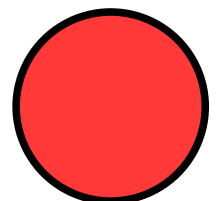
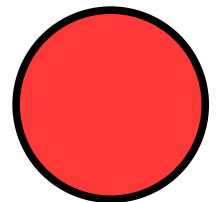
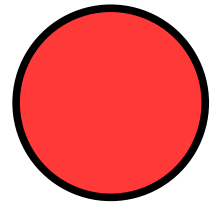
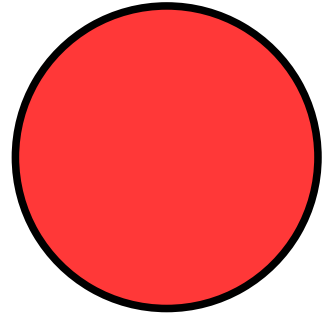
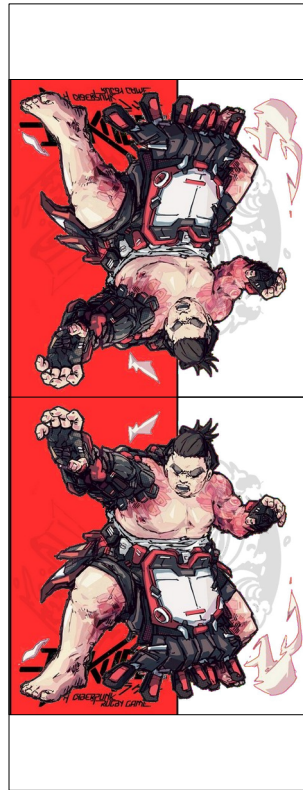
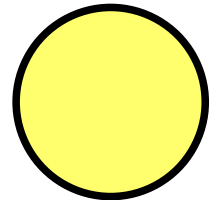
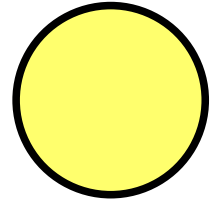
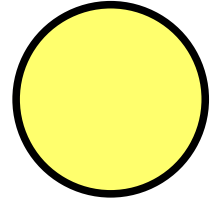
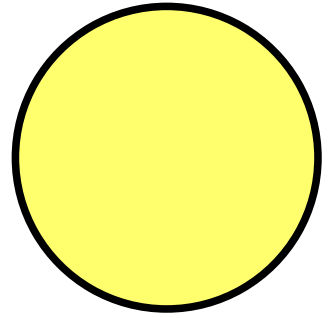
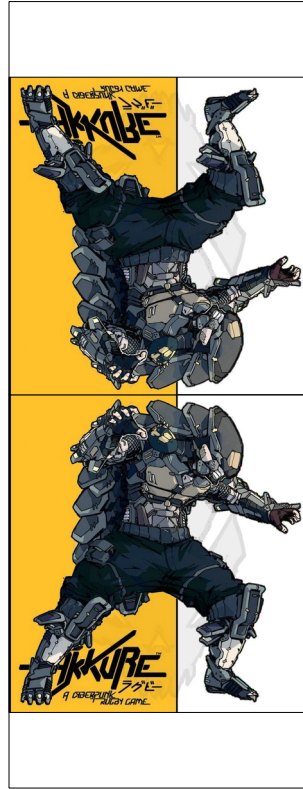
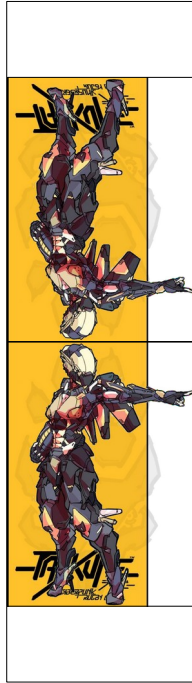


