

TAKKURE

ラグビー



ENGLISH RULEBOOK (BETA)

A CYBERPUNK RUGBY GAME

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 to assimilate the rules more easily.

In this rulebook you will find a little character who will help you in this task: Tackly.
 In the exercises, rules and actions will be clearly marked. But if you do not remember where a certain rule or action is explained, you can consult the glossary, on **page 37**.

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 in a healthy way.

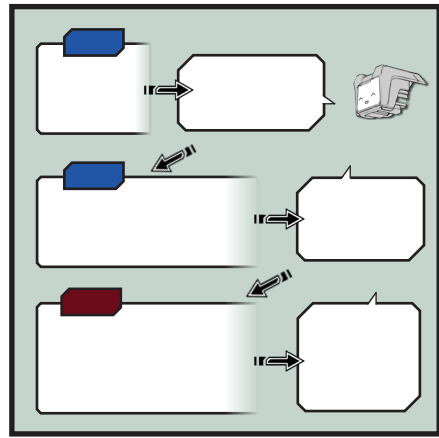
The Takkure™ Development Team

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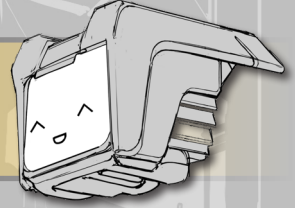
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HOW TO READ THIS RULEBOOK_

This rulebook is laid out as if it were a comic or manga, with the texts, actions and rules distributed in vignettes. So you must read like that .



00. FIRST CONTACT



Hello and welcome, I'm Tackly. I've been programmed to help new coaches to assimilate the rules of Takkure in the best possible way. Why do you want to become a coach? Do you think you have what it takes to coach the Neon First Series teams? Having an attitude is a good sign, but only attitude will not be enough. It is very difficult to train a team of hypermotivated players, with a difficult temperament and with body modifications that are not always high quality ones. We will start with the basics, I have to make sure you know the basics of this sport. I will teach you step by step how you can become a great coach and achieve glory. Because glory is what you all come looking for...but few find.

I know you are eager for stepping on the field but, before starting with the exercises, there are some things that I must explain to you. The theory is not usually liked by anyone but it will help you to better assimilate the rest of the rules and exercises.

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

And there are 3 very important rules that Takkure™ inherited from that sport:

THE RUGBY RULES_

- 0.01** - You cannot pass a ball to another 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 tackled, you cannot get up while you have the ball in your hands.

While keeping these rules, Takkure™ is played in many ways and is constantly evolving.

So you have to keep an eye for changes in the rules.

RULES PREVALENCE_

- 0.02** *It is possible that a rule described in an ability, card, equipment, FAQ or expansion, affects or conflicts with some rule described in this rulebook.*
A rule in an ability, card, equipment, FAQ, or expansion takes precedence over this rulebook.

Now we to with more practical things. As I have told you, we start with the most basic. So I have to make sure you know how to measure correctly. All the measurements and the material of this set are in inches. If you normally use the metric system don't worry, it is very easy to get used.

HOW TO MEASURE_

0.03 *In this game you can NOT measure before declaring an action. You can only measure when required by a rule.*

In Takkure™ all measurements are defined in inches. Indicated with (") 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.

It is basically measured in two ways:

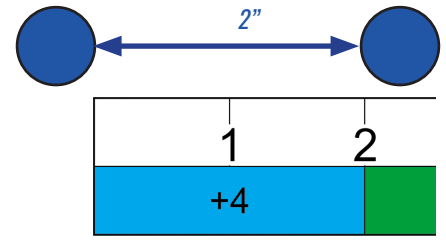
Check a distance (Fig 1): To check a distance between two objects, usually miniatures, you measure from the closest point between those two objects.

Make a move or place 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.

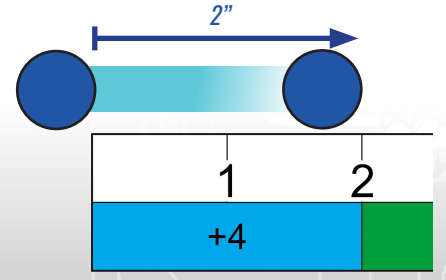
Example of moving (Fig2): To measure a movement you must choose a point on the miniature and move from that point until that point is at the maximum inches allowed by your movement value.

Example of placing (Fig2): in a scatter the rule says that you must place the ball 2" from you. In this case, the ball token cannot be placed beyond that measure.

