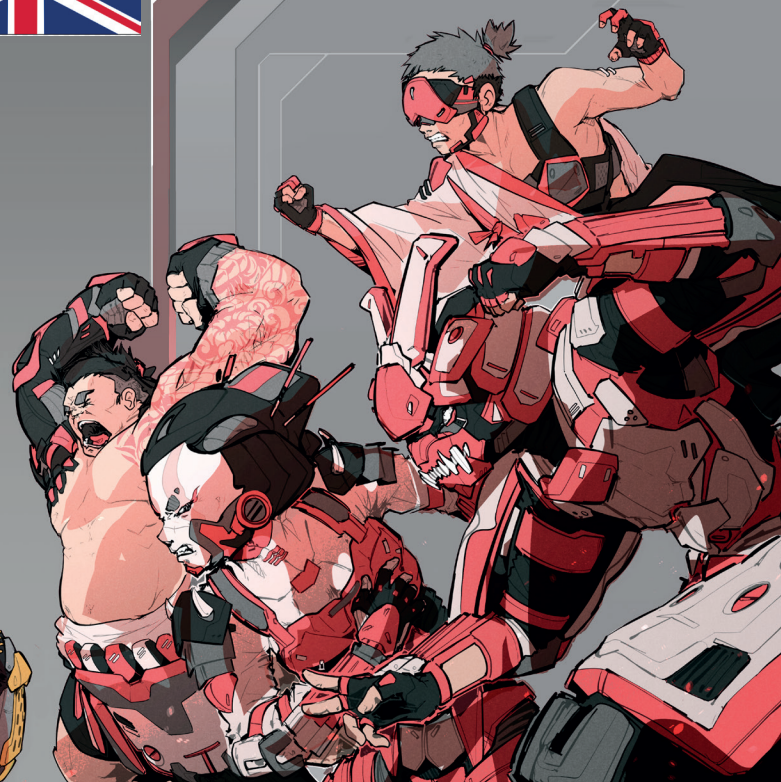


ラグビー

TAKKUR

A CYBERPUNK
RUGBY GAME



INDEX_

Takkure universe– Page 4

Legend players– Page 10

RULES

First Contact– Page 12

Firsts Steps– Page 18

Pass and Teamplay – Page 31

Death Box – Page 34

4vs4 – Page 38

Practice Match – Page 43

Real Deal, Full Match – Page 46

Glossary and Tables – Page 50

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These are the backers who completed their pledge manager commitment. But there were many more who collaborated by contributing €1 or giving a small contribution of any kind. In addition, we also send luck to those who, due to the current situation, could not complete their commitment, we also want to thank you all. Also send a big hug to Ryan Glennon's family.

TAKKURE UNIVERSE.

Collapse: the rise of The Triad.

In the year 2090, everything is about The Triad. The once before grand Megacorporations shaped this trust that nowadays holds absolute power.

How did they end up holding that kind of authority? Don't be as naive as my generation was. Decades ago the trend was to merge. Big companies becoming bigger and more powerful. Organizations that extended their networks over the resources and strategic sectors of every country, swallowing the Nation-states. The weak regulations of national reach were no rival for their dealings, taking place outside the international sphere of influence.

Truth be told, we didn't have time to even think about what was going on. We were too busy. Lost in our thoughts, head low, bouncing from one job to the next. We sold our time to pay for the credit that financed brief moments of happiness, be it buying the latest subdermal-smartphone or some other crap. Then 2049 came around, a tragically key year for humanity.

Despite the constant outcries of the scientific community, the planet, this time for real, was utterly screwed. The only way to dive in a coral reef is through Augmented Reality. Maybe, thanks to your Pre-Great Pact History lessons you are familiarized with concepts like the Amazonian rainforest or the Arctic. I remember the environmentalist campaigns depicting famished polar bears, an ever increasing agony as the ice layers became less and more fragile. Needless to say there isn't a damn polar bear left alive. Well, there is Hogui, that nutritional supplement's mascot which slightly resembles a polar bear of odd proportions and cyber-implants...but let's get back on track.

You needn't be a hippie to throw your hands up in the air, it wasn't just about bears. The human population was doomed, absolute chaos and misery.

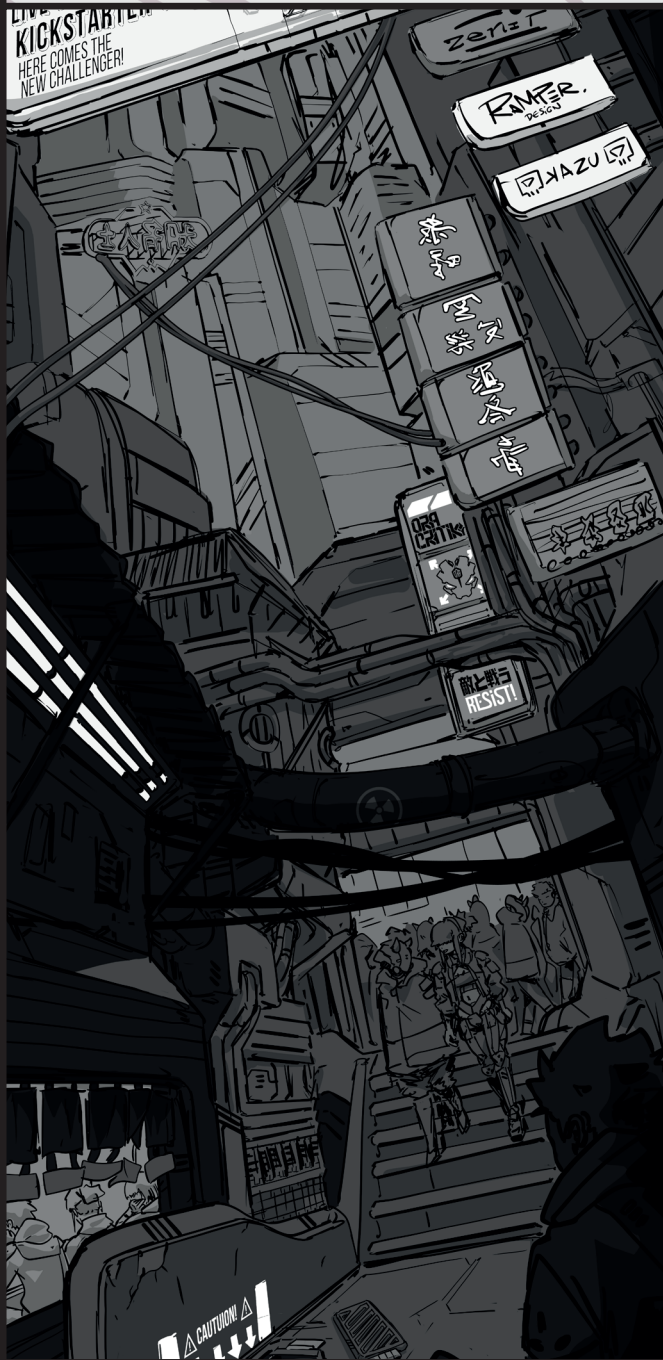
While being just a kid I witnessed with my own eyes someone getting their face blown by a shotgun, just for an argument over a can of sardines. Humans had lost control over the chaos they themselves had unleashed.

How could the puppet governments deal with such a challenge? They simply couldn't.

For the first time in history the three Megacorps sealed a deal, an alliance in order to save humanity. I'm talking about a never before seen operation, an almost unthinkable endeavour at the time, you know it: The Great Pact For The Reconstruction (or just the Great Pact). Of course, all in exchange for the last bits of power outside their reach. Absolute hegemony. A transformative process at a planetary scale on every single area. Politics, society, economy, urbanism, environment, the energy industry and a long etc. A sort of colossal New Deal in the hands of the private sector. All that humanity needed to do to reach salvation, was to "just" give up their freedom.

The idea of an international command structure, well meant at the beginning, to deal with global issues, was corrupted by The Triad.

Turning into a team hand-picked by a very select group of individuals. Executives, investors and administration councils in close-door meetings. The ballots became obsolete. But tell me, who gives a damn about democracy...when the alternative is wandering a wasteland?



The Megalopolis and Farm sectors

Despite everything, it is fair to say it was not only ambitious, but also highly effective, at least during the initial stage.

The old skyscrapers became the paradigm of the new densely populated vertical cities: The Megalopolis.

The Triad designed, planned and built the three huge cities that are home to most of the human population these days and which, when seen from afar, seem to reach up to infinity.

As the population density increased in the cities, the territorial spread diminished. We started to generate power using renewable sources and closer to the consumption point, as well as reduced pollution and mobility needs.

On top of that, we were able to save a few areas that were still fertile, and we turned them into Farm Sectors that provided us with raw materials, but always from a sustainable standpoint.

However, all those measures were insufficient to deal with a delicate issue:

there were still a lot of people, too many...and what's worse, still growing. The Triad launched a very successful and massive media campaign. No anti-natalist policies that would force you to not produce offspring or that would limit the number of children, and no forced sterilizations. What for? It was enough to educate the bulk of the population. In the past, the families with most children were from under-developed countries...when one has an education, hobbies, culture...Life is meant to be enjoyed! Not to take care of five or six brats. I don't mean to say that having kids makes you an idiot. Or maybe I do.

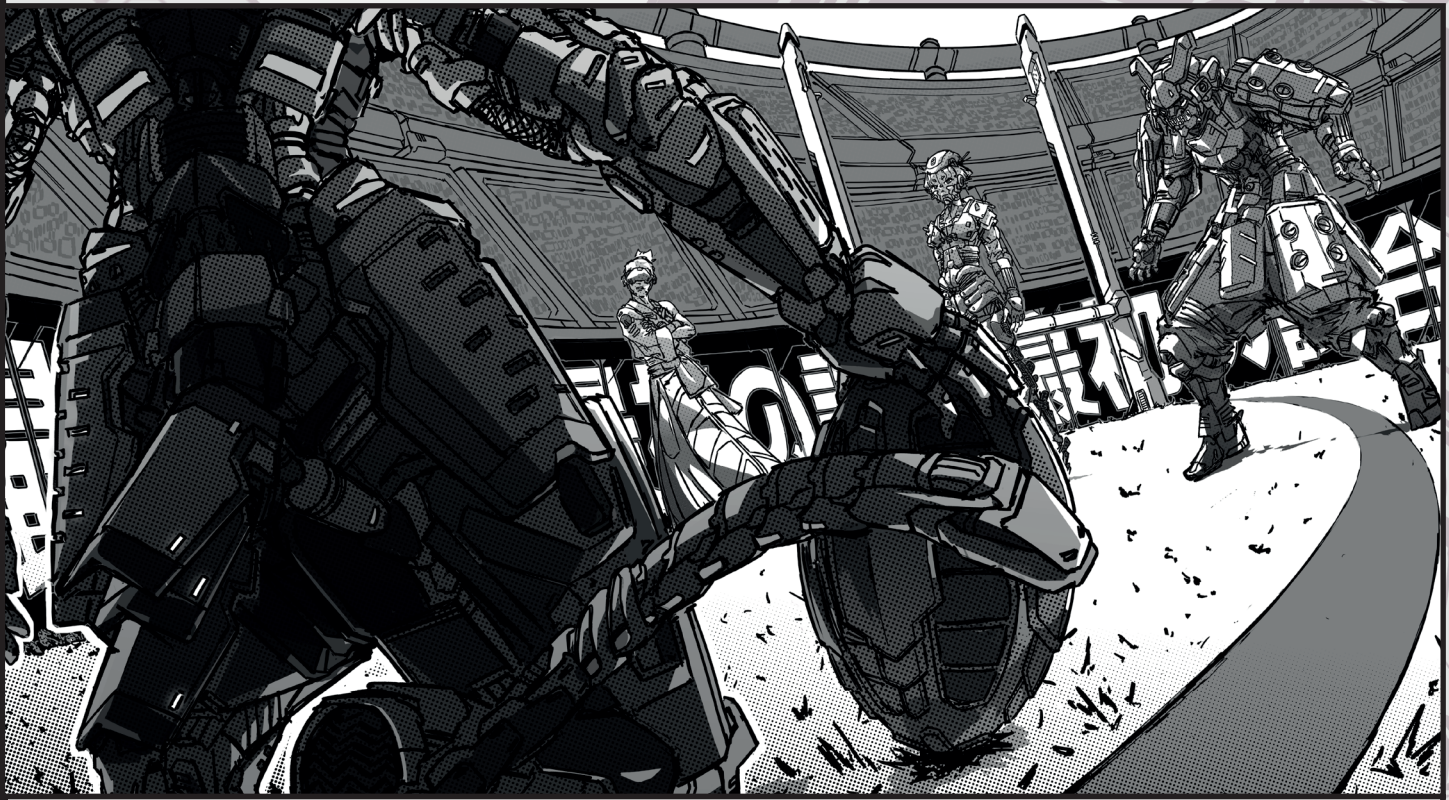
Do you have kids? If you are a parent I'm sure you understand me when I talk about this "wonderful phenomenon" of existence. If you don't, you will. Thing is that, statistically, couples with higher education have on average two children, with no government regulation involved. Two parents, two children. Population stabilized.

Another matter to talk about at length would be whether the current education system, universal and provided a single institution, is a mechanism of social control or not.

We'll talk about another time though...

Mario Siles

Journalist specialized in Takkure



A release valve: the birth of Takkure

For a while things had been working reasonably well.

The transformation process of the Great Pact generated a large amount of jobs, but some issues started to appear....or rather, they became more visible.

The social differences between Triad Neofunctionaries and the regular folk were rapidly increasing. I'm not even talking about the hierarchs, demigods with lives far removed from us. And no, I'm not exaggerating when I say demigods, I chose that word intently. Thanks to their implants and regenerative treatments, they will keep on living and governing the fate of humanity long after your grandchildren become worm food.

Be that as it may. With all three Megalopolis working at full capacity, not a small number of industries fell from grace, specially those less technical and those not related in some way or another to robotics. It was the breaking point of a paradigm shift. Even the harvesters at the Farm Sectors travel, operate and repair autonomously, or at worst, controlled remotely. Life for those at the bottom was getting worse. And to add to that, we were feeling more and more removed.

Those who did not assist to weekly meetings with their therapist, spent most of their credits in psychiatric treatments. We worked from the cubicles we called home and barely knew anyone because, in the vastness of the Megalopolis, everyone was a stranger. We took some drugs to sleep and some to stay awake. Anxiety and depression were as common as a cold in the old days. We had lost our sense of self in a social structure in which we were, more than ever, treated as numbers. Alone, in a highly digitalized and interconnected environment, paradoxically lonelier than ever.

The new environment was taxing us. We needed some common element, some kind of social glue, a way to feed the needs of our inner social animal. And the Triad had one more trick up the sleeve. That's how Takkure came into being.

From the roman Panem et circenses, a release valve. The new trending sport at a planetary scale, adapted to the current state of the world. A sport that can be played almost anywhere, with just four players per team, but that at the same time, attracts millions of followers and generates juicy profits, especially in the bright Chrome City.

Bloody, immoral and damn entertaining. Have you ever been dumped, likely for being a jerk, and have gone straight to enjoy the wide array of legal drugs available? It's something like that. Takkure is a way of further removing yourself from an already alienating reality. Pure opium, numbing your senses. Or at least that's how it started.

