominant hand side, focus on line, get to middle exactly as you start the run-in.

# Centre Chain



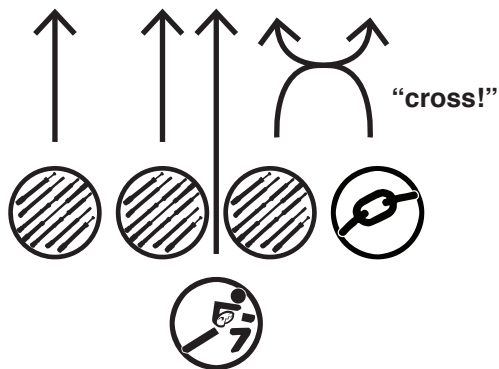
Qwik at centre, chain takes right or left centre position to challenge the skull on the line.

# Cross



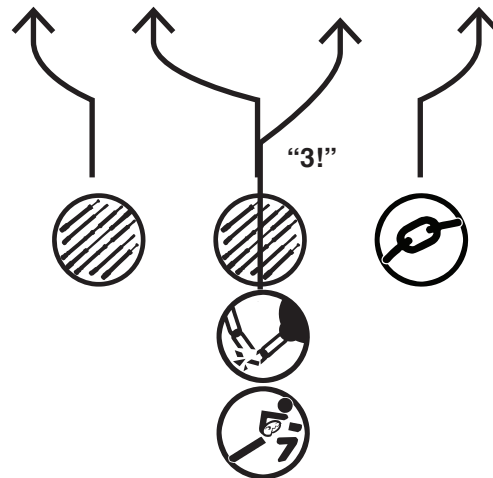
Two pompfen players swap places as they run to the line. One calls "cross" as late as possible to trigger.

# Chain Cross



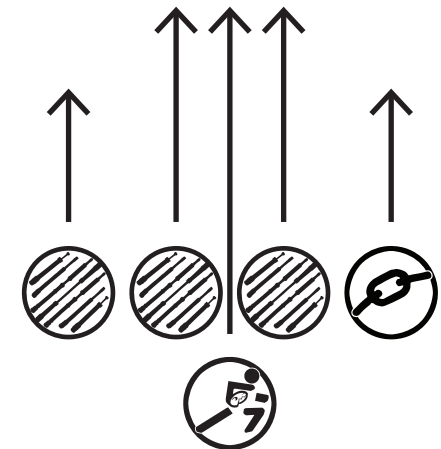
The chain swaps places with their neighbour as they run to the line. Chain calls "cross" to trigger.

# Chain Hunter



Chainbreaker behind other 3 weapon players, calls enemy chain position as they run in. Players shift to fit them.

# Rush Skull



The two fastest weapon players go with the qwik to get the skull. Do not worry about the line until you stop.



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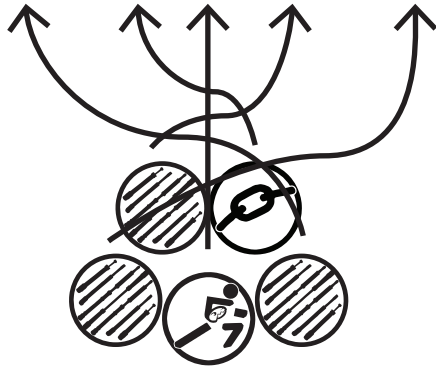
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# Jugger Strategy Deck v1.0

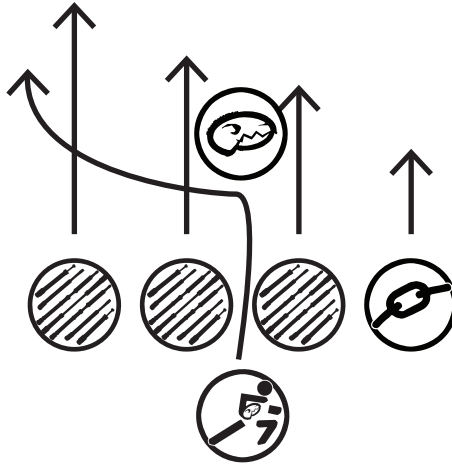
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# Cluster