(Fig1) CHECKING A DISTANCE

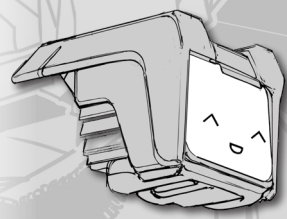


(Fig2) MOVE UP TO 2" AND PLACE AT 2"



DEFINITIONS_

- 0.04**
- **Coach:** It is you, the physical person who moves the miniatures, rolls the dice and has fun playing Takkure™
 - **Player:** It is the miniature that is on the playing field. Represents a member of one of the two teams playing the match.
 - **Team:** The set of players, all 4, of a coach.



In Takkure™ there are some definitions that in other sports or games do not have the same meaning, or are not used. So before continuing it is better that I make this clear to you.

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 be explained. But in some moments of the game this may not be clear. So I explain it to you carefully, so when you have doubts you can come back and remember it.

ATTACKING & DEFENDING TEAMS_

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

POSSESSION OF THE BALL:

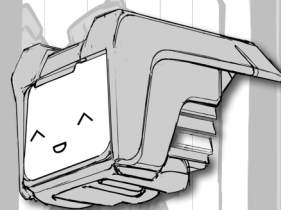
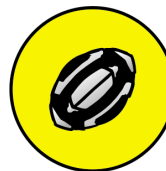
If a player on a team carries the ball, that player's team is the attacker. The other team is the defender.

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

There could be situations in which the ball is not in the possession of any player. You should have in mind that the attacking team will only lose possession when a player from the defending team has the ball in their hands.

When a player from the defending team has the ball in their hands, they become the team in possession of the ball, that is, the attacking team.

BALL TOKEN_



Well, enough theory, let's go to the field. Let's see if you have what you need to train. No, I don't mean that... I mean the material. Check if you have everything from the list on hand:

COMPONENTS_

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

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

You have it all? Perfect, now unfold the field, have all the material near you and let's go!

PLAYER CARD_

CHARACTERISTICS

MOVEMENT (MOV)

Measures how fast a player is. First value is the movement in inches when attacking and the second value is the defensive movement in inches.

BALL CONTROL (BaC)

Measures the skills of the player related with the ball. First value is for general use while the second one is used to TRY.

STRENGTH (STR)

Measures how powerful and overwhelming is the player. It will be the reference value to TAKLE and to BREAK THROUGH.

REFLEXES (REF)

Measures the agility of the player. It is used for the DODGE rolls and for avoiding to fall to the ground.

INTEIGENCE (INT)

Used for some special skills from cards and players.

PROTECTION (PRT)


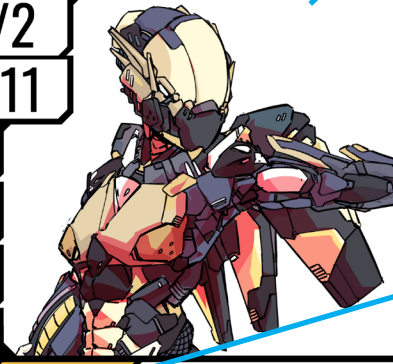







Represents the armor that the player is carrying, it helps to prevent damage. It is added to the BOD in the stamina rolls.

BODY (BOD)

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


Name
Illustration

AGUILA

	4/2	
	8/11	
	7	
	7	
	7	
	1	
	3	
	25	

PASADOR NATO

SUS PASES SON CRITICO CON UN RESULTADO DE 1 Y 2 EN EL DADO.



Base size
Skill by position
Player skill

It indicates if the skill is a skill by training.

Player skill description

PITCH_



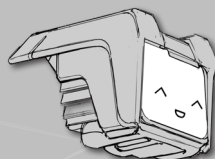
In-goal zone

Kick-off Line

Central line

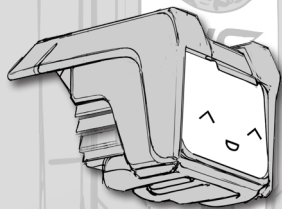
Kick-off Line

In-goal zone



Now you know all the game components. Do you have everything? Perfect! Unfold the field, keep the materials handy and here we 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??**, which is the objective of this game: to **score** more than the opposing coach.*

Ask another coach to help you so you can practice together and it will be more fun. If you have no one available, you can control both players. It is not very complicated.