Over time it became something else, a space for protest. A very powerful tool for the dispossessed, for those whose voices are never heard. Those who compete for their teams with barely any implants, sensorial reprogramming or pharmaceutical engineering.

A place to make ourselves visible through high definition punches, and with a bit of luck, grave injuries with live diagnostics simulation for some elite bastards.

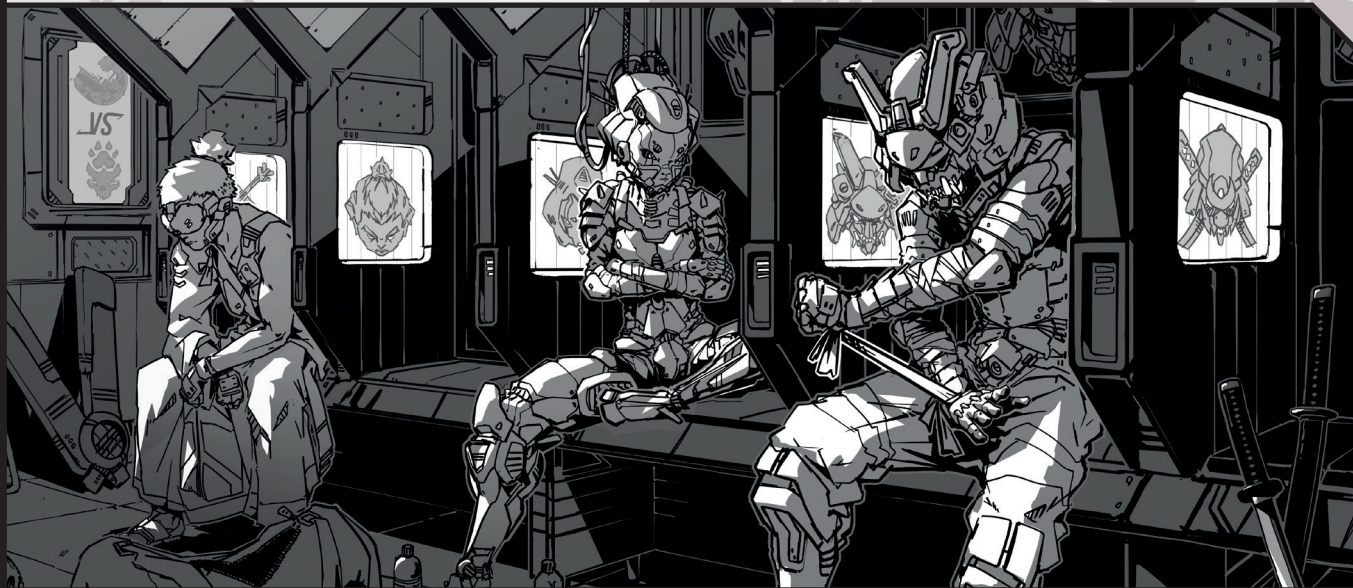
Mario Siles

Journalist specialized in Takkure

Teams and divisions

Takkure, as the most popular sport in the world, has hundreds of divisions and thousands of competitions across all three megacities. Each competition has their own unique set of rules and characteristics. Leagues, single-elimination tournaments, championships.... you can find all kinds of competitions. Just as numerous are the teams, the ITL (International Takkure League) has over 10.000 teams registered across the world. And that's not including the thousands of teams that belong to the Underground leagues, the unlicensed ones, which have much looser regulations.

The Chrome city teams for example, the ones playing the Neon League, the city's first division. That's where the best teams and players compete. Some of the most famous ones include the Yakuza's team, the Yamato or the Dorikin, a team of illegal street racing pilots. but none of them can compare to the absolute champions, the Teriomorphs. They've been dominating the competition for years.



YAMATO

So you want to know more about this traditional Japanese looking team...doesn't surprise me, but be careful not to dig too deep.

The Yamato was along with its sister, the Musashi, the heaviest battleship in history. A symbol of the Japanese Imperial Navy power during World War II that has transcended to this very day, despite its tragic ending and the defeat of the axis powers.

Yamato is also the name adopted by the Takkure team sponsored by the Yakuza. Yes, you heard that right, the Yakuza. You'd think the Megalopolis built by the Triad would be no place for old times mafias, especially for a criminal organization with a notoriously nationalistic stance. But that's not the case.

If you think about it, the now extinct Japanese nation, with its limited space and technological advancements, a society interconnected but deeply isolated...it even sounds like the future megalopolis. Be that as it may, the Yakuza, the most feared mafia of the rising sun's nation, had no trouble adapting and surviving to the new environment. Though they had to diversify their activities.

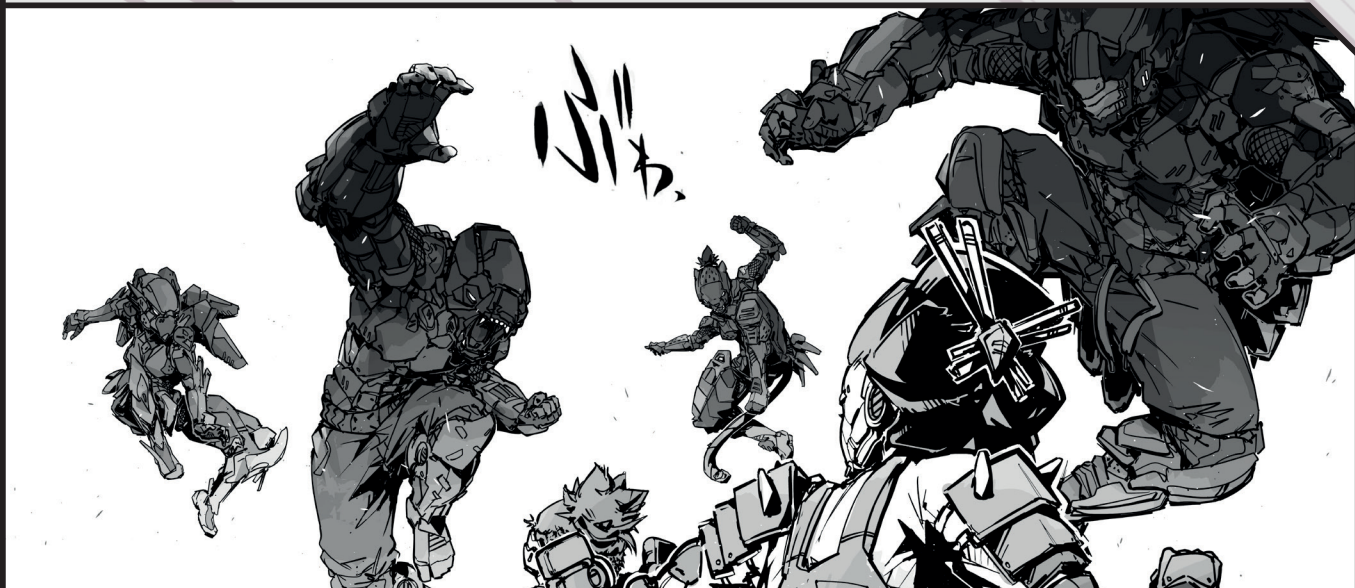
After all, many of their activities became legal, namely drugs and gambling. But the Yakuza managed to stay in business by taking care of the most bizarre, wicked and obscene digital content: Augmented reality, digital reconstructions with under aged escorts or highly realistic simulations where you can murder your boss, the eternal disappointment that is your son or your cheating spouse.

The Yakuza also controls Okane mining, the cryptocurrency that provides access to all that illegal and immoral content, for the more disturbed components of society to enjoy at their leisure.

Don't think those wretched punks have given up on old habits though. They don't shy away from physical violence. There are widespread rumors of certain uses for that particular kind of...sensitive content. It is said that enables blackmail and control over neofunctionaries and other relevant members of the Triad's hierarchy. And despite everything, the idiots keep getting caught in their web.

The degradation of the human being at the Megalopolis has no limits, we are like moths unable to avoid flying straight into a grim fate. Although, in this case, I'm kinda happy about it. They might as well have their lungs removed and sold in the black markets. What has Yamato to do with any of that? Well, the Yakuza requires a series of legal businesses to launder their money, a Takkure team is the perfect investment to that end. Not only that, as the media focuses on their team's achievements, they look away from their illegal activities, which can go on in the shadows...

The perfect business.



TERIOMORPHS

If you haven't heard of the Teriomorphs, either the psicodrugs are frying your brain or you spend too much time playing with your digital avatar, you little rat. The Teriomorphs are THE Takkure team. They have the wealthiest sponsors, the most advanced cyberimplants, and sensorial augmentations far out of reach for any other team. Plainly put: they are the damn elite.

Where do they come from? It's kind of an open secret, but rumor has it that they have been influenced directly or indirectly by the Triad, or perhaps by one of the Megacorps. Judging by the necessary budget to create such a team...it seems likely.

The Teriomorph players have become stars without equal. They hoard the spotlight and the marketing opportunities, the children idolize them and they are featured in all kinds of merchandise.

If you ask me, I think it's all an act. Under the icons there is just a bunch of jerks that agreed, probably for a ridiculous amount of money, to let others run their lives like a mere movie script. I would bet my life that they are even told when to take a dump. Broken toys, just as exploited as a cow during a drought...Why are you looking at me like that? True, I forget. The youngsters these days know no other protein than that disgusting cricket paste. Let's get back on track. In public, they go around filled with pride and bragging about their achievements, exhibiting their quirks with no restraint. They have up to seven assistants per player, from a personal doctor to a technician in charge of their equipment, a bioengineer for their implants or a Community manager that monitors their online presence in real time. Social media blows up when they enter the stadium, with any gesture they make or their declarations after a match. As you should have guessed by now, the Teriomorphs are a money machine. The Gilded Scorpion, the ship that transports the whole staff, attracts a storm of flashlights, crowds and live streams with thousands of viewers. But if you look closely, you'll see that there is nothing left to chance. The exact order in which the players walk out of the transport and wave at the cameras, the light show and the colours of everything surrounding them...No other Takkure team can captivate the audience in such a way before the match even begins.

On a different note, theriomorphism was very common in ancient religions. The fact that the marketing team chose that look and symbology for the "new gods" of money making, almost seems like a bad joke. But it's just evidence of how meticulously staged the act is in order to hype up the audience. As I was saying, don't get fooled by their act, not all that glitters is gold. There are mafias that even though they are not recognized as such, can be much worse than the Yakuza, destroying lives or covering up disgusting behaviours, if not plain illegal, just to keep the money flowing. Every day it becomes harder to ignore all the trash-talk, excesses, orgies and abuses committed by the Teriomorphs or the mental instability displayed by most of them...However, no matter how much I hate those disturbed snobs, it is true that they are best on the field.

LEGEND PLAYERS.

Corneja & Akane

of Corneja

He is a retired Takkure player, he didn't really stand up during his time playing. Nowadays he works as a mechanic at his own workshop. He is a scrappy punk, bitter and cynical, always wearing his working fatigues and with hands permanently covered in grease.

But there is something that excites him, training Akane. His daughter. She is a 7 years old girl, fast like a devil that sees in Takkure an opportunity to spend time with her father and burn all the energy that prevents her from sitting down for longer than a minute. She is tall for her age, with long dark blonde hair and a wide smile.

Together they are working on her character: Tengu, the demon crow, in hopes of catching the attention of the ever watching scouts.



Dawaza

of Jaume Balaguer

Born in a farm sector suffering from several malformities that distorted his face and made him very short, he was bullied throughout his childhood, always the target of cruel jokes and insults. Very smart, despite his height he was always athletic and broad shouldered. He took advantage of his talents and focused his attention on bioengineering, body augments and prosthetics. His research led him to build a powerful exoskeleton that made him rise over those who used to laugh at him and increased his physical capabilities. When he plays, he enters the field clad in his exoskeleton, his face covered by a skull shaped mask and his beard perfectly braided.



Toonir

of Pere Antoni Pérez

He was the most promising cyberimplants engineer of his promotion. The corporations fought over recruiting him, but they didn't take into account his determination and integrity, something pretty uncommon these days.

He rejected all the offers and opened his own workshop, where he repairs implants at a very low cost, sometimes in exchange of favors or even food. He is the best engineer there is, but no matter how rich someone is, he only does repairs for people in need and without the means to pay an average service.

Corporations and mafias have tried to force him to close his workshop, but when you have the full support of the folk and you are the best engineer in all of Chrome City, it isn't that easy.



Kurōmudōmu

of Barry Gingell

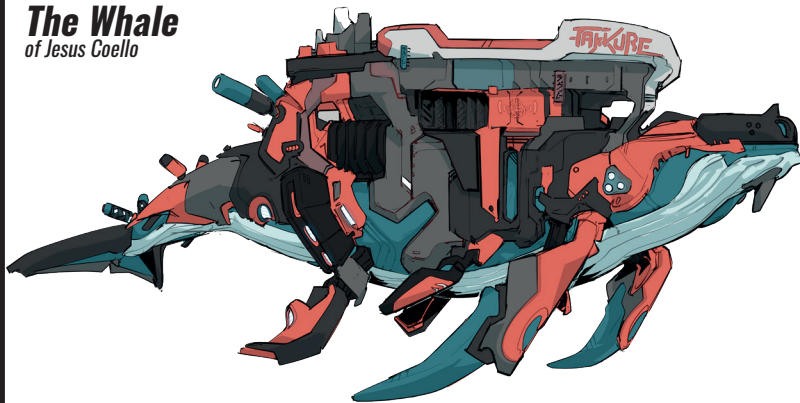
Since his earliest days, Baz dreamed of being a Takkure player.

From a young age he tried to make it as a pro but failed to impress the main teams and gain access to their training camps. He had the brains, but not the body. He never stopped dreaming though. Thanks to his cunning he went out into the world and made his fortune. What nature had denied him, technology would provide. He used his resources to improve his body with the best cyberotechnology available, allowing him to compete against the best. Over time, he built himself a true family. His Takkure team: the Gokin-ka. A bunch of misfits that had also failed to get into the big leagues. They have a shared dream of proving themselves on the pitch and they have the cybertech to do it. They are the outcasts, and they want in.



The Whale

of Jesus Coello



A blue whale, the last member of its species. On the brink of extinction, the corporations decided to preserve The Whale. It was during the hardest days of the exodus and it was a great marketing stunt. The best engineers and geneticists worked on installing implants and genetically modify it, trying to increase its lifespan. It worked, but they didn't realize how well until it was too late to stop it. Nowadays it is almost immortal and its size has increased exponentially. Not sure what to do with it, it ended up being purchased by the Takkure International League, which turned it into a floating stadium, the most impressive and dangerous one, ideal for the Islanders team. Currently traversing the oceans, seas and even some rivers, takes the team wherever they need to play. It is quite a show attending a match on top of a whale, but it is accessible to only a few privileged ones.