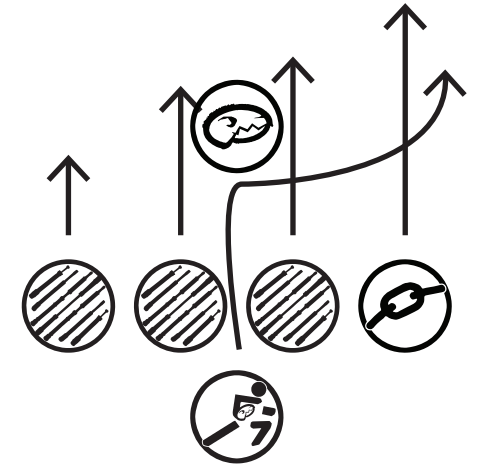
Players begin as a clump and fan out into a pre-planned line as they run in. Be sure to decide who is in front.

# Push Left



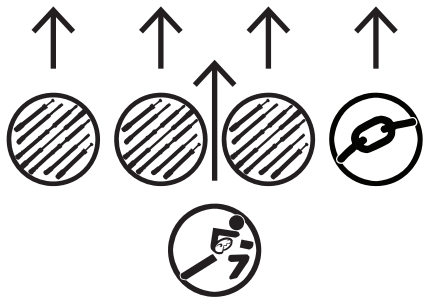
Keep a line that, from the middle, angles forward to the left, giving the qwik space to attack on that side.

# Push Right



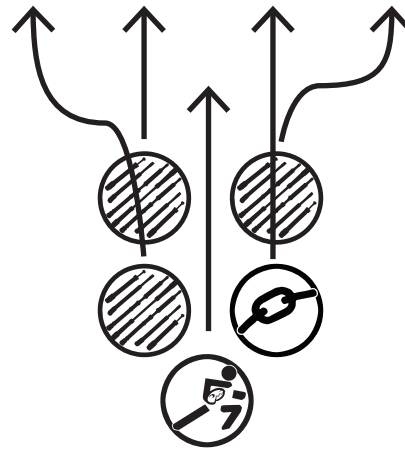
Keep a line that, from the middle, angles forward to the right, giving the qwik space to attack on that side.

# Defensive



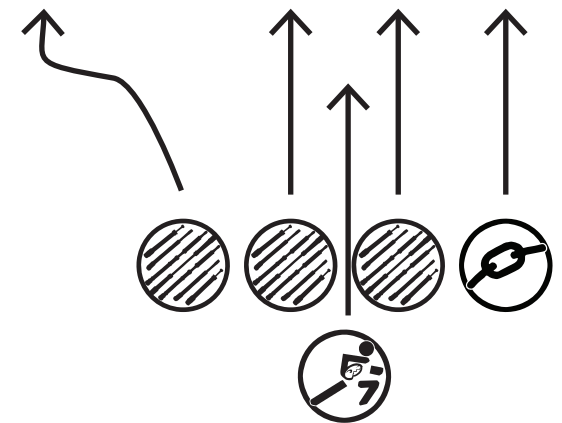
Focus on holding a perfect line and conserving energy. Let the other team run in for the skull, be ready for them.

# Turtle



Run in as a box in front of your qwik. Sides of box fan out at the line in a pre-arranged manner.

# Flank



One edge player (usually someone aggressive) goes far to the side on the line to try getting behind the other line.



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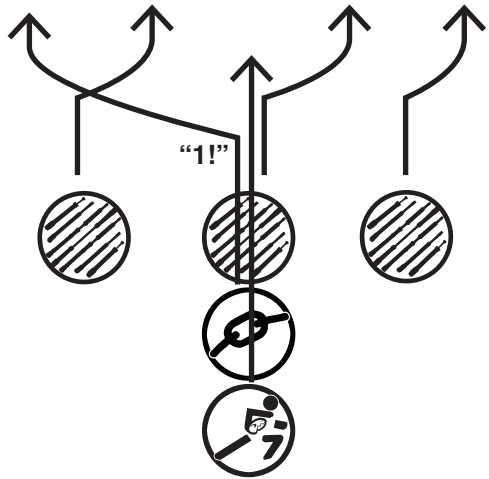
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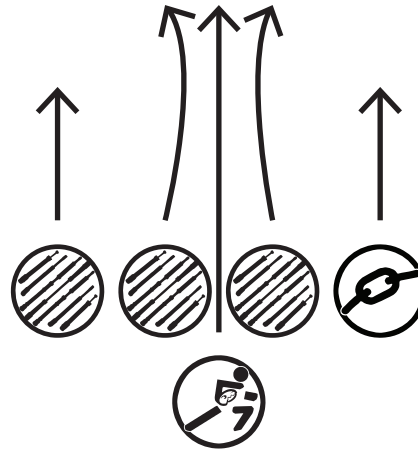
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# Chain's Choice