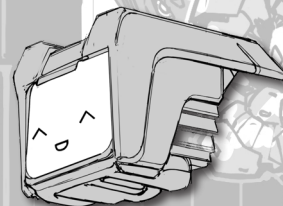
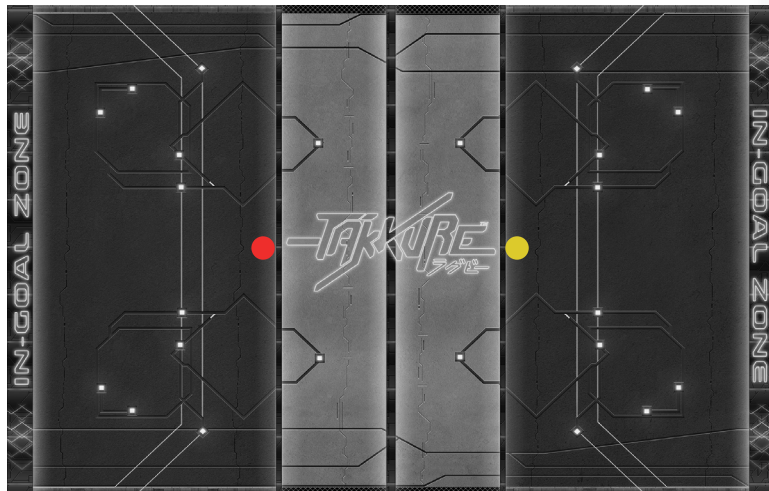
Since it the first exercise we will take it easy, I will explain it step by step. In the next exercises we will go a little faster.

EXERCISE SET UP_

Set the field with the short side in front of you, sit down facing each other. 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 near by.

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, draw it or the owner of the box get to decide. As I explained before, now that player is the attacking player.

*Now we are going to see how to activate a player to perform his actions. It is the way to 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 trainer takes the 4 activation tokens. And now I'm going to explain how to use them.*

ACTIVATION_

1.01 *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 this player becomes the ACTIVE PLAYER.

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

Activation Token_



Once a player is activated, he must follow a series of steps in the established order.

ACTIVATION STEPS_

1.02

1- 1st Offensive action

2- Defense

3- Movement execution

4- 2nd Offensive action

5- Measure and dice rolls

6- Token removal

Once completed, the activation ends.



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

1st OFFENSIVE ACTION_

1.03 *The player can perform an action among the following ones available as 1st action:*

- **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 you how to MOVE as 1ST ACTION:

MOVE AS 1st ACTION_

1.04

To MOVE as 1st action, you must mark the movement you are going to make using the movement token and the turn token if needed.

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)

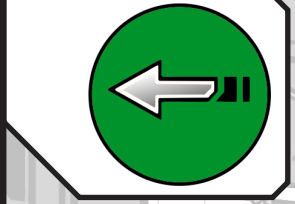
- Using the Turn token: Place this token between the player and the movement token. During step 3, the player will make a STRAIGHT LINE move until he/she is placed on the Turn token and then they will make another STRAIGHT LINE move until they are in contact with the move token. (See Figure 2)

There is no distance limit to mark the movement but you must bear in mind that the player will only move 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 put the movement token closer: the player's movement will stop when it comes into contact with the movement token. (See Figure 3)

Remember: In 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_



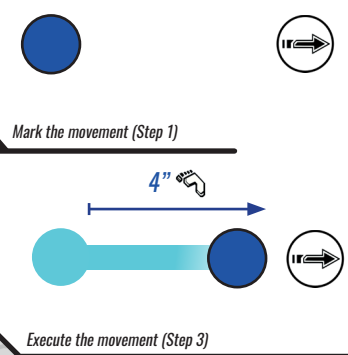
TURN TOKEN_



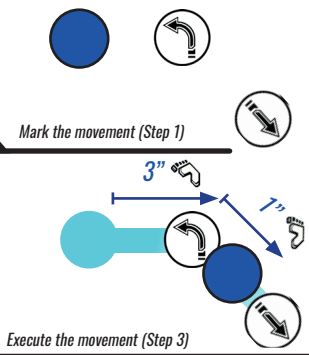
MOVEMENT TOKEN_



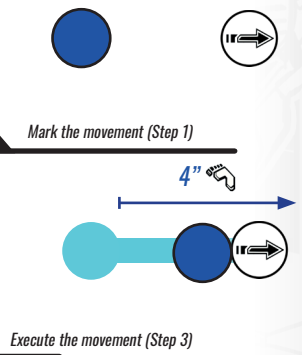
(Fig1) STRAIGHT MOVE



(Fig2) MOVE WITH TURN



(Fig3) SHORT MOVE



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



DEFENSE_

1.05

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 in defense:

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

PRESSURE_

1.06

This action allows Defensive Movement.

PRESSURE represents that the player is trying to annoy nearby rival players. Indicate that you have performed this action with the pressure token.

All attacking players within 2" of the player who performed the **PRESSURE** action are affected. Attacking players affected by pressure from a defending player 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_



The defensive move is a move 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 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.