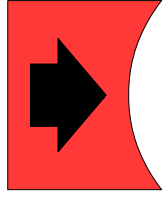
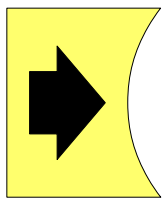
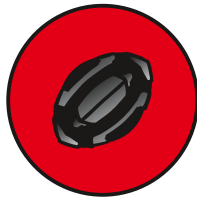
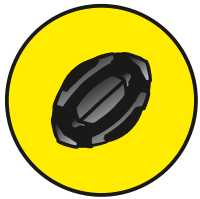
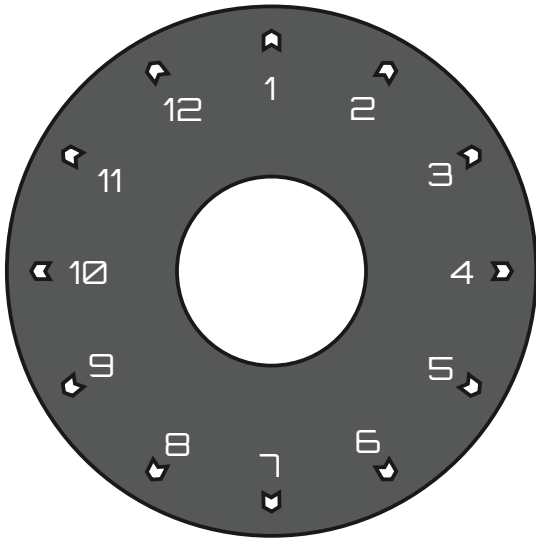
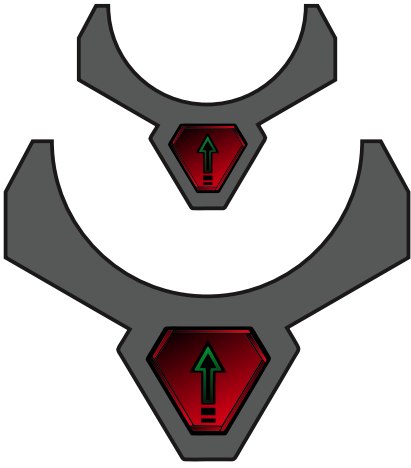
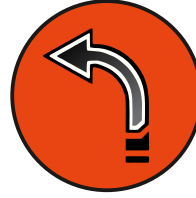
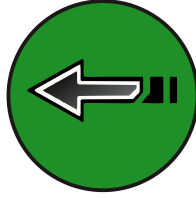
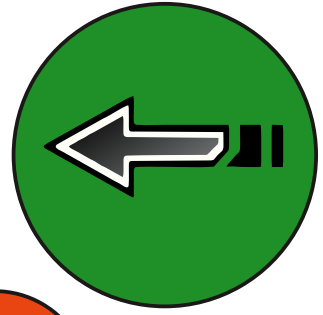
# TAKKURE™

ラグビー  
A CYBERPUNK RUGBY GAME.



# TAKKURE™

ラグビー  
A CYBERPUNK RUGBY GAME.



TIME	
5	5
4	4
3	3
2	2
1	1
0	0

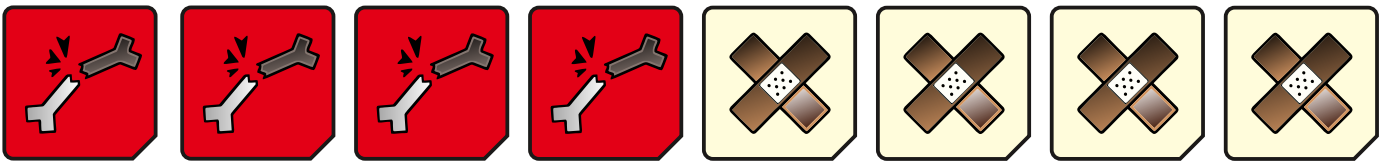
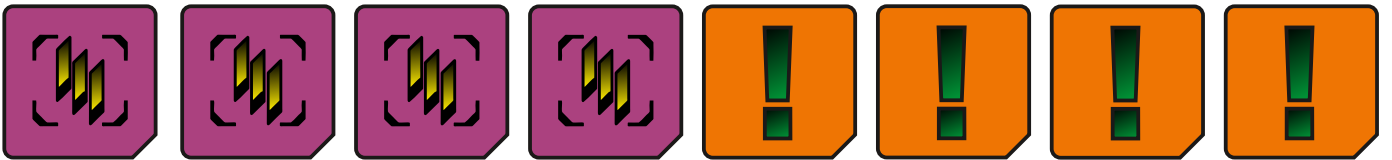
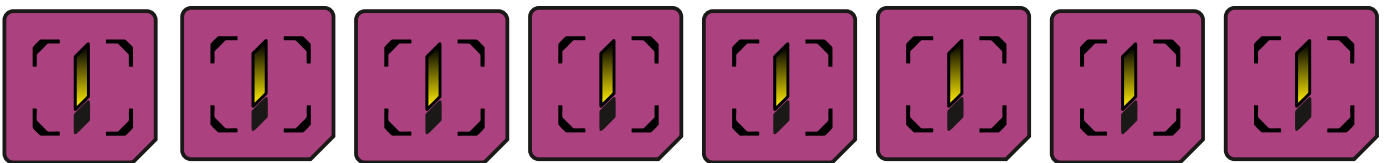
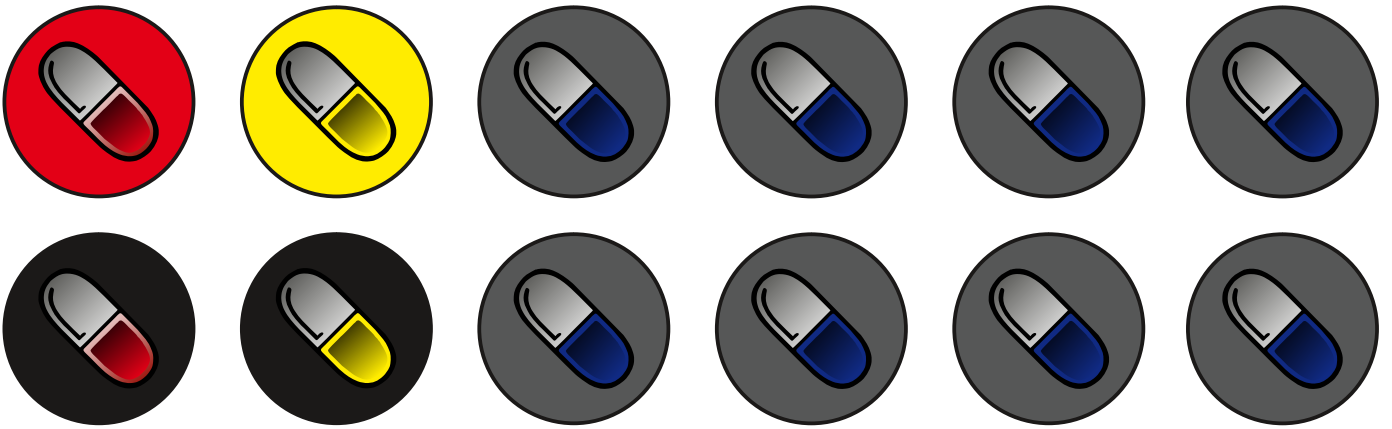
1	2	3	4

8	
7	
6	+0
5	
4	+2
3	
2	+4
1	

8	
7	
6	+0
5	
4	+2
3	
2	+4
1	

# TAKKURE™

ラグビー  
A CYBERPUNK RUGBY GAME.





**QUICK DEFENSE**

DURING DEFENSIVE ACTION, ONE PLAYER DOUBLES HIS DEFENSIVE MOV.

WHILE USING THIS CARD, YOU CAN'T USE ANY OTHER SKILL THAT INCREASE THE DISTANCE OF DEFENSIVE MOV

INDIVIDUAL

**TAKKURE**



**DEFENSIVE REFLEXES**

THE PLAYER REMOVE A GROUND TOKEN RECEIVED AFTER A BREAK THROUGH OR AFTER FAILING A REF ROLL

INDIVIDUAL

**TAKKURE**



**LAST EFFORT**

RETURN THE LAST ACTIVATION TOKEN YOU USED TO YOUR POOL. YOU CAN'T USE THIS CARD IF THE ACTIVATION TOKEN WAS USED IN A COLLECTIVE PLAY

INDIVIDUAL

**TAKKURE**



**INSPIRED MOMENT**

MUST BE USED BEFORE A DICE ROLL.

THIS ROLL HAVE A +2 MOD TO ALL STATS AND ADD 1 DICE TO THE ROLL

INDIVIDUAL

**TAKKURE**



**PLACEMENT IN ATTACK**

ACTIVATION: 4 PLAYERS  
THE CARRIER PLAYER RECEIVES A STRESS TOKEN

OFFENSIVE 1ST ACTION:  
ALL THE PLAYERS: MOVE OR STAND UP

OFFENSIVE 2ND ACTION:  
ALL THE PLAYERS: MOVE

COLLECTIVE




**DEEP PASS**

ACTIVATION: 2 PLAYERS  
CARRIER PLAYER RECEIVE A STRESS TOKEN

OFFENSIVE 1ST ACTION:  
ALL PLAYERS: MOVE

OFFENSIVE 2ND ACTION:  
CARRIER: PASS  
RECEIVER (IF THE BALL REACH HIS HANDS) MOVE

COLLECTIVE




**FIND THE GAP**

ACTIVATION: 3 PLAYERS  
THE CARRIER PLAYER RECEIVES A STRESS TOKEN

OFFENSIVE 1ST ACTION:  
ALL PLAYERS: MOVE

OFFENSIVE 2ND ACTION:  
CARRIER: PASS  
1ST RECEIVER: PASS  
2ND RECEIVE: MOVE

COLLECTIVE




**HANDS TRICK**

ACTIVATION: 4 PLAYERS  
THE CARRIER PLAYER RECEIVES A STRESS TOKEN

OFFENSIVE 1ST ACTION  
ALL PLAYERS: MOVE

OFFENSIVE 2ND ACTION  
ALL PLAYERS: PASS

COLLECTIVE





**QUICK DEFENSE**

DURING DEFENSIVE ACTION, ONE PLAYER DOUBLES HIS DEFENSIVE MOV.

WHILE USING THIS CARD, YOU CAN'T USE ANY OTHER SKILL THAT INCREASE THE DISTANCE OF DEFENSIVE MOV

INDIVIDUAL

**TAKKURE**



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INDIVIDUAL

**TAKKURE**



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INDIVIDUAL

**TAKKURE**



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OFFENSIVE 2ND ACTION  
ALL PLAYERS: PASS

COLLECTIVE



### EAGLE




4/2	8/11	7	7	7	1	3	25
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NATURAL BORN PASSER  
PRECISE PASS

RESULTS OF 1 AND 2 IN THE PASS ROLLS ARE CRITICAL

**TAKKRE**

### GORILLA




4/2	6/11	8	7	7	1	3	25
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DEFENSIVE VISION  
JUMP

IGNORE ALL THE PLAYERS IN THE FIELD FOR MOVE AND SPACE OCCUPATION PURPOSES

**TAKKRE**

### PANGOULING




4/2	7/12	8	6	7	3	4	25
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CHARGE  
DANGEROUS ARMOR:

(ONLY IN ATTACK)  
IF PANGOULING ONLY MOVE IN THIS ACTIVATION, ALL DEFENDERS RECEIVE STR -1 TO TACKLE

**TAKKRE**

### CHEETAH




4/2	7/11	6	8	7	1	3	25
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SIDE STEP  
CYBER TAIL

REF +2 TO FALL TO GROUND ROLLS

**TAKKRE**

### KARAKURI



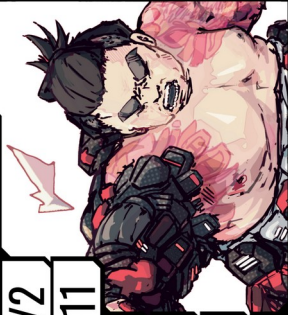
4/3	7/11	8	8	6	1	4	25
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SIDE STEP  
MECHANICAL

DOES NOT APPLY TEAM RULES OR CONTRIBUTE TO HONOR COUNTER.  
IGNORES ADVERSE EFFECT FROM FATIGUE, BUT NOT THE INJURED EFFECTS

**TAKKRE**

### YOKOZUNA



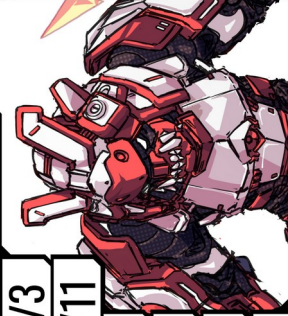
4/2	7/11	8	6	7	0	5	25
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CHARGE  
MARTIAL ART

WHEN FOR A SUCCESSFUL BREAK THROUGH A PLAYER DEFENDER MUST MAKE A ROLL OF RES. YOU CAN ASK HIM TO REPEAT THAT ROLL ONCE.

**TAKKRE**

### OYOROI




4/3	6/11	8	6	7	2	4	25
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EXPERT TACKLER  
DESPERATE RALLY

THE PLAYER RECEIVES 1 FATIGUE TOKEN. DEFENSIVE MOVE +1" DURING THIS ACTION

**TAKKRE**

### KYUDOKA



4/2	8/11	7	6	7	0	4	25
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PRECISE PASS  
STRATEGIC PASS

IF YOU OBTAIN A CRITICAL IN A PASS ACTION, THE RECEIVER CAN MOVE UP TO 4", INSTEAD OF 2"

**TAKKRE**