Lone and Wolf

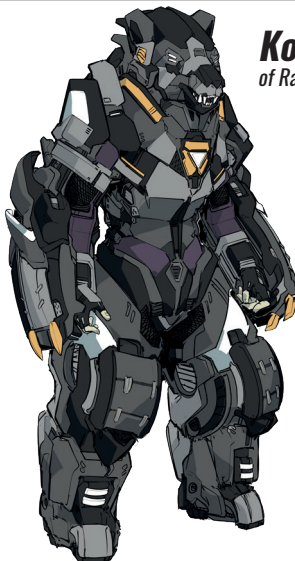
of David Ogea



Not much is known about him, he went on the run after the shogun was murdered, and even though he was never officially accused of the crime, the shadow of doubt cast upon him has made the world look at him with suspicion. Because of that, he was forced to roam from one city to another, working as a mercenary. Until he got a chance to play Takkure. Thus, he happened to be one of the first Yamato players, nowadays he is only seen playing in underground teams though. He carries a child with him wherever he goes, but who the child is or what their relationship is, is shrouded in mystery.

Kodiak

of Randy Johnson



Like many kids he was fascinated by Takkure. He started playing from a young age and slowly climbed every tier. He was never the fastest or the most agile, but he possessed unique strength and determination to defend. He is considered a legend amongst the Teriomorph defenders, even after his retirement. His roar, his determination to not give up an inch on the field and his readiness to tackle are still well remembered. Even though he doesn't play anymore, he can be found coaching the young Teriomorph prospects.

Raiken

of Justin Ragle



Arrested after a drunken brawl, it seems he punched the wrong neofunctionary. Seeing that he was an elite Takkure prospect, the Yakuza intervened and offered him a deal: to play for them or to go to jail. Caught between a rock and a hard place, he took the deal and now plays for the Yamato reserve teams and occasionally for their first team. He is a great asset for any team and has a growing following in the underground leagues, his mere presence is enough to increase ticket sales.

00. FIRST CONTACT.

HOW TO USE THIS RULEBOOK

The Takkure™ rulebook is divided into exercises. You can practice the exercises while you read the rules; this will help you assimilate the rules more easily.

In this rulebook you will find a tiny character who will help you at this task: Tackly. He will explain everything you need to know about this game.

In the exercises, rules and actions will be clearly marked. But if you don't remember where a certain rule or action is explained, you can check the glossary on page 41.

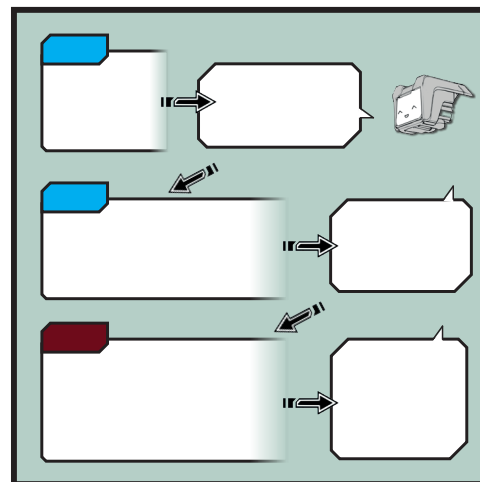
One important thing that you should always remember, this is a sport with a long tradition: after a match, shake hands with your opponent and enjoy the third half together.

Thank you for purchasing Takkure, we hope you have fun and enjoy this fast-paced sport with your friends.

The Takkure™ Development Team

HOW TO READ THIS RULEBOOK

This rulebook is laid out as if it were a comic or manga, with the texts, actions and rules distributed in panels. So that's how you have to read it. Here is an example:



Hello and welcome, I'm Tackly. I've been programmed to make learning the rules of Takkure as easy as possible.

First, why do you want to become a coach? Do you think you have what it takes to coach one of the Neon First Series teams?

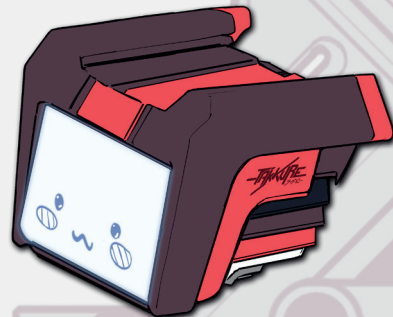
Having an attitude is a good start, but attitude alone won't be enough. It can be very complicated to coach a team of hypermotivated individuals with difficult personalities and body augmentations that aren't always of the highest quality.

We will start with the basics, I have to make sure you know the fundamentals of this sport. I will teach you step by step how to become a great coach in order to achieve glory. Because glory is what all of you come looking for...but only a few ever find it.

I know you are eager to step on the field, but before we start with the exercises, there are some things that I must explain. Nobody likes theory, but it will help you better digest the rest of the rules and exercises.

The first and most important thing is that you know where this sport comes from and the reasoning behind its core rules. Takkure™ is an evolution of rugby, a sport born almost 200 years ago, which gradually changed until it became the sport we know today, and which is played in all the major cities of the world.

There are 3 very important rules that Takkure™ inherited from Rugby:



Takkure™ is a game that's constantly evolving. It is possible that some rules in the future could be modified or clarified so you need to keep in mind the rules priority.

Now, to more practical things.

As I said, we start with the basics. So I have to make sure you know how to measure correctly. All the measurements and the materials on this set are in inches. If you normally use the metric system don't worry, it is very easy to get used to it.

0.01

THE RUGBY RULES_

- You cannot pass a ball to a player who is ahead of you.
- You can only tackle the player carrying the ball and the carrier is the only player who can have contact with the defenders.
- Once GROUNDED, you cannot stand up if you are carrying the ball.

0.02

RULES PRIORITY_

It is possible for a rule described in an ability, card, team, FAQ or expansion, to affect or contradict a rule described in this rulebook.

A rule in an ability, card, team, FAQ, or expansion takes precedence over this rulebook.

HOW TO MEASURE

In this game you **CANNOT** measure before declaring an action.

You can only measure when required by a rule.

In Takkure™ all measurements are defined in inches. Indicated by (") after the value. One inch is about 2.5cm. But don't worry, you won't have to calculate it. Among the materials you have all the necessary rulers to play with the measurements in inches.

There are two different kinds of measurements:

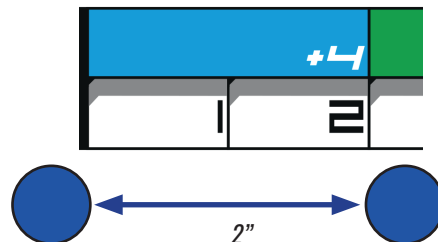
Checking a distance (Fig 1): To check a distance between two objects, usually miniatures, you measure from the closest point between those two objects.

Moving or placing an object: We call this "Move TO" or "Place AT". In both cases you must choose the edge of the base that is in the direction where you are going to move or place that object and move until that edge reaches the inches that you can or want to move.

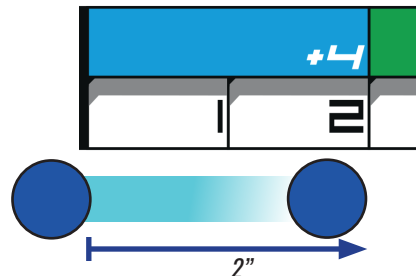
Example of movement (Fig2): To measure a movement you must choose a spot on the miniature and move from that spot until it reaches the maximum inches allowed by your movement value.

Placement example (Fig2): A rule or a skill can instruct you to place the ball or a player within X inches, let's say it is 2" this is how you measure it in that situation.

(Fig1) CHECKING A DISTANCE



(Fig2) MOVE UP TO 2" AND PLACE AT 2"



DEFINITIONS

- **Coach:** That's you, the person moving the miniatures, rolling dice and having fun playing Takkure™
- **Player:** It is the miniature on the playing field. Represents a member of one of the two teams playing the match.
- **Team:** The 4 players that belong to the same Coach.

In Takkure™ there are some terms that in other sports or games might not have the same meaning, or are not used. So before we continue it's better to define them to make it clear.



Whenever you play a game and during exercises, there will be an attacking team and a defending team. This may seem very basic, almost unnecessary to explain. But at times during the game this may not be as clear. I'll explain it carefully, so when you have doubts you can come back for a reminder.

ATTACKING & DEFENDING TEAMS

In Takkure™ there is always an attacking team and a defending team. Which one is the attacker and which is the defender is determined by the possession of the ball.

POSSESSION OF THE BALL:

If a player on a team carries the ball, that player's team is the attacker. The other team is the defender.

At the start of the game, the team that receives the ball on their court, during the kick-off, is the attacking team.

There could be situations in which the ball is not in possession of any player. In those cases, keep in mind that the attacking team will only lose possession when a player from the defending team takes the ball in their hands.

When a player in the defending team catches the ball, its team then becomes the team possessing the ball, that is, the attacking team.

BALL TOKEN



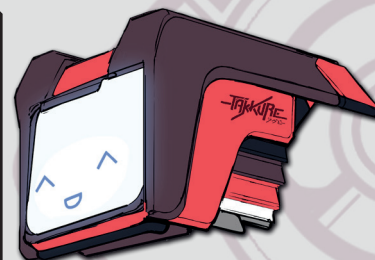
Well, enough theory, let's get into the field. Let's see if you have what you need to coach.
No, I didn't mean that... I meant the tools. Check if you have everything from the list at hand:

COMPONENTS

- 4 Yamato figures and their cards
- 4 Teriomorph figures and their cards
- Play cards deck: 13 generic for each team, 8 for Yamato and 8 for Teriomorph
- Play field
- 2x Trainer boards
- Playtime board
- 6x 12-sided dice (D12)
- 3 red and 3 yellow
- Tokens
- Rulers and scatter template



If anything is missing, send an e-mail to:
takkurethegame@gmail.com



Do you have it all? Perfect, now unfold the field, place all the components somewhere near you and let's go!

CHARACTERISTICS_

MOVEMENT (MOV)

Determines how fast a player is. The first value is the movement when attacking (in inches) and the second value is the movement when defending (in inches).

BALL CONTROL (BaC)

Measures the skill of the player to handle the ball. The first value is for general use while the second one is used to SCORE A TRY.

STRENGTH (STR)

Measures how powerful and overwhelming the player is. It will be the reference value for TACKLING and BREAKING THROUGH.

REFLEXES (REF)

Indicates how nimble the player is. It is used for DODGE rolls and to avoid falling to the ground.

INTELLIGENCE (INT)

Used for some special skills from cards and players.

PROTECTION (PRT)

Represents the armor that the player is wearing and it helps preventing damage. It is added to BDY on endurance rolls.

BODY (BDY)

Represents the size and the bulk of the player. It is the maximum number of wounds that you can receive before getting injured.

PLAYER CARD_

Name **Position**

YOKOZUNA

Illustration

Base size

Skill by position

40 **ONSLAUGHT**

PLAYER SKILL

Player skills

↑↑↑ Sumo: Once per action when this player performs a successful BREAKTHROUGH or TACKLE, you can force your opponent to reroll the ENDURANCE roll.

TAKKURE



It indicates if the skill is a skill by training. in such a case it is affected by the fatigue of player (Fatigue, Page 39)

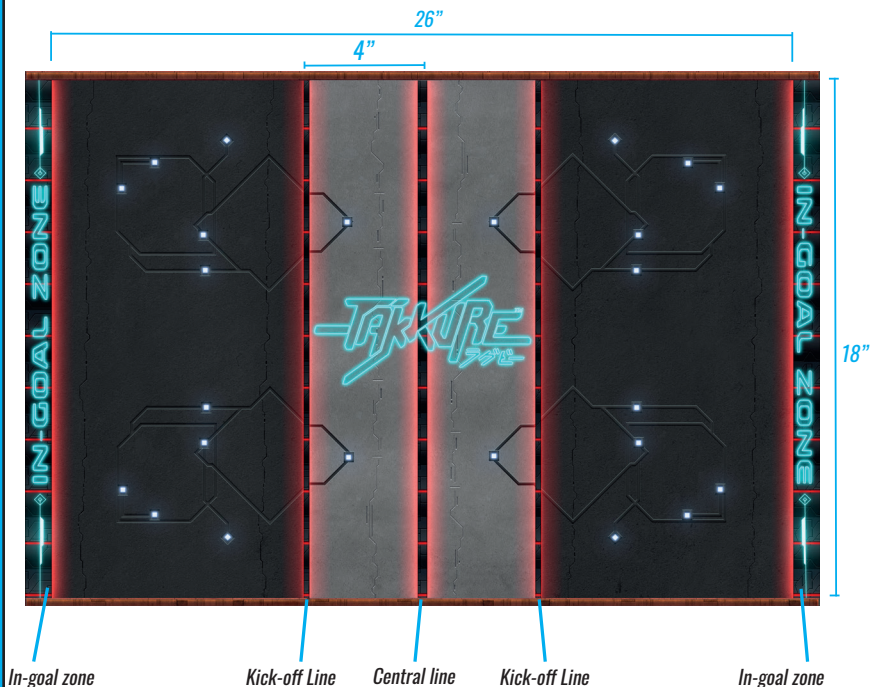
40

Indicates the size, in millimeters, of the player's base.



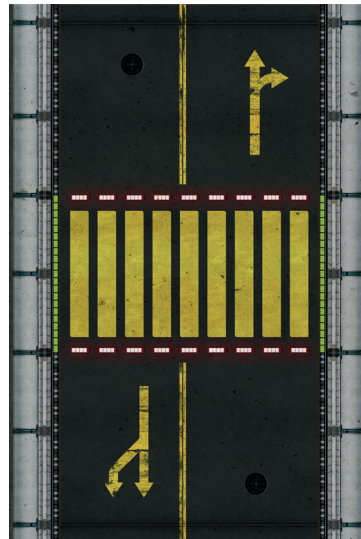
Indicate in which positions you can line up this player (Line-up, Page 49).

PITCH

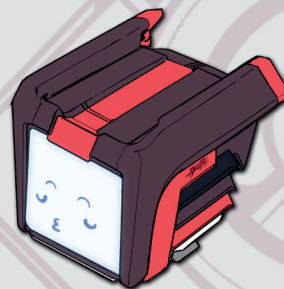
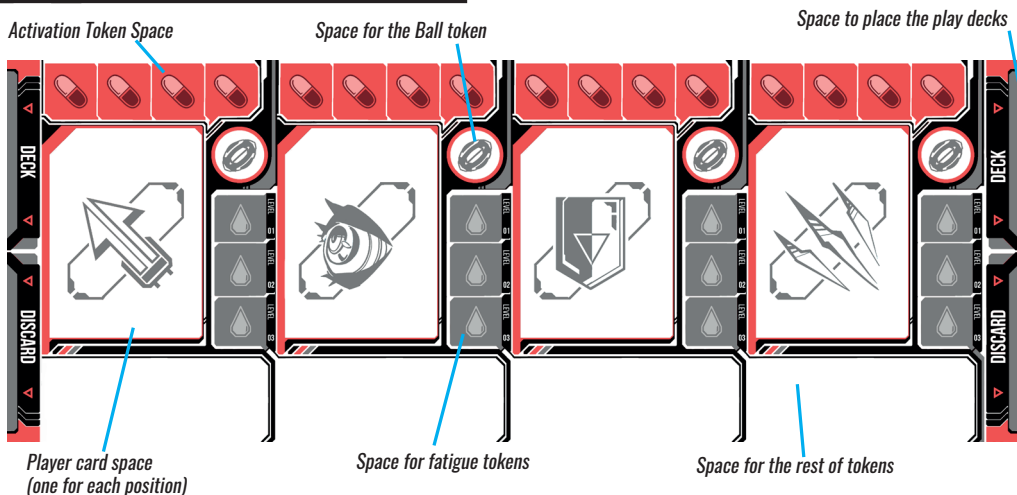


Pitch B

On the B side of the board you can have an alternative pitch. The key measurements are exactly the same and are marked on the design.



COACH BOARD

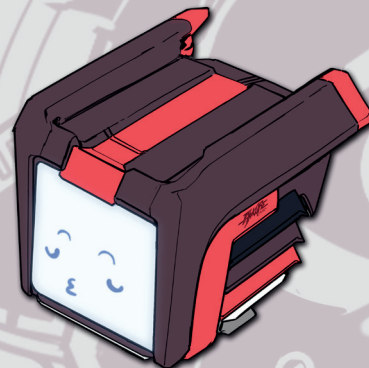


Now you know all the game components. Do you have everything? Perfect! Unfold the field, keep the components at hand and let's go!

01. FIRST STEPS.

First things, first. I'm going to teach you how to activate your players, to move them around the field, to defend, and how to score a try, which is the ultimate goal of the game: scoring more tries than the opposing coach.

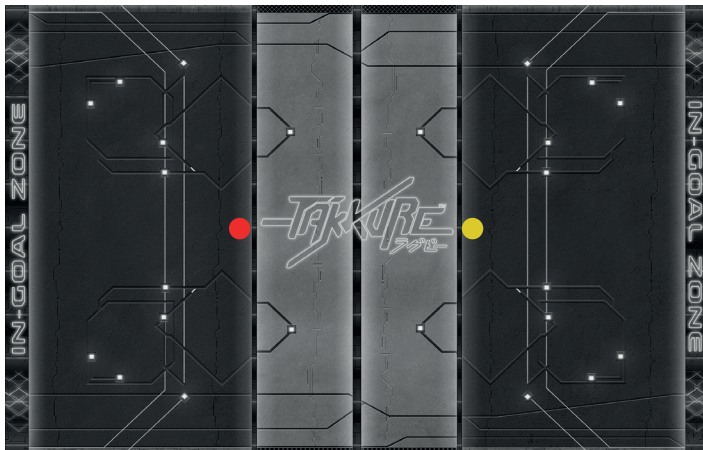
Ask another coach to help you so you can practice together, it will be more fun. If you have no one available, you can control both players. It's not very complicated. Since this is the first exercise, we will take it easy, I will explain it step by step. In the following exercises we will go a little faster.



EXERCISE SET UP

Sit down across each other and place the field with the short side facing you. Each coach takes a coach board, a player and his card. Don't take the player with the largest base for the moment. Leave the rest of the components nearby.

Place the players as indicated in the following diagram.



Place the ball token on the card of one of the players or attached to their base.

Choose which of the two players is the ball carrier. Or, if you are playing with another coach, randomize it or the owner of the box gets to decide. As I explained before, that player is the attacking player.

Now, we are going to see how to activate a player to perform different actions. This is how you get the ball into the in-goal zone. Which, remember, is what you have to do if you want to win a match. The attacking coach takes the 4 activation tokens. Next, I'll explain how to use them.

ACTIVATION_

The attacking team can use one of its activation tokens to activate one of its players. It doesn't have to be the player carrying the ball.

Place the token in the player's space for activation tokens on the coach board or on his card.

Now that player becomes the ACTIVE PLAYER.

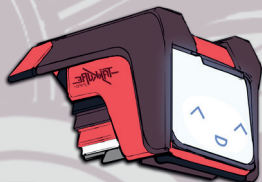
The ACTIVE PLAYER has to follow a series of steps to complete the activation.

Once the activation has been completed the attacking coach must use the remaining activation tokens.

ACTIVATION TOKEN_



Once a player is activated, it must follow these steps in order.



Now I'm going to explain the steps one by one. On this first exercise your actions will be directed in order to help you better understand the rules of the game.

ACTIVATION STEPS_

1- 1ST OFFENSIVE ACTION

2- DEFENSE

3- MOVEMENT EXECUTION

4- 2ND OFFENSIVE ACTION

5- MEASUREMENTS AND DICE ROLLS

6- TOKEN REMOVAL

Once completed, the activation ends.

ATTACKER'S FIRST ACTION_

The player can perform one action amongst the following:

- **MOVE**
- **STAND UP**
- **PASS FROM THE GROUND**

Now we are going to perform a MOVE to advance towards the in-goal zone. I'm going to explain how to MOVE as 1ST ACTION:

MOVE AS 1st ACTION

To **MOVE** as your 1st action, you must mark the movement you plan to make using either the movement token alone or both the movement and turn tokens.

Only the movement of the active player is marked: you don't have to mark the movement of another player other than the active player (as in a team move)

You can mark the movement in two ways:

- Using only the movement token: In this case, the player will make a totally straight movement until he/she enters in contact with the movement token.

(See Figure 1)

- Using the Turn token: Place this token between the player and the movement token. During step 3, the player will make a **STRAIGHT LINE** move until he/she is placed on the Turn token and then they will make another **STRAIGHT LINE** move until they are in contact with the move token. (See Figure 2)

There is no distance limit to mark the movement but you must bear in mind that the player will only move up to the maximum of inches indicated by the first value of his **MOV (ATTACK MOVEMENT)**.

Important: the player will **ALWAYS** try to move as much as possible. If you want to move less, you must place the movement token closer: the player's movement will stop only when it comes into contact with the movement token. (See Figure 3)

Remember: During this step you should only place the movement tokens, not move the player. The movement is performed during step 3 of the activation.

MOVEMENT TOKEN



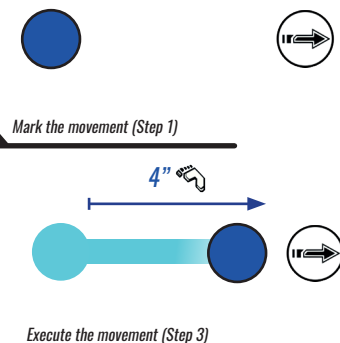
TURN TOKEN



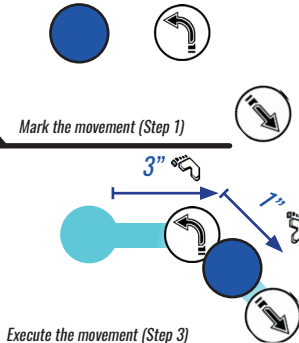
MOVEMENT SYMBOL



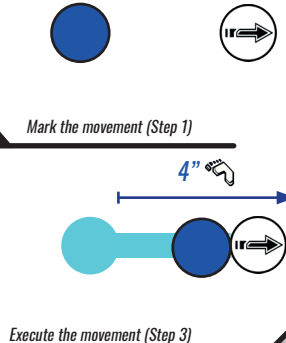
(Fig1) STRAIGHT MOVE



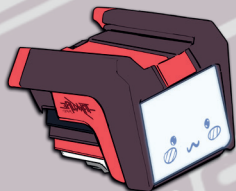
(Fig2) MOVE WITH TURN



(Fig3) SHORT MOVE



Now you must indicate the movement as in the following example. I recommend that you follow the indications the first time you practice this exercise. Once you get some practice, you can try to move as you wish.



Once the movement is indicated, it's time to defend. Now the defending coach must declare what his players will do. In this case the only one there is.

I will explain all the actions to you as we progress through the exercises. Right now what you should do is **PRESSURE**. Why? Because it is an action that is used when you think you are not going to tackle.

EXERCISE: MOVE AS 1st ACTION_

The active player marks a straight move towards the defending player.

- **ATTACKING PLAYER (ACTIVE)**
- **DEFENDING PLAYER**



1.05

DEFENSE_

At this point **ALL** players on the defending team can perform a defensive action. Each player action may be different.

These are the actions available on defense:

- **PRESSURE**
- **BALL STEAL**
- **TACKLE**
- **STAND UP**
- **REST**

1.06

PRESSURE_

This action allows **Defensive Movement**. **PRESSURE** represents the player trying to annoy nearby rival players. Indicate that you are performing this action with the pressure token.

The attacking players are affected if there is a player within 2 "performing the **PRESSURE** action at the exact point where the action is performed.

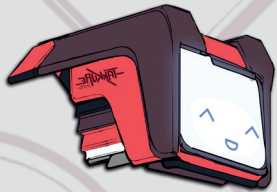
Attacking players affected by **PRESSURE** suffer a -1 modifier to the value of the characteristic associated with the second action they execute during this activation.

An attacking player can be affected by multiple defending players taking the **PRESSURE** action, pressure modifiers are stackable.

PRESSURE TOKEN_



A defensive move is a movement that some defensive actions allow you to perform. It works like this:



Now we are going to perform the defensive move with the defending player. Follow the example below.

Now that the defending player has executed his action, he should have gotten closer to the attacking player, but still be too far away to take any defensive action. So we're going to follow the activation steps to head straight to the scoring zone. But first let's execute the movement that we have marked in step 1.

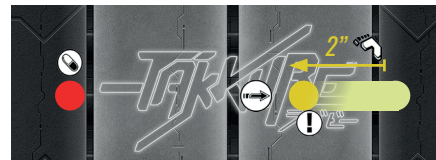
1.07

DEFENSIVE MOVE

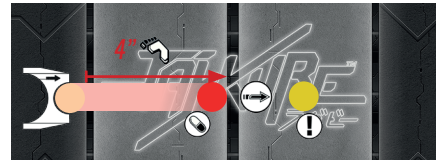
On defense, some actions or abilities allow you to move. The player can move a maximum of inches equal to his second MOV value. The defensive movement is performed in activation step 2, regardless of the outcome of the action in activation step 5. It is not necessary to mark defensive moves, you can move in any direction and it doesn't need to be in a straight line. Declare the defensive action, measure and move the player. Keep in mind that other players will block your movement. The action will resolve after the movement.

EXERCISE: DEFENSIVE MOVE AND EXECUTION

Defensive Move: Make a 2" defensive move directly toward the attacking player.



Movement Execution (Step3): Move 4" directly towards the movement token.



MOVEMENT EXECUTION

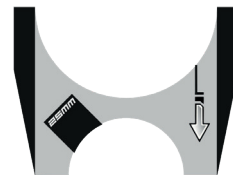
In this step the active player performs the movement he previously marked. You must mark with an active player token the place where the player starts his activation (before making the move).

Remember that the movement is a straight line, following the shortest path possible, as far as its Attack Movement allows, until it either contacts the movement token or exhausts all the MOV value. The active player always has priority to be placed on the game board and, during this step, it ignores all models on the game field. At the end of the movement, displace all players that prevent placing the active player at its final position.

He cannot move the players of his team in this way, if the movement falls on a player of the same team, reduce the movement until you can place him correctly.

If you have any doubts about this you can consult the RULES OF SPACE OCCUPATION, page 48.

ACTIVE PLAYER TOKEN



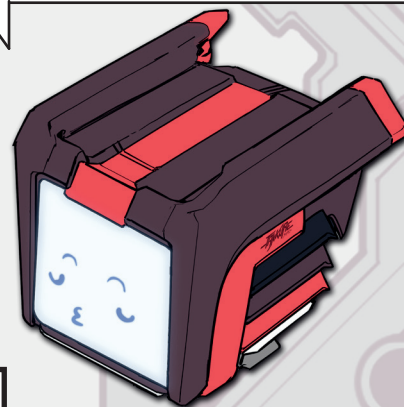
Let's continue with the activation steps. Now the active player must choose a second action.

ATTACKER'S SECOND ACTION_

As a second action, the active player can perform one of the following actions:

- **MOVE AS 2nd ACTION**
- **PASS**
- **PICK UP THE BALL**
- **DODGE**
- **BREAK THROUGH**
- **SCORE A TRY**

As you are still far away and there are no team-mates to pass the ball to, **MOVE** again. This movement is different from what we have done before, let me explain.



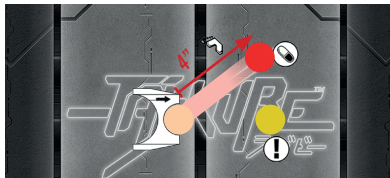
Now move the attacking player again as in the previous exercise. This movement is meant for you to try to get as far away as possible from the defender while moving forward to score a **TRY**.

MOVE AS SECOND ACTION_

To perform a move as a second action you don't need to use the move tokens. You can simply move the player up to the maximum of his Attack Movement in the direction you want, this movement doesn't need to be straight. During this movement, the rest of the players do block your movement. If during the first movement a player has declared a **TACKLE** against this player, you must mark the start of the second move with the active player token. If the **TACKLE** is successful, the player will fall at the token's location. Check Space Occupation, Page 48.

EXERCISE: MOVE AS SECOND ACTION_

Move 4" as shown in the figure. Remember that it is not necessary to use the movement tokens when you move as a second action.



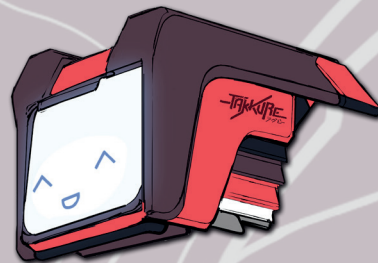
Since this is the first activation and there has been no contact between the two players there is nothing to measure and no dice to roll, step 5 now has no application. We will see those in the next activation.

In the last step of the activation, some tokens are removed, this step is simple but you shouldn't miss it.

TOKENS REMOVAL

Remove all the pressure, movement and active player token. Attacking team players who have not been activated can remove a GROUNDED token.

Note: A GROUNDED player who was carrying the ball at the start of its activation is considered active during this step.



Now you have seen the steps to follow during a player activation. It may seem tedious but it's like training until you acquire muscle memory: with a bit of practice, it will come out on its own and you'll see that the game is very fast and fluid.

But we've only seen a very basic aspect: the steps to follow when executing an action and the movement.

As you can see, the players are now very close and the defending player can try to TACKLE the attacking player. So let's get on with the exercise and see what happens.

Take another activation token, place it on the card of the player who carries the ball, who should now have two of them.

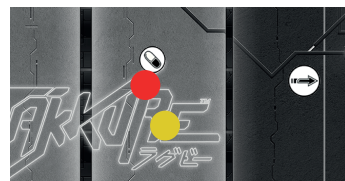
Let's go back to the activation order of a player:

1- Attacker's 1st action

Remember that you must mark the movement with the movement tokens, not perform it. If you want to make a change of direction during the move, use the Turn token to indicate it. Remember that you will always move the maximum inches trying to reach the move token.

EXERCISE: MOVE AS FIRST ACTION

Since you are still learning this is the first exercise, mark the next move.



2- Defense

At this point the defender must choose what action to take, it is very close so it is time to attempt a TACKLE. I know you can already smell the blood, so let's see how to TACKLE.

TACKLE (DECLARATION)

This action allows Defensive Movement.

The main condition is you can only TACKLE the player with the ball, WHETHER THEY ARE THE ACTIVE PLAYER OR NOT. You could tackle a player who hasn't activated, as long as it is the ball carrier.

You must declare which player and at what point you are going to try to tackle, before measuring the distance and making the defensive move.

You can choose to TACKLE the player's position or at any point along the path they've marked during step 1 of the activation, You cannot tackle a player on the ground.

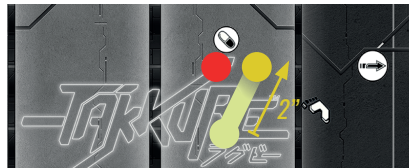
Once the location has been decided, measure and get as close to it as possible. You can use the TACKLE token to indicate that you have performed this action.