DEFENSIVE MOVE_

1.07 In defense, some actions or abilities allow a movement to be carried out. The player can move a maximum of his second move value.

We will call this value *DEFENSIVE MOVE*.

It is not necessary to mark defensive movements. Declare defensive action, measure and move the player.

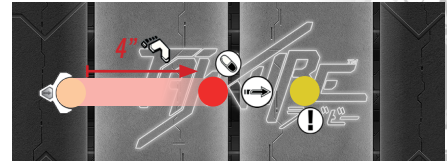
The action will take place after moving.

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_

1.08 In this step the active player performs the move 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 in a straight line, by the shortest possible path, as long as its Attack Movement allows, until it either contacts the movement token or exhaust all the MOV value. The active player always has priority to be placed on the game board and, in this step, he ignores all models on the game field. When the move ends, move all players that prevent placing the active player in their final position.

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

ACTIVE PLAYER TOKEN_



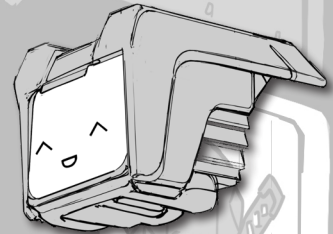
Let's continue with the activator steps. Now the active player must take a second action.

OFFENSE SECOND ACTION_

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

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

As you are still far away and there are no teammates to pass the ball to, MOVE again. This movement is different from what we have done before, I will explain it to you.



MOVE AS SECOND ACTION_

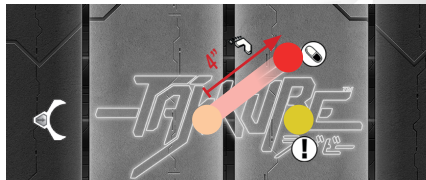
1.10 To perform a move as a second action you don't need to use the move tokens. You can simply move the player up to the maximum of his Attack Movement in the direction you want.

During this movement, the rest of the players do block your movement. Check Space Occupation, **Page X**.

Now move the attacking player again as in the previous exercise. The movement is for you to try to pass as far as possible from the defender. But keep moving score a TRY.

EXERCISE: MOVE AS SECOND ACTION_

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

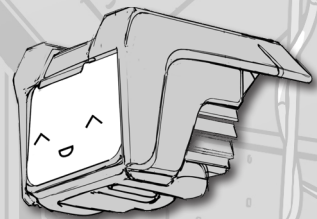


As it is the first activation and there has been no contact between the two players there is nothing to measure and no dice to roll, step 5 now has no application. We will see this in the next activation of the players.

In the last step of the activation, some tokens are removed, this step is simple but you should not forget about it.

TOKENS REMOVAL_

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



Now you have seen what steps you should follow during a player activation. It may seem tedious but it is like training until you acquire muscular memory: with a little practice it will come out on its own and you will see that the game is very fast and fluid. But we have only seen a very basic part: the order followed 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 will already have two.

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

1- Offensive 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 make it clear. Remember that you will always move the maximum inches trying to reach the move token.

EXERCISE: MOVE AS FIRST ACTION_

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



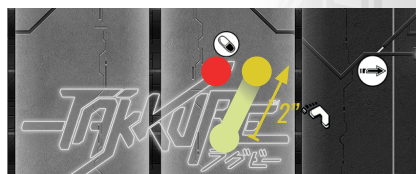
2- Defense
At this point the defender must choose what action to take, he is very close so it is time to try to TACKLE. I know you're already smelling blood, so let's see how to make a TACKLE.

TACKLE (DECLARATION)_

1.12 This action allows Defensive Movement. The main condition is you can only TACKLE the player with the ball. WHETHER OR NOT, THE ACTIVE PLAYER. You could tackle a player who has not activated, as long as he 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 set TACKLE on the player or at any point in the move they have marked during step 1 of the activation. Once the point is decided, measure and get as close to it as possible.

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

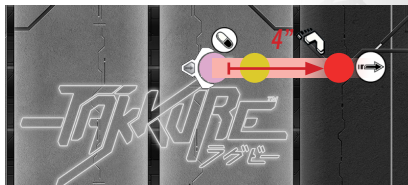
Now the active player performs the move he has marked. Remember that the active player never sees his movement interrupted during this step.

If you have doubts about this, consult space occupation, **Page X**

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- 2nd Offensive action

Once the move has been made, we are going to see what the attacking player can do to face the TACKLE declared by the defending player.

I will explain what things you can do, depending on the different situations that you will 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 value on his REF characteristic.

BREAK THROUGH: This action provides no extra movement but knocks 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 have chosen for the exercise.