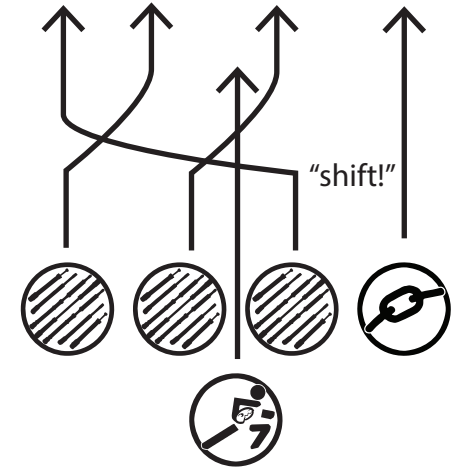
The chain begins behind the other three weapon players and calls a position as they run. The others shift.

# Barn Door



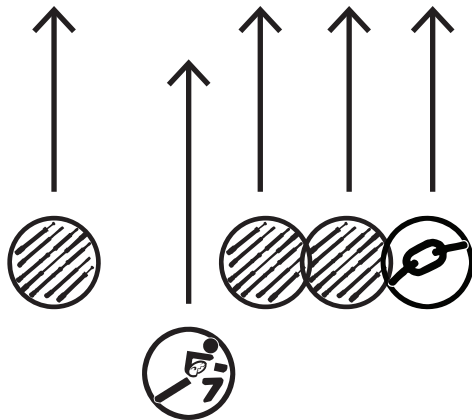
Two fastest weapons accompany qwik and try to force open a space for them to run straight through to the goal.

# Shift



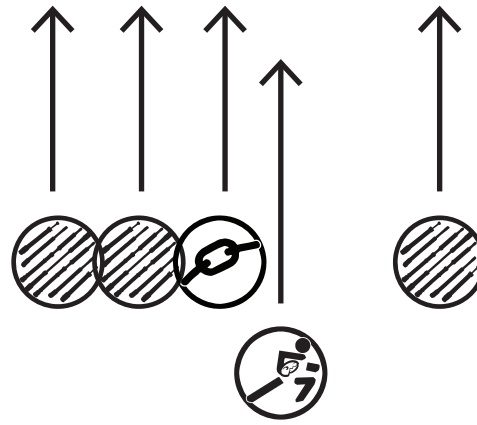
Three or four weapon players pre-arrange a movement where one goes behind and the others shift to fill in.

# Hard Right



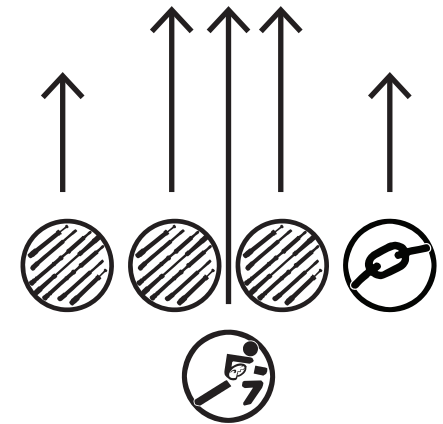
Instead of 2 and 2, go 1 and 3. 3 on the right try to overwhelm while 1 on the left just defends.

# Hard Left



Instead of 2 and 2, go 3 and 1. 3 on the left try to overwhelm while 1 on the right just defends.

# Aggro Qwik



2 central line players sprint, get their opponents as fast as possible (double is ok). Qwik scores aggressively.