TACKLE TOKEN



EXERCISE: DEFENSE_

You are now close enough to the active player's path to **TACKLE**.
The defending coach moves his player to the point marked on the diagram.



3- Movement execution

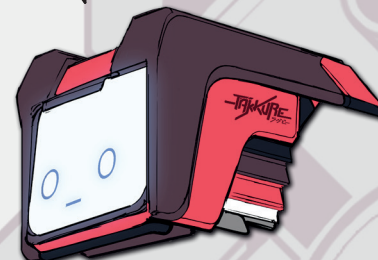
Now the active player performs the movement he marked. Remember that the active player never sees his movement interrupted during this step.

If you have any doubts about this, consult space occupation, Page 48.

As you see, the active player passes over the defending player and it will try to make contact with the movement token. But you already know that the defending player can try to tackle you, so you can decide what action to take now.

EXERCISE: MOVEMENT EXECUTION_

Move Active player 4" towards the direction of the move token.



4- Attacker's 2nd action

Once the move has been made, let's see what the attacking player can do to face the **TACKLE** declared by the defending player. I'm going to explain what you can do depending on the different situations that you might face.

DODGE: This would allow you to make a small extra move if you are successful on the dice roll, and get away from the defender. It is very useful if the player has a high REF value.

BREAK THROUGH: This action would provide no extra movement but would knock down the opposing player if successful. Use it with a player with a high STR value or when facing multiple defenders.

Choose one of the two, depending on the STR or REF of the player you chose for the exercise.

Once you have chosen your second action, we need to decide who prevails. For that I'll have to explain how the dice rolls work in Takkure™. This time, we'll go to step 5 which is when the rolls are made, but before that, we have to check the distances to apply the modifiers.

MEASURING DURING STEP 5_

During this step take all measurements not required by a moving action.

*For example: measure whether an attacking player is within 2" of a defending player who chose **PRESSURE** or the distance between two players for a **PASS**.*

Once you have checked all the distances to determine the modifiers to apply, you will make all the necessary rolls to determine which actions are successful.

UNOPPOSED ROLL_

Unopposed rolls are used to determine if a player's action is successful.

An unopposed roll is made, when no player from the other team intervenes in the action.

Therefore, you only need to succeed on your roll for the action to be successful.

To make an unopposed roll, roll a twelve-sided die (D12), apply all the modifiers and then check the result. If it is equal or lower, it is a succesful roll. If it's higher, it's a fail and the action is not executed.

EXAMPLE OF UNOPPOSED ROLLS

Strength (STR) 7

Dice results:



SUCCESS



FAIL

FACE-TO-FACE ROLL_

A face-to-face roll is used when several players fight for the success of an action in order to determine who prevails.

In a face-to-face roll, each player involved makes a roll and compares it with the characteristic corresponding to that action. It's like an unopposed roll but the success depends on the results of the rest of the players. Only one player can succeed on a face-to-face roll.

*- **If all fail:** Exactly that, all fail. If the player's action has an adverse effect when failing, apply it.*

*- **If only one is successful:** That player is the winner of the roll, his action is successful. The rest of the players have failed, apply any adverse effects of the actions they have taken.*

*- **If several players are successful:** In that case you must compare the dice results: the player that rolled the highest value is the winner, their action is a success and its effects are applied. The other players do not apply the adverse effects of their actions, and they are not considered to have failed. If they announced a defensive movement, they still move.*

*- **Tie:** Several players are successful and their dice results are the same. In that case no effect is applied as a result of the action. If they announced a defensive movement, they still move.*

EXAMPLES OF FACE-TO-FACE ROLLS

All fail:

Both Strength (STR) 7



FAIL



FAIL

Only one succeeds:

Both Strength (STR) 7



SUCCESS



FAIL

Several players succeed:

Both Strength (STR) 7



SUCCESS



CANCELLED

Tie:

Both Strength (STR) 7



CANCELLED



CANCELLED

MODIFIERS

A modifier is a number, positive or negative, that modifies the value of a characteristic, representing whether it is easier or more difficult to perform an action. These modifiers are applied to the characteristic associated with the action before rolling the dice. Modifiers are determined by rules, abilities, or actions.

EXAMPLE OF MODIFIERS

The active player wants to throw a 3" pass but is being pressured by a defending player.

Ball Control (BaC): 7

Pass at 3", modifier: +2

Pressure, modifier: -1

Player's Ball Control total: $7+2-1=8$

CRITICAL AND FUMBLE

If you roll a 1 on a die, it is considered a critical success. And if you roll a 12, it is considered a fumble.

Critical: A critical roll always wins the roll regardless of whether the other rolls are higher. In addition, a critical can provide extra benefits for the player, these are noted in the action's description.

If several players have critical successes it is considered a tie.

Fumble: A 12 on a die is always a miss, regardless of the characteristic's value.

ENDURANCE ROLL AND WOUND

Whenever a player is tackled, it must make an ENDURANCE roll (END) to see if they take damage from the hit.

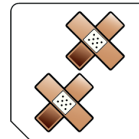
To calculate the ENDURANCE of a player you must add the values of BDY and PRO.

This is an unopposed roll: roll a die and compare it to that value.

If the result is equal or less: You are successful, the player takes no damage.

If the result is higher: You have failed the roll, the player receives a WOUND token.

WOUND TOKEN



Now you've already seen the rolls. There is actually more to them, but I'll explain it when the time comes. I will now explain how the actions performed by the attacking player work and what happens when you succeed on one or the other.

Dodge is very useful if you think that extra movement will let you avoid other tackles during the next activation, specially if your player has a high REF value or a skill that allows it to roll more than one die.



BREAKING THROUGH is a good way to get a defender out of the way. If you manage to knock it to the ground it will lose an action standing up and that will be your chance to reach the scoring area. Obviously, the players with skills that improve **BREAK THROUGH** and those with a high STR are the ones who will often use this action. This is a contact game, so it should be no surprise if you take some hits. Always keep in mind that only the ball carrier can **BREAK THROUGH**.

At this point you should already know that this roll will be face-to-face because you are affecting the defending player with this action. So let's see how the **TACKLE** action works.

1.19

DODGE_

You can only **DODGE** if a defending player has declared a **TACKLE** action against this player.

Make a roll using the **REFLEX (REF)** attribute.

If you are successful: Move 2" in any direction.

If you fail: No adverse effect

If it is a critical success: Move 4" in any direction instead.

Once you've decided on the point, measure and get as close to it as possible.

1.20

BREAK THROUGH_

You can only **BREAK THROUGH** if a defending player has declared a **TACKLE** action against this player.

Make a roll using the **STR (STRENGTH)** attribute.

If successful: The tackling player is **GROUNDED** and makes an **ENDURANCE** roll

If you fail: No adverse effect

If success is critical: The tackling player is **GROUNDED** and receives a **WOUND**

TACKLE (EXECUTION)_

To TACKLE, use the STRENGTH (STR) attribute.

If you make contact with the player or with its trajectory, that is the trajectory from the active player token to the active player position, after step 3 of the activation, make a roll using the STRENGTH (STR) attribute. This roll can be face-to-face or NOT depending on the attacker's second action.

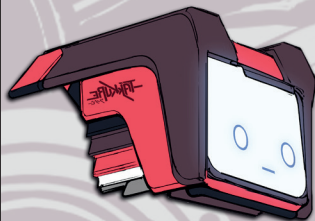
If during the defensive movement you do not make contact with the active player or its trajectory, you are considered to have failed the roll.

If you are successful: The defending player is placed in contact with the active player following the shortest path possible (FIG 1). Both players are GROUNDED, the player being tackled makes an ENDURANCE roll.

If you fail: Roll REF, if you fail the tackling player is GROUNDED and must make an ENDURANCE roll.

If your roll is CANCELLED: The action is not performed but you are not GROUNDED.

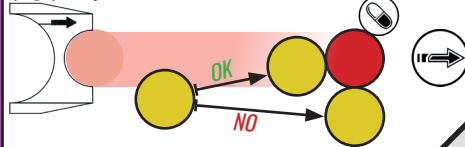
If success is critical: Same as success but the player being tackled takes a wound token without rolling ENDURANCE.



Tackling is the basis of the defense, in general it is the best way to stop the attack and once the attacking player is GROUNDED, steal the ball.

As you'll see, there are a number of things here that I haven't explained to you yet: the stamina roll, the wounds, and the ground. Later we will see what effects do they have. The only thing you need to know now is that if due to an action a player is GROUNDED, you must indicate it with a ground token.

(Fig1) Proper movement when TACKLING



Now that you know how rolls, modifiers, and actions work. Make the rolls to determine which player is successful.

What was the roll's result?

- If the defending player is hit by the attacking player, it will end up GROUNDED, execute step 6 of the activation and go to **"finish the exercise"**, since the attacking player will be able to SCORE A TRY at will.
- If the defending player manages to tackle the attacking player, it has managed to stop the attack, execute step 6 and go to **"finish the exercise"**.
- If the attacking player dodges the defending player and the defender is GROUNDED, the defense has lost the opportunity to stop the attack, execute step 6 and go to **"finish the exercise"**.
- If the attacking player dodges the defending player but the defender is still standing. Go to step 6 and go to **"exercise continues"**.

Finish the exercise and **"the exercise continues"** are found on the next page.

6- Tokens removal

Remember: remove **the active player token**, the movement tokens and the pressure token (if any). Now based on what the roll result was, check what to do next.

- Finish the exercise:

You can start over again, go to the beginning of the exercise and repeat it. I recommend you to follow everything we just explained step by step a couple of times, so that you understand well how the activation works and what the steps are.

*When you feel ready, you can place the movement token and perform the defensive movement any way you want, then go to **Free Movement**.*

- The exercise continues:

Place an activation token back on the carrier player. Mark the next move.

MOVEMENT AFTER AN ATTEMPTED TACKLE

Follow the activation steps. The defender will try to tackle directly on your player.

TACKLE ON THE PLAYER

Now execute out the rest of the activation steps as we have done in the exercise. And check the result as you have done before.

*Whatever the result, see **Finish the exercise**.*

- Free movement:

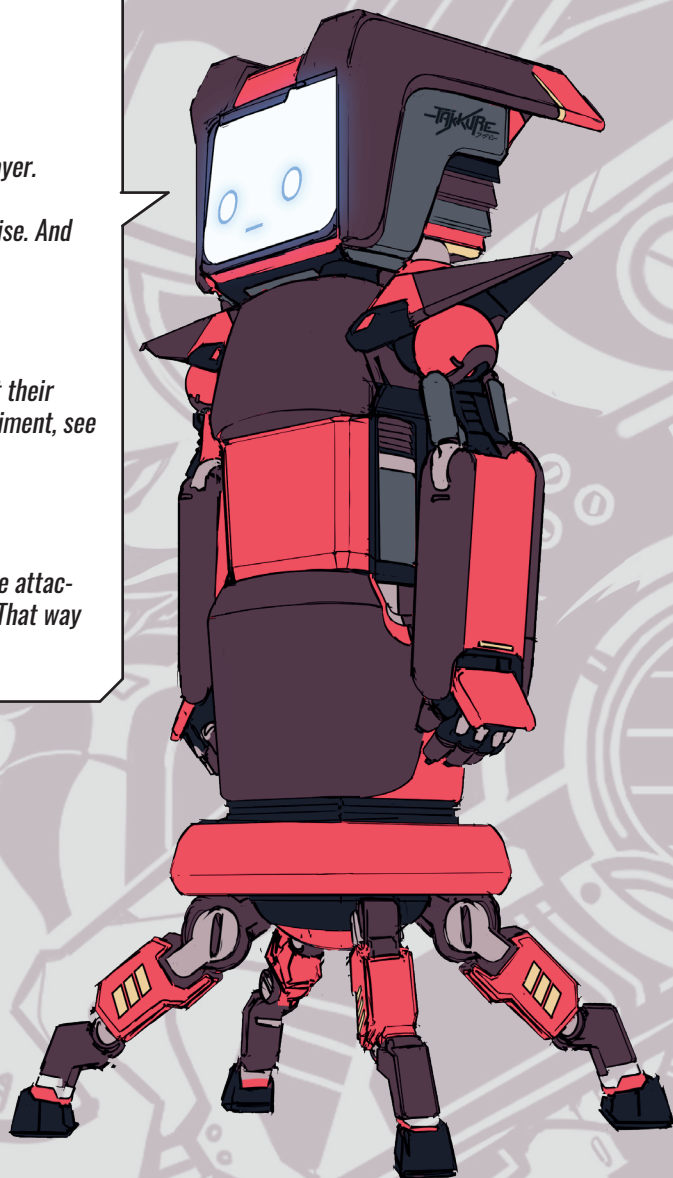
Now is the time for you to try things, restart the exercise, place the players at their starting positions. This time perform the movements any way you want, experiment, see how you can move to make it more difficult for the defender.

Just keep a couple things in mind:

- You must get to the opposite edge before you run out of activation tokens.
- You cannot step out of the lines or move backwards.
- Remember that if the defending player **DOES NOT** come into contact with the attacking player, you can **MOVE** again. We have already explained how that works. That way you can get away from the defender and get to the scoring area.

How was the first exercise? As I told you at the beginning, repetition is the key to success. If you want to try again, go back to the beginning of the exercise and repeat all the steps. You can start over as many times as you want and try all the action and movement options at your disposal. You can swap who is the attacker and who is the defender so that you can both try it. Repeating this exercise is a good way to assimilate the most basic concepts of the game.

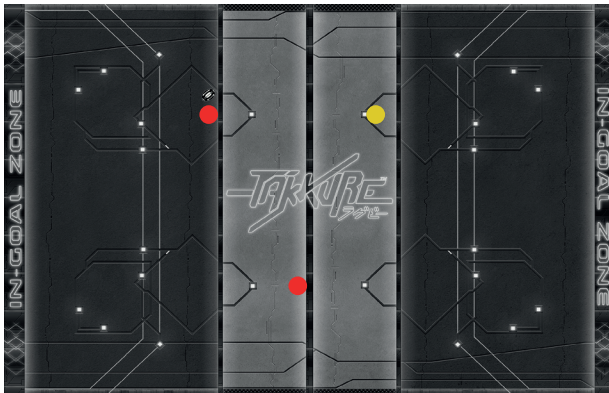
Whenever you feel ready, move on to exercise 2: we're going to pass the ball a bit.



02. PASS AND TEAM PLAY.

EXERCISE SET UP

To practice passing we will do an asymmetrical exercise. Decide which coach will be the attacker and which one will be the defender. The attacker will have two players and the defender just one. Place the players as indicated in the figure.



(Fig1) EXAMPLE HOW TO PERFORM THE EXERCISE



The active player moves directly towards the defender (1). So the defender moves directly towards it trying to TACKLE it. But it doesn't reach it which forces him to make a REF roll for a failed TACKLE (2). Then the attacker makes a second movement to get past his partner and be able to make the pass during the next activation, and also stay out of range of the defender's TACKLE (3).

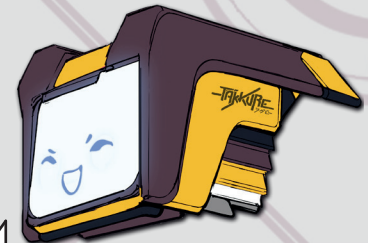
In order for the defender to be close on the second activation, he must make a diagonal movement (4).

You've decided to move forward, so let's pass the ball a bit. Passing the ball is the easiest way to break through the defense. The goal of passing is always to gain an advantage: either by creating a gap, by giving the ball to your highest STR player, by giving it to a player with a high REF paired with a defender with little STR... The depth of the game is enormous. Either way, passing is essential to have a better chance at winning the game.

Once again we will follow the activation steps, as we saw them in exercise 1. But in this case the attacking coach will only be able to perform the "Pass" action. Try to beat the defender just by passing the ball. Having superiority in numbers it should be easy, but you may need some practice. Take the 4 activation tokens and use one to activate the player carrying the ball.

First, try to get the ball to the player who is now ahead of you. Then keep passing the ball between your players to overcome the defender.

This is an example of how you could do it. (FIG 1)



I'm going to explain how to PASS, so you can do it.

PASS_

In order for a player to perform a PASS, it must be the ball carrier. Keep in mind that you can't pass the ball to a player ahead of you.

The active player can throw the PASS at any point of his movement. You can decide to do it at one point or another depending on the actions of the defending players.

By choosing a point where a defending player has not come into contact with the path of the active player, the roll will be unopposed. (FIG 1)

If the pass is at a point past the defender's action, the roll will be face-to-face (FIG 2)

Make a roll with the BaC attribute (Ball Control).

The PASS is always affected by modifiers, during step 5 of the activation, check the distance between the two models: the active player (passer) and the player who is going to receive the ball (receiver). Apply the modifier as shown on the table. Only one modifier is applied, in case the distance is just between 2 values, apply the best modifier.

If you are successful: The ball reaches the receiving player. Place the ball on the receiver's card

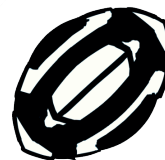
If you miss an unopposed roll: The receiving player makes a BALL RECEPTION roll.

If you have a critical success: The ball reaches the receiving player. Place the ball on the receiver's card. The receiving player may then make a move of up to 2".

If the roll is face-to-face and everyone fails: The receiver makes a BALL RECEPTION roll.

If the roll is face-to-face and your roll is canceled or you fail and your opponent succeeds: The PASS won't be performed, there is no RECEPTION roll. You suffer the effects of the defending player's action.

BALL CONTROL_

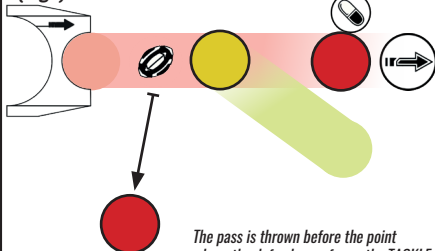


PASS MODIFIERS_

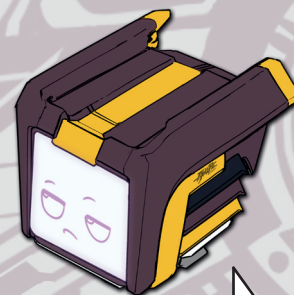
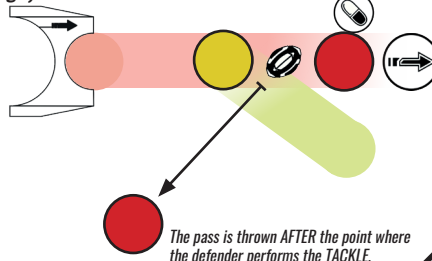
0" a 2"	+4
2" a 4"	+2
4" a 8"	0
+8"	-2

Only one modifier is applied, in case the distance is just between 2 values, apply the best modifier.

(Fig1) UNOPPOSED PASS



(Fig2) PASS WITH FACE-TO-FACE ROLL



Ok, your pass is really bad. But the receiving player has something to say about it. When you miss a pass, there is still a chance for the receiving player to catch the ball. To check if it is successful, make a BALL RECEPTION roll.

BALL RECEPTION

When you miss a PASS, the receiving player still has an opportunity to catch the ball. Make an unopposed BaC roll, taking into consideration the modifiers of the reception table, according to the distance between the players involved

If you are successful: the pass succeeds. The pass receiver becomes the ball carrier. Place the ball on the receiver's card

If you miss: the ball falls to the ground and you must make a scatter roll off the pass target. Center the template on that player.

RECEPTION MODIFIERS

0" a 2"	+2
2" a 4"	0
4" a 8"	-2
+8"	-4

Only one modifier is applied, in case the distance is just between 2 values, apply the best modifier.

SCATTER ROLL

Scatter roll? I haven't explained this yet. Well, now it's the time. There are situations in which you have to resolve a random move. In this case we will use it for the ball, but it can be used for other things. If a rule tells you to make a scatter roll, follow this rule.

In some cases the game will ask you to make a scatter roll.

Use the scatter template. This template is used to randomly determine where that object moves (like the ball for example).

To do this, place the template with the scattering object in the center with the number 1 pointing in the direction of choice of the coach causing the scatter. Roll a die and check the result. Place the object in contact with the template and with the tip of the arrow that matches the number you have rolled.

What was the result?

- If the pass reaches the receiving player, keep playing and try to reach the goal line.
- If the ball falls to the ground, the exercise ends.
- If the carrier is tackled and the pass is not performed, the exercise ends.

Remember that you have a limit of 4 activation tokens, if you run out, restart the exercise.

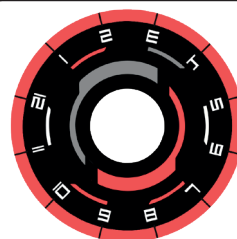
Repeat until one player reaches the line or you are comfortable with this exercise. Change the attacking coach so you can both practice the PASS.

By now you should have realized the importance of the pass to find or create a gap. Not everything is diving against the defense, a good handwork can be much more effective, and less dangerous.

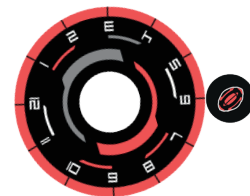
We are going to see what happens when we throw more players in such a limited space and when the game doesn't stop, that is, when we continue playing no matter what happens until the 4 activation tokens are used.

Let's go to the Death Box

SCATTER TEMPLATE



SCATTER ROLL EXAMPLE:



03. DEATH BOX.

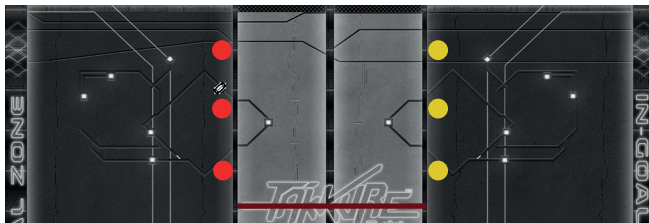
EXERCISE SET UP

We are going to even the teams, use 3 players each, do not use the player with the large base yet.

One team will be the attacker and the other the defender. The last defender in the previous exercise can be the attacker in this exercise.

Place the players of each team as indicated in the diagram.

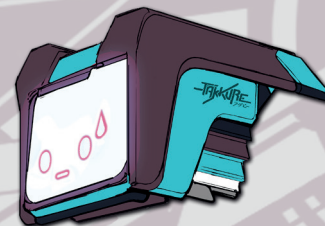
Note that in this case the playing space is smaller, the contact is unavoidable.



You should already have mastered individual play and passing. Now it's time to practice defense. Here you can experience what Takkure™ is for the first time: fighting for every ball and every inch of the field. We call this exercise the Death Box ... you will immediately understand why.

In this case, the attacking team will be able to use the three actions that we have seen so far: PASS, BREAK THROUGH, and DODGE. But let's add some excitement to the game, the exercise will not end when being tackled or missing a pass. We will continue to play until the defending team steals the ball or the attacking team reaches the line where the defenders started.

The attacking team takes all 4 activation tokens, if they use them up and still maintain possession, remove them from the coach board and use them normally again.



To continue the game you need some new rules:

We mentioned the ground during the first exercise, but until now it was just a token that we put on a model. Now you are going to see what it means and how to stand up, that is, removing that token.

3.01 GROUNDED

When a player hits ground, you must mark him with a ground token.

A player with this token cannot perform actions normally. You can only perform the STAND UP action.

The exception is when the GROUNDED player is the ball carrier, it cannot STAND UP. Instead it can throw a PASS FROM THE GROUND.

GROUND TOKEN



STAND UP_

If you perform the **STAND UP** action, you remove a **GROUND** token. This action can be done both during attack and defense. No dice roll is necessary.

On Attack: As the first action of the active player (if it's not the ball carrier). If the player has no more ground tokens, it can perform a **MOVE AS A 2nd ACTION**.

On Defense: Does not grant defensive movement.

Remember the basic rule of rugby: "Once tackled you cannot get up while you have the ball in your hands." But if you are the carrier, and you are **GROUND**, you can try to pass the ball from the ground.

PASS FROM THE GROUND_

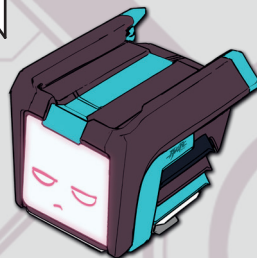
An attacking player carrying the ball who is **GROUND** may pass the ball.

But passing the ball from the ground has a number of restrictions:

- Passes from the ground receive a -2 modifier to the BaC, in addition to any modifiers it may have for distance.
- You cannot throw a pass from the ground further than 8". When measuring the throw distance, if the receiving player is more than 8" away, his roll is considered to have been cancelled. With which there is no **PASS** or **RECEPTION OF THE BALL**.
- If you decide to do this, the player will not be able to perform a second action on this activation.

To resolve the pass, based on the dice results, follow the steps for a **PASS** as described on page 32.

This is very useful, but it is susceptible to having the ball stolen by the opposing team. During this exercise, either a ball will fall to the ground or the player on the ground will have it in his hands. So let's see how we can pick up that ball and keep playing.



BALL_

The ball is a physical element, it can be in the hands of a player or on the ground. When a player catches the ball, it places it on its player card and becomes the ball carrier. When the ball is on the ground, it occupies that space as if it was an enemy player. See space occupation page 48.

BALL PICK UP_

Picking up the ball is an action that can only be performed by an attacking player. This action allows a player to pick up a ball that is on the ground or in the hands of a player, even if that player is on the ground. To be able to perform this action you must be in contact with the ball or the player with the ball (in this case it must be behind the player carrier, as in a pass), at some point during your movement.

Make a BaC roll with a +4 modifier. Then that player becomes the ball carrier.

BALL STEAL

This action allows Defensive Movement.

Stealing the ball is a defensive action that allows the defending team to take possession of the ball. You can steal the ball in three ways: when the ball is on the ground and is not in the possession of any player (loose ball), held by an attacking player who is GROUNDED or in the air (pass interception). But you cannot try to steal the ball from an active player who is NOT GROUNDED.

Loose ball: If you are in contact with the ball, make a BaC roll with a +4 modifier. (FIG1)

Held by an attacking player who is on the ground: If you are in contact with a GROUNDED ball carrier, make a BaC roll. (FIG2) A GROUNDED player cannot perform this action.

In the air: if you are at a point in a pass trajectory. That is, if you draw a line from any point on the passer's base (from where the pass originated) to the receiver's base and that line passes through any point on your base. Make an uncontested BaC roll with a -2 modifier. If the roll is successful, this player becomes the ball carrier. If unsuccessful, the pass continues as normal. (FIG3)

Remember that if the ball is STOLEN, at the end of the current activation, the attacking coach must discard any remaining activation tokens. Then that coach becomes the defending coach and viceversa.

(Fig1) BALL ON THE GROUND



ROLL BaC +4

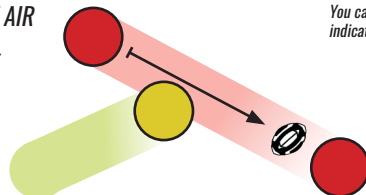
(Fig2) HELD BY AN ATTACKING PLAYER ON THE GROUND



BaC ROLL

(Fig3) IN THE AIR

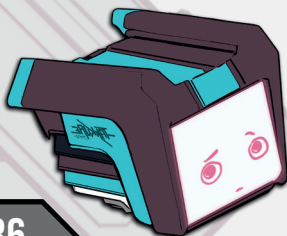
The defending player steals the ball on the path between the two attacking players. Make an unopposed roll of BaC -2



You can use this token to indicate this action.



These rules are simple, but often times there aren't only two players facing off, but rather multiple players can intervene. In that case, you have to make a multiple roll, which is a special type of face-to-face roll. There are two types of multiple rolls: the multiple roll and the melee roll.



MULTIPLE FACE-TO-FACE ROLL

When a roll is made in which more than two players intervene, it is considered a multiple face-to-face roll.

It's like a face-to-face roll, but it is the active player who, before rolling, decides the order and against which player it will roll each of their dice.

You must treat each roll as an independent roll.

On a multiple face-to-face roll, the active player may not have enough dice to face all the defending players. In that case, you must decide against which player you will use each of your dice. Players you don't assign a die to, will each make an unopposed roll.

The order of the rolls is important, as the result of a roll may affect the next one. As soon as the active player is GROUNDED, no more rolls are made.

MULTIPLE FACE-TO-FACE EXAMPLE

Two players (STR 7), try to TACKLE a player who decides to DODGE (REF 7):



SUCCESS CANCELLED FAIL

The active player decides to face the first defender. In this case, the second defender makes an unopposed roll. The second defender has failed, so the active player is not affected by its action.

Again, the two players (STR 7), try to TACKLE a player who decides to DODGE (REF 7):



SUCCESS CANCELLED SUCCESS

In this case the second player has been successful, once the attacker's action has been executed, which in this case is DODGING the first defender, the success of the second defender is resolved. Therefore, the active player is tackled by the second defender and both are GROUNDED.

Clarifications on multiple face-to-face rolls:

DODGE: The active player will only make ONE extra move for having successfully dodged, regardless of successes.

PASS: If the active player succeeds in a PASS, the rest of the rolls by the defenders will be UNOPPOSED.

MELEE ROLL

The melee roll is used in only two cases:

- When several players from both teams want to pick up a ball from the ground or in the possession of a player ON THE GROUND.
- When a player performs the SCORE A TRY action and there are several defending players performing the TACKLE action against him.

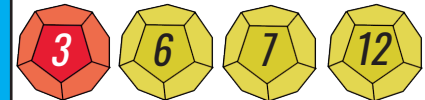
In these cases all dice are rolled at the same time and all results are compared in a single competition.

That is, the winner will be the player who succeeds in the roll and gets the highest value among the successes (or a critical).

In the event that several players tie for the best roll, make a new face-to-face roll between those players to determine who succeeds.

MELEE ROLL EXAMPLE

Four players, one attacker and three defenders, try to pick up a ball that is on the ground and that no player has. The attacker tries PICK UP BALL and defenders STEAL BALL. They all have CdB 7.



CANCELLED CANCELLED SUCCESS FAIL

As we can see, three players are successful in the roll, the attacker (3) and two defenders (6 and 7). In this case, the player who has gotten the highest value (7) is the winner of the roll and would steal the ball.

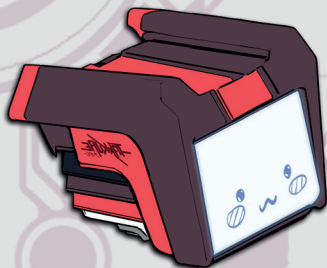
In these rolls, unusual situations can happen: don't worry, you will see that following the basic rules you will have no problems solving them.

Now you have the tools to continue the game. This exercise is aimed at helping you understand things when the game feels clunky or confusing, for you to learn how to solve those situations. Play until the defending team steals the ball or until the attacking team reaches the line where the defenders started.

As always, repeat as many times as necessary switching the attacking team and the defender team. Now we are going to deploy all the players on the field.

04. 4 VS 4.

You've already tasted dirt: when the match turns into a huge brawl of players on the ground and a closequarters fight. Now let's play a bit. You are not yet ready to play a match at 100%, but this 4 vs 4 exercise will help you practice some important things that we haven't seen yet. And you will start to feel what a real match is like.



Now let's get into what I'm going to explain in this exercise. Let's see how the players get tired and rest; how to score a try; skills by position and individual plays.

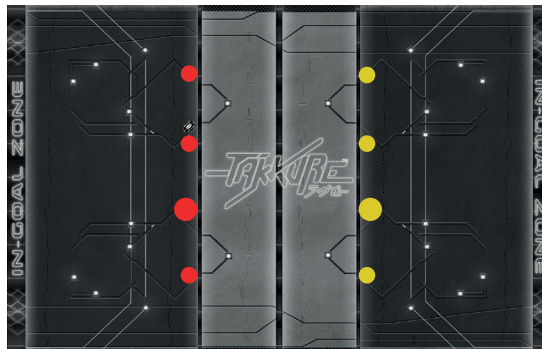
Players not only get wounded, they also get tired if you push them too far. We call that FATIGUE.

EXERCISE SET UP

Place the players as shown in the diagram.

You can now use the 4 players on your team. Get both teams in contact with their kick-off line without passing it. For this exercise you must also take the basic play cards, the individual cards and the team cards. Distribute one deck of each to both coaches.

As in previous exercises, decide who will be the attacker and who will be the defender. The goal of this exercise is to SCORE A TRY in the opponent's scoring area.



FATIGUE

Fatigue tokens represent the player's exhaustion. As a player becomes more fatigued, he receives adverse effects and may get injured.

There are several ways to receive fatigue tokens:

- *When a player receives the third activation token (during the same time phase).*
- *Skill effects and plays.*

When a fatigue token has to be given, place it (Active) on the player's card or in the space provided for it. If some effect of the game causes you to receive a fatigue token and you have an inactive token, instead of placing another token, flip it to activate it again.

ADVERSE EFFECTS

Fatigue produces adverse effects on players, and they are cumulative:

1 Fatigue - *The player loses both its Position Skills and its Training skills.*

2 Fatigue - *The player can only perform one MOV action per activation.*

3 Fatigue - *The player has a -1 modifier to STR, BaC, REF and INT.*

Remember that these effects are cumulative: a player with 3 fatigue has all the adverse effects of havin 1, 2 AND 3 fatigue tokens.

When a token is deactivated, it continues to occupy a space but the adverse effect is not applied.

FATIGUE TOKEN (ACTIVE)



FATIGUE TOKEN (INACTIVE)



MAX FATIGUE

When the player receives the fourth token, he is injured. Remove it from the field and make a roll on the injury table that you'll find in the glossary on Page 50.

Follow the steps on 5.04 Injuries that you'll find on page 45.

Now you know that players get tired, but they can also take a breath during the game to relieve fatigue. It's easy: they just need to REST.

REST

This action, which can only be performed on defense, helps players take a breath and remove their fatigue tokens.

When this action is performed, remove an inactive token from the player, if there are no inactive tokens, flip an active one to its inactive side.

That means you need to rest twice to completely remove a fatigue token.



Until now the players scored simply by reaching the opposite scoring area. But in a match you need to put the ball on the ground. It is the main objective of a match, it is how you win. It may seem simple: "Well, I get to the area and put the ball on the ground." But with the defense pressing or when the player is fatigued, trying is not easy.

You've surely seen it on the cards: the players have various abilities that make them unique. Now we will see the skills by position. These skills represent the specialty of the player within the team: if he is a sharpshooter player who passes the ball with incredible precision, a natural born defender or very skilled at dodging defenders.

4.04

SCORE A TRY

A player carrying the ball whose base is partially within the in-goal zone may attempt to SCORE A TRY.

Make a roll using the second BaC value.

Keep a few things in mind before making the roll:

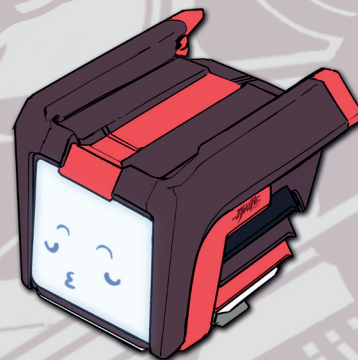
- For each fatigue token, whether active or not, that the carrier player has, you have a -1 modifier to the BaC on a SCORE roll.
- Your BaC is affected by a player PRESSURING you and any other applicable modifier.
- Remember that a 12 on a die is always a miss, regardless of the modified BaC you have.

Keep in mind that like any action this can be affected by the actions of the opposing players. For example, if a defender tries to tackle you during a try, you must make a face-to-face roll and follow the procedure for this kind of roll.

If multiple players oppose the player attempting to SCORE, make a MELEE ROLL.

If you pass the roll: congratulations, you successfully scored.

If you fail or the roll is canceled: Perform a Kick-Off (See Page 34).



In both Skills by Position as well as some single play cards, a player may roll more than one die in an action. Before continuing, let's see how this applies.

4.05

SKILL BY POSITION

All players have an ability per position marked on their card that are not explained on this card since they are common to many players.

Side step: The player rolls two dice when taking the DODGE action.

Precise Pass: The player rolls two dice when performing the PASS action.

Onslaught: The player rolls two dice when performing the BREAK THROUGH action.

Defensive Insight: The player moves twice his defensive MOV.

Expert Tackler: The player rolls two dice when performing the action TACKLE.

Remember that these skills are lost while you have a fatigue token.

MULTIPLE DICE_

Thanks to some plays and skills, it is possible for one player to roll more than one die per action. These extra dice have multiple uses:

-Increasing your chances to succeed: Add those dice to a roll. Roll them and choose one, ignore the rest.

-Facing multiple opponents: You can use the extra dice to roll face-to-face against more than one player. Choose against which player do you want to use each dice. Every roll is resolved independently. If you have enough dice, you can combine both uses.

We have already referred several times to the players cards, where their characteristics and abilities are determined. But they are not the only cards used in Takkure™. There are also play cards. These are divided into two types: individual play and team play. They are a very important aid in the game and you will use them often. Now I'm going to explain each type of card.

INDIVIDUAL PLAY_

These cards represent excepcional plays and they contain a description of the effect and their requirements.

When you want to use one of these cards, you must show the opposing coach the card you are going to use and leave it on the table.

Each card indicates when it can be used. In case of a timing conflict, the attacking coach has priority and is the one who decides which card to resolve first. If a Coach gives up their chance to play a card when the timing requirements are met, they can't play any card until the conditions are met again.

Individual plays are discarded after use, form a pile with the individual discarded plays.

As we have seen, these cards enhance actions and are single use. But the collective play cards are the cards that you will use the most, since they allow you to activate, with a single activation token, more than one player. Furthermore, these cards are not permanently discarded: you can retrieve them before a kick-off. Let's see how they are used.

MULTIPLE DICE ROLL EXAMPLE_

In this case, the attacking player rolls two dice for its SIDE STEP ability. And it decides to assign one to each defender.

Like the multiple face-to-face roll, the attacker decides the order in which they will be resolved. Check the multiple rolls if you have any questions about it.



SUCCESS



CANCELLED



FAIL



SUCCESS

In this example the attacking player succeeds in the first roll and cancels the roll of the defender. DODGE allows him to move an extra 2". Facing the second player, he fails his roll, while the defender succeeds. He receives a grounded token because of the successful TACKLE.

INDIVIDUAL PLAY CARD_

QUICK DEFENSE

- USE BEFORE DECLARING DEFENSIVE ACTION.

DURING A DEFENSIVE ACTION A PLAYER MOVES TWICE ITS DEFENSIVE MOV. WHILE USING THIS CARD, THE PLAYER CANNOT USE ANY OTHER SKILL THAT INCREASES ITS DEFENSIVE MOV. THE PLAYER THAT BENEFITED FROM THIS CARD'S EFFECT RECEIVES A FATIGUE TOKEN DURING STEP 6 OF THE ACTIVATION.

INDIVIDUAL

TAKKURE

TEAM PLAY_

These cards represent the coordination and the training received by the players to work together. A team play allows to activate more than one player spending a single activation token.

WHEN TO USE THEM

Before spending the action token, the coach must declare that he is using a team play card, placing it facing down on the table next to the game board.

Plays can only be used if a player is carrying the ball and that player is the currently active player.

The attacking coach may check the card at any moment.

HOW TO USE THEM

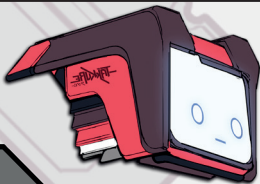
The cards indicate how many players are activated, the actions they will perform and in which order they have to be performed.

Once you declared you are using a team play card, follow the standard order for an activation with the following exceptions:

- 1st part of the action: If the card indicates a movement, the coach will only need to mark the direction of the ball carrier's movement.*
- After the Step 2 (DEFENSE), the active coach will turn the card and show the rest of the actions to their opponent. Then follow the actions on the card in order. Players can only perform the actions listed on the card.*
- If during the sequence of actions, the attacking team have to make a roll and they fail, the sequence is interrupted and the rest of the actions won't be performed.*
- Starting from step 4 of the activation, the attacking coach can interrupt the sequence of actions indicated as SECOND ACTION. Once a TEAM PLAY is used, put it aside, it will be unavailable until the next Kick-off.*

Resume of the use of a Team play card:

- 1- Declare you are using a TEAM PLAY and place it face down on the field.*
- 2- Place the activation token on the player who will be activating (The ball carrier).*
- 3- Announce which players will be participating*
- 4- Step 1 of the activation: Keep in mind only the ball carrier's movement is marked.*
- 5- Step 2 of the activation: DEFENSE, remember you can only TACKLE the ball carrier.*
- 6- Reveal the TEAM PLAY card being used.*
- 7- Step 3 of the activation: Perform the movement.*
- 8- Step 4 of the activation: Perform, in order, the actions listed as 2nd action on the card. Keep in mind that you don't have to perform all the actions listed.*
- 9- Step 5 of the activation: Make any measurements and rolls required.*
- 10- Step 6 of the activation: Put aside the card, it won't be used again until there is a kick-off and you retrieve it.*



I recommend you to shuffle the Team plays deck and the Individual plays deck every time you start the exercise. Then draw new cards in order to test all the basic cards. As usual, repeat the exercise as many times as you need before moving on to the next one.

05. PRACTICE MATCH.

5.01

MATCH SET UP

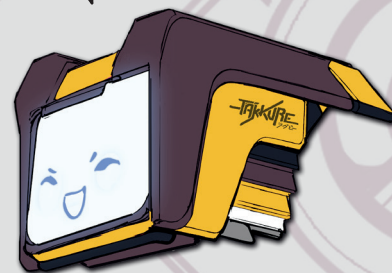
Before you start playing there are a few things you must do. Unfold the field with the in-goal zone in front of you, you must **SCORE A TRY** on the opposite one. Have the templates, tokens, and dice at hand. Place a coach dashboard on each short edge and the time dashboard on the side of the field, so both coaches can reach it.

- Choose your team, choose the 4 players who will play the game, grab their miniatures, their cards and the play cards.
- Assemble the play decks:

Individual Plays: Shuffle your team's Individual Play cards with the basic ones, creating a deck with both, shuffle them well, and place the deck face down near your coach board. Now draw the top 4 cards of the deck.

Team Plays: Gather the basic Team Play cards and your team's. Pick 4 amongst all of them. Those 4 Team Play cards will be available during the game, but you can switch them during half-time.

You have already learned the basics of this sport, now there are small things that will help you to be a better coach. Small but nonetheless important things. It's time to use everything you've learned so far, in a match. The only difference with a real game is that you will play without time, just until the game stops because either you score or your opponent steals the ball from you. As soon as a player reaches two tries, switch the attacker.



Ready to go. Now we have to put the ball in play and for that we will do a kick-off.

5.02

REFEREE

Referees don't exist in this game, at least not physically. But it has a presence in the rules. When you have to make a referee roll, follow the same procedure as when you flip a coin, you can use either an actual coin or the Ball token since it has two different coloured sides. The players decide who wants heads and who wants tails; and one of them tosses the coin or the token.

It serves several purposes:

Initial Kick-off: To decide who kicks and who receives the ball.

Resolving conflicts: When a rule, a movement or something else generates some kind of conflict between the players. That is, when they are not able to resolve it following the rules, they can then make a referee roll to determine which of the two options applies. The result is final.

KICK OFF

The kickoff is the way to put the ball in play. Kick-offs are performed at the start of the game, at the start of the second half, after a TRY or when a TRY roll is failed.

When you have to perform a kick-off, you have to determine which team will be the one kicking:

Start of the match: Make a referee roll. The winner DECIDES if they want their team or the opponent's to kick off.

2nd half: The team that did NOT kick off the ball in the first half.

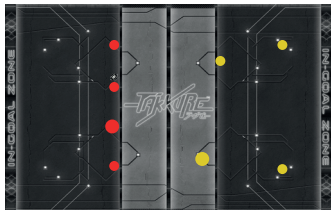
After scoring a try: The coach who received the TRY decides.

After failing to score a try: The defending coach decides.

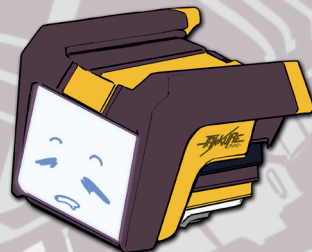
A kick-off is performed as follows:

- Before a kick-off, remove all activation tokens from the players and both players recover the collective play cards that they would have used.
 - The team that is going to kick off is placed in contact with its kick-off line, without crossing it. You can place the players however you like along the line.
 - The receiving team's coach places his 4 players in his own half of the field. You can place them wherever you want within your own half of the field. (FIG1)
 - The coach of the kicking team places the scatter template anywhere between the opponent's kick-off line and the opponent's in-goal zone but more than 1" away from either line and the field's edges.
 - The ball is in the air: Once the template is in place, all players can make a move with their defensive MOV. First the players performing the kick-off and then those receiving it.
 - Once all the players have moved, the coach of the team that kicked off makes a BaC roll with a player of his choice.
 - If the roll is successful: You can place the ball wherever you want along the scatter template's edge.
 - If the roll fails: Place the ball in the center of the template and make a scatter roll.
 - Catching the ball in the air: Once the ball is in place the players have the opportunity to try to catch that ball in the air. If one or more players are within 2" of the ball, they can attempt to catch it, in order to do that make a BaC roll with a -2 modifier. As soon as one player succeeds in the roll, you no longer roll for the rest of the players.
- Once the the Kick-off has been completed, the coach who received the ball is now the attacker and it must take the activation tokens as explained in "6.03: TIME" on page 47.

(Fig1) PLACING BOTH TEAMS EXAMPLE



We have seen that players can receive Wond tokens. But we haven't seen what happens when you get injured. It's time to see it.



INJURIES_

When the player receives as many WOUND tokens as his BDY value or suffers from Max FATIGUE he is injured.

When a player is injured, follow these steps:

- Remove it from the playing field.
 - Remove all wound tokens and fatigue tokens, and roll on the injury table.
 - Apply the effects.
 - Once the effects are applied, the player can (if the injury allows it) return to the game when a kick-off occurs.
- The injury table can be found in the glossary, page 50.

TEAM SKILL_

Like players, teams have skills that make them unique. These skills affect all the players of a single coach.

Future Teams will have their skill's description included in the box. But you can check them all on the web www.takkure.com

CORE TEAMS SKILLS_

Yamato: Unwavering Honor

When a Yamato player receives a Wound token, it also receives a Team Skill token.

These tokens can be discarded to gain one of the following effects:

- Remove a GROUNDED token (Remember you can't do that if the player is carrying the ball)
- Flip a FATIGUE token
- Repeat an INTELLIGENCE (INT) roll.

These effects only apply to the player who has the token. Once discarded they can't be used again.

Teriomorphs: Superstars.

Every time a player successfully performs one of the following actions: SCORE A TRY, TACKLE or BREAK THROUGH. Gain a Team Skill token.

Discard the noted amount of tokens to gain one of the following effects:

- 1x: Before making a roll, add +1 to the attribute you are using for the roll (up to a maximum of +3).
- 3x: Reroll a die. (Only once per roll).
- 5x: Retrieve an Individual Play card from your discard pile.

SKILLS_

Players have unique skills that differentiate them from others. These skills, and their effects are described on the player's card. You can use a Special Skill token to indicate that the player has an active ability during the turn.

Some skills are considered training skills and they are lost when the player becomes fatigued.



SPECIAL SKILL
TOKEN.



TRAINING SKILL_

TEAM SKILL TOKEN_



06.

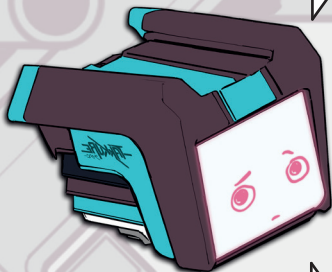
THE REAL DEAL - FULL MATCH.

How was the match? Did you find this system useful to learn to play Takkure™? If you feel comfortable it is time to play a full match.

Congratulations, play a couple games to learn the latest rules and you can now sign up for local leagues and tournaments to start your coaching career.

Let's go see the last few rules that you need to know.

If you have come this far, you have serious coaching skills: I said it at the beginning, I think you are destined to do great things. You already know a lot about Takkure™, I just have to explain a few things you need to know in order to play a full game. But the very first thing is to explain what a complete game entails.



Easy, right? Now you should know how time works in Takkure™: a clock is not used to represent it. Yes, it sounds weird, but it's simple, I'll explain.

6.01

FULL MATCH_

A full match consists of two halves. Each half ends when the time runs out.

Between the first and second half there is a break during which, you can reorganize the strategy and let your players rest.

The team achieving the most tries until the end of the second half is the winner of the match. In the event of a tie, the match ends in a draw.

As you can see there is a break between the two times called halftime. It is very simple, let me explain it.

6.02

HALFTIME_

Halftime is the pause between the first and the second half. It is a time for the players to rest and the coach to rethink the game strategy. Basically three things happen during the halftime:

- **All players remove a fatigue token:** Remove a token, you can choose whichever one you want, whether it is active or not.
- **The coach changes the strategy:** Check again choose 4 team playcards of the 8 team play cards you have available.
- **New individual card draw:** You can discard any undesired individual play cards. After that, draw until you have 4 cards in hand.

TIME

Time in Takkure™ is represented in a special way. No clock is used. Instead we use the TIME DASHBOARD to manage the time tokens. The time tracker is what grants the activation tokens and determines when a half time ends.

At the beginning of each half time, place a token representing each team on the box number 5 with the active side facing up (FIG1).

While you are the attacker, if you have used up all 4 activation tokens, do the following:

If the active side of your Time token is facing up: Flip your time token so that it shows the inactive side and take the activation tokens. (Fig 2).

If the inactive side of your Time token is facing up: Move both time tokens one slot downwards and flip them to the active side. (Fig 3). Now you can flip your time token so that its inactive face is up and take your activation tokens. (Fig 4).

Maintaining possession of the ball:

If you spent all 4 activation tokens and you kept the ball, that is to say, the opposing team didn't steal the ball from you, then your team is still the attacker and you have to take the activation tokens once again as indicated above.

Time is up:

If the coach needs to move the time tokens one box down and already was on the number 1 box, time is over and the activation tokens are not used again. The current halftime ends.

If it was the second half, the match is over.

Kick the ball out of the field:

When the token is in the position #1 if the attacking team has the lower score, the coach can decide to kick the ball out of the field (figuratively speaking, just by declaring it) and end the current half immediately. In order to do so, they just need to inform the opponent.

TIME DASHBOARD



TIME TOKENS

Active Tokens



Non-active Tokens



(Fig1) Place the time tokens on the box number 5.



(Fig2) To get your 4 activation tokens, turn the time token to the non-active state.



(Fig3) If it is already inactive, go down a box to get your 4 activation tokens. Reactivate your token.



(Fig4) Once on the next box, flip the token to inactive state to get your 4 activation tokens.



SPACE OCCUPATION_

Players move across the field and occupy space on it.

As a rule of thumb two players cannot occupy the same space. But being a dynamic game with no grid, some conflicts might arise.

To avoid these situations, here are the space occupation rules:

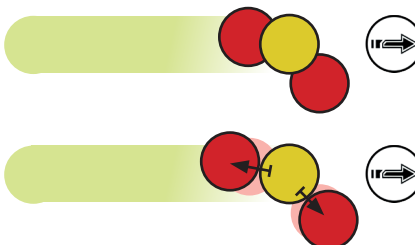
- The players occupy the space where they are. Another player cannot move through them or walk over them. They must move around them. A player on the ground occupies the same space as if it were standing.
- The one exception to the rule is the active player. An active player ignores the other players during its movement as first action.

- (FIG 1)
- The active player occupies the space where it finishes its movement.
 - The active player always has priority to be placed, if at the end of its movement there is an opponent, it will displace the other players in order to land on its place. (FIG 2) This rule doesn't apply to teammates.
 - This displacement is always done from the landing spot of the active player and following the shortest route possible (FIG 3)
- If in doubt because the active player landed right on top of the defending player (FIG 4), the defending coach chooses where to place the defending player.

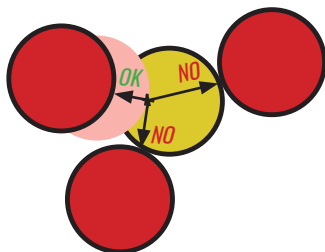
(FIG1) THE ACTIVE PLAYER IGNORES THE REST OF PLAYERS.



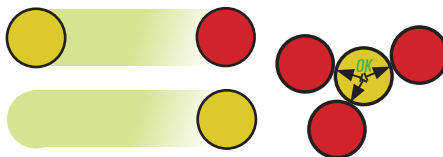
(FIG 2) IF THERE ARE PLAYERS WHERE IT LANDS, DISPLACE THEM.



(FIG 3) THE DEFENDING PLAYERS WILL TAKE THE SHORTEST ROUTE TO MOVE AWAY.



(FIG 4) IF IT LANDS EXACTLY ON TOP OF A PLAYER OR IT IS IMPOSSIBLE TO DETERMINE THE SHROTEST ROUTE, THE DEFENDING COACH CHOOSES WHERE TO PLACE IT.



REPOSITIONING

Sometimes a situation might come up when the ball or a player can't be placed after a scatter because there is an object preventing it.

In example: When a ball scatter lands on a player and it can't be placed. (FIG 1)

In those situations you will use the scatter template you have already placed and follow these steps:

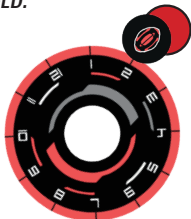
- Check whether the roll was odd or even:

- **If the result is EVEN:** Move the object you are trying to place following the numbers in ascending order. (FIG 2) If you reach number 12, keep counting from number 1.

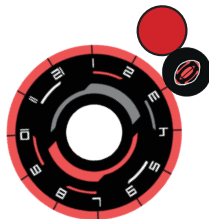
- **If the result is ODD:** Move the object following the numbers in descending order until you are able to place it. (FIG 3). If you reach number 1, keep counting from number 12.

If there is more than one obstacle preventing the object's placement, keep going until you can place it.

(FIG1) THE BALL CAN'T BE PLACED.



(FIG 2) EVEN RESULT.



(FIG 3) ODD RESULT.



LINE-UP

Teams must always be composed of one player for each position: Wing, Scrum-Half, Full-Back and Forward.

The players' cards indicate in which position they can play. Players can have more than one position, but they only play one of them during the match, you must choose which player will fill each position before the referee roll at the start of the match.



WING

Fast and agile player.



SCRUM-HALF

Player with great passing ability and vision of the game.



FULL-BACK

Defensive player with ability to tackle.



FORWARD

Attacking player, big and strong.

07. GLOSSARY AND TABLES.

INJURIES TABLE

Remember: You must follow the steps on page 45, Injuries section (5.04)

COMMON INJURIES TABLE:

- 1.- Im just tired: Receive a **FATIGUE** token and a **WOUND**.
- 2.- Simple scratches: -1 **BDY**.
- 3.- Cut in the head: -2 **INT**.
- 4.- Damaged shoulder: -1 **STR**.
- 5.- Broken finger: -1 **BaC** and -1 **STR**.
- 6.- Broken toe: -1 **REF** and -1" **Active MOV**.
- 7.- Damaged eye: -2 **BaC**.
- 8.- Fractured Rib: The player receives a permanent **Fatigue** token (It cannot be turned or withdrawn in any way).
- 9.- Cervical sprain: -1 **STR**, -1 **BaC** and -1 **REF**.
- 10.- Dislocated shoulder: -2 **BaC** and -2 **STR**.
- 11.- Sprained ankle: -2 **REF** and -2"/-1" **MOV** (down to a minimum of 1"/1" **MOV**).
- 12.- Grave injury: This result cannot be modified by abilities. Roll on the **Grave Injuries** table.

GRAVE INJURIES TABLE:

- 1.- It's not as bad as it looks: Receive a **FATIGUE** token and roll in the common injuries again. (If you roll 12 again, apply the effect)
- 2 to 4.- Broken arm: -3 **BaC** and -3 **STR**.
- 5 to 7.- Broken leg: -3 **REF** and -3"/-2" **MOV** (down to a minimum of 1"/1" **MOV**).
- 8 to 10.- Fractured vertebrae: -3 **REF**, -3 **STR**, -3 **BaC** and you need to succeed on a **BOD** roll before performing any action.
- 11.- Broken skull: The player loses **ALL** skills, even innate skills. -3 **INT**, -3 **REF** and -2 **BOD**.
- 12.- Severely injured: Remove the player from the game.

If multiple infuries cause any attribute to reach 0 or less, remove that player from the game.

If the player carrying the ball is injured, place the scatter template centered on it, then roll to place the ball.

INJURY TOKEN



Use this token when a player gets injured.

GLOSSARY_

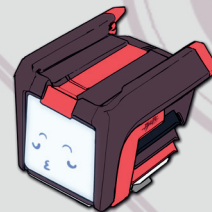
Activation - 19
Activation steps - 19
Attacker's first action - 19
Attacker's second action - 23
Attacking & defending teams - 15
Ball - 35
Ball pick-up - 35
Ball reception - 33
Ball steal - 36
Break through - 28
Characteristics - 16
Components - 15
Coach Board - 17
Core teams skills - 45
Critical and Fumble - 27
Defense - 21
Defensive move - 22
Definitions - 14
Dodge - 28
Endurance roll and wond- 27
Face-to-face roll - 26
Fatigue - 39
Full match - 46

Grounded - 34
Halftime - 46
How to measure - 14
Individual Play - 41
Injuries - 45
Injuries table - 50
Kick-off - 44
Line-up - 49
Match set-up - 43
Max Fatigue - 39
Measuring during step 5 - 26
Melee roll - 37
Modifiers - 27
Movement execution - 22
Moving as the 1st action - 20
Moving as second action - 23
Multiple dice - 41
Multiple face-to-face roll - 36
Pass - 32
Pass from the ground - 35
Pitch - 17
Player card - 16
Pressure - 21
Referee - 43

Repositioning - 49
Rest - 39
Rules priority - 13
Scatter roll - 33
Score a try- 40
Skills - 45
Skill by position - 40
Space occupation - 48
Stand up - 35
Tackle (declaration) - 24
Tackle (execution)- 29
Team Play - 42
Team skill - 45
The rugby rules- 13
Third half - 42
Time - 47
Tokens removal - 24
Unopposed roll - 26

THIRD HALF_

We call a rugby tradition: the third half. According to it, once the match is over, both teams gather to have food and drinks (for the older ones usually plenty of beer and for the younger ones a soda and a sandwich), to chat about the game, banter and sing, as an excuse to fraternize and smooth any possible resentment that could arise during the game.



You already know everything you need to play a game. I encourage you to visit our website: www.takkure.com so that you can sign up to a league and find teams to challenge in your area or anywhere in the world.

QUICK REFERENCE GUIDE

ACTIVATION STEPS

1. ATTACKER'S FIRST ACTION.

- Move
- Stand Up
- Pass from the Ground

2. DEFENSE.

- Pressure
- Steal the Ball
- Tackle
- Stand Up
- Rest

3. EXECUTING THE MOVEMENT.

4. ATTACKER'S SECOND ACTION.

- Move as Second action
- Pass
- Pick up the Ball
- Dodge
- Break through
- Score a Try

5. MEASUREMENTS AND DICE ROLLS.

6. TOKENS REMOVAL.

Once completed,
the activation ends.

SKILL BY POSITION

- Side step: The player rolls two dice when taking the **DODGE** action.
- Precise Pass: The player rolls two dice when performing the **PASS** action.
- Onslaught: The player rolls two dice when performing the **BREAK THROUGH** action.
- Defensive Vision: The player moves twice his defensive **MOV**.
- Expert Tackler: The player rolls two dice when performing the action **TACKLE**.

ADVERSE EFFECTS

Fatigue produces adverse effects on players, and they are cumulative:

1 Fatigue - The player loses both its Position Skills and its Training skills.

2 Fatigue - The player can only perform one **MOV** action per activation.

3 Fatigue - The player has a -1 modifier to **STR**, **BaC**, **REF** and **INT**.

Remember that these effects are cumulative: a player with 3 fatigue has all the adverse effects of havin 1, 2 AND 3 fatigue tokens.

When a token is deactivated, it continues to occupy a space but the adverse effect is not applied

PASS MODIFIERS

0" to 2"	+4
2" to 4"	+2
4" to 8"	0
+8"	-2

RECEPTION MODIFIERS

0" to 2"	+2
2" to 4"	0
4" to 8"	-2
+8"	-4

Only one modifier is applied, in case the distance is just between 2 values, apply the best modifier.