Once you have chosen your second action, we will see who achieves their goal. For this we have to see how the dice rolls work in Takku-re™. Now yes, we go to step 5 which is where the rolls are made, but first we must check the distances to apply the modifiers.

MEASURE DURING STEP 5_

1.13

*During this step make 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 we have checked all the distances to determine the modifiers to apply, we will make all the necessary rolls to see which actions have been successful.*

UNOPPOSED ROLL_

1.14

The normal roll is used to determine if a player is successful when performing an action.

*An **unopposed** roll is made when no player from the defending team intervenes in the action. So you only need to succeed on your roll for the action to be successful. To make a **unopposed** roll, roll a twelve-sided die (D12), the value on the die must be equal to or less than the value of the characteristic associated with the action (after applying all modifiers). If it is higher, it fails and the action is not executed.*

EXAMPLE OF NOT FACED ROLLS_

Strength (STR) 7
Dice results:



SUCCESS



FAIL

FACE-TO-FACE ROLL_

1.15

The face-to-face roll is used when several players fight for the success of an action in order to determine which player among all those who intervene prevails.

*In a face-to-face roll, each player makes a roll and compares it with the characteristic that the declared action uses. It is like a **unopposed** roll but the success depends on the result in the dice of the rest of the players. In a face-to-face roll only one player can succeed.*

- **If all fail:** just that, all fail. If the player's action has an adverse effect by failing, apply it.
- **If only one is successful:** that player is the winner of the roll, he is successful in his action. The rest of the players have failed, follow the possible effects of the actions they have taken.
- **If several players are successful:** In this case you must compare the result of the dice: the player with the highest value on the dice is the winner, has succeeded in his action and applies the effects of it. The other players do not apply the effects of their actions but it is not considered a failure.
- **Tie:** Several players are successful, and also the number on the roll is the same. In this case it is considered that these players do not apply the effects of the action.

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

1.16

A modifier is a number, positive or negative, that modifies the value of the 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 make 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

1.17

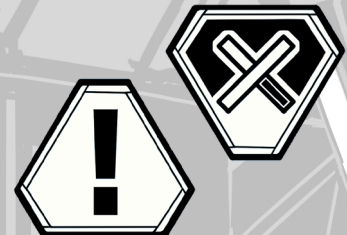
If you roll a 1 on a die, it is considered a critical result. And if you roll a 12, it is considered a fumble.

Critical: *A critical always wins the opponent's roll regardless of whether his roll is higher. In addition, the critics can cause beneficial effects for the player that are noted in the description of the action he is executing.*

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

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

Now you've already seen the rolls There is actually more to see, but I'll explain it to you when the time comes. Now I will explain how the actions that the attacking player has performed work and we will see what happens when you are successful with different actions.



DODGE_

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

Make a roll with the REFLEX attribute (REF).

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

If you fail: No adverse effect

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

Dodge is very useful when you think that with that extra movement you will avoid other tackles in the next activation. Or if your player has a high REF value or some ability that allows him to roll more than one die.

BREAK THROUGH_

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

Make a test with the STR (STRENGTH) attribute.

If successful: The hit player falls to the GROUND and makes an ENDURANCE roll

If you fail: No adverse effect

If success is critical: The hit player falls to the GROUND and receives a WOUND

BREAK THROUGH is a good way to get a defender off your back. If you manage to throw him to the ground he will lose an action in getting up and this is your chance to reach the scoring area. Obviously the players with skills that improve the action BREAK THROUGH and a high STR are the ones who always use the BREAK THROUGH. This is a contact game, so you shouldn't be surprised if there are some hits. Always keep in mind that only the carrying player can BREAK THROUGH.

At this point in the exercise you already know that the roll will be face-to-face because the defending player is affecting the attacking player with his action. So let's see how the TACKLE action works.



TACKLE_

1.20

To TACKLE, you use the STRENGTH (STR) attribute.

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

If you make contact with the player or with his trajectory, the straight line from the active player token to the active player position after step 3 of the activation.

Make a test with the STR (STRENGTH) attribute. This roll can be face-to-face or NOT depending on the situation.

If you are successful: The defending player is placed in contact with the active player following the shortest possible trajectory (FIG 1). Both players fall to the GROUND, the carrying player makes an STAMINA roll.

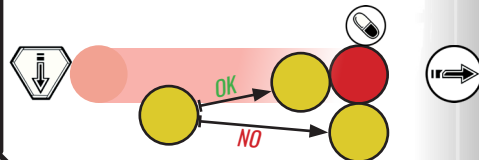
If you fail: You fall to the ground and must make an STAMINA roll.

If you roll is CANCELLED: The action is not performed but you do not fall to the GROUND.