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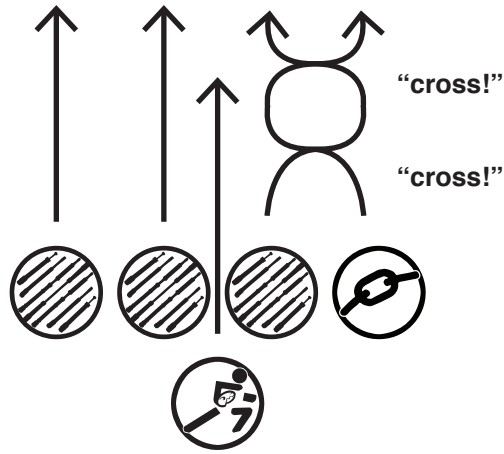
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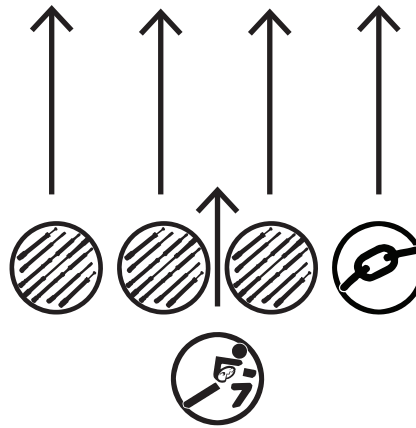
# Jugger Strategy Deck v1.0

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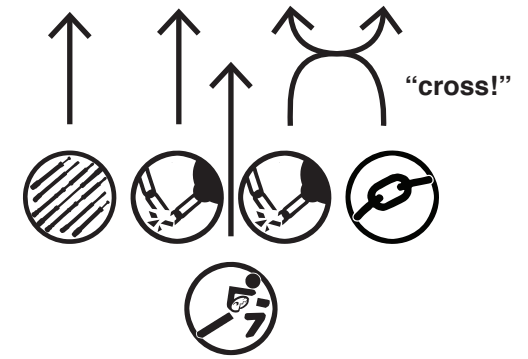
# Double Cross



# Control Qwik



# Chain Mark

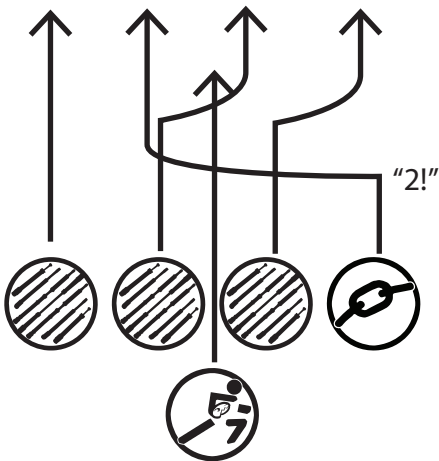


Two players perform an early cross, run for a bit, and then perform a second (late) cross, thus uncrossing.

The qwik moves in slowly and only goes for the skull once the opposing line is 100% controlled.

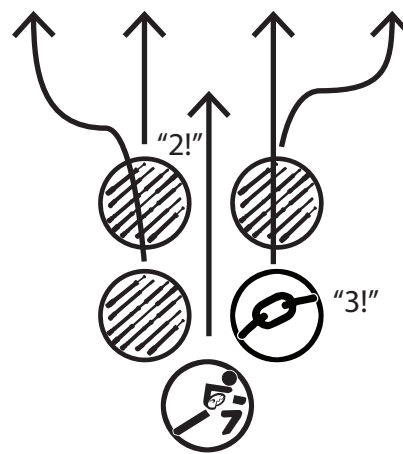
One chainbreak on each side of the line, cross as needed in order to get them across from the chain.

# Chain Clash



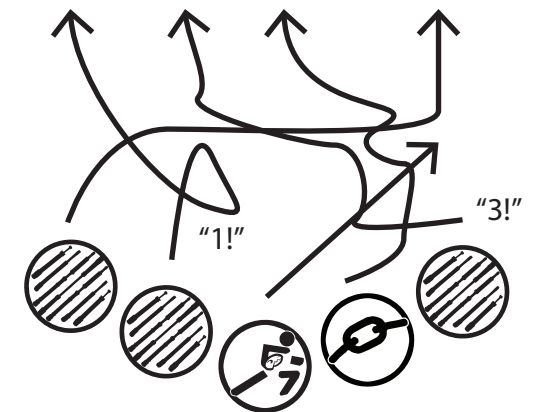
The chain calls and performs a shift as required to get into position to clash with the enemy chain.

# Turtle++



Run in as a box in front of your qwik. A designated player on each side calls a position, sides fan out at the line.

# Mix-and-Match



Draw 2 or more cards to combine into a single crazy strategy.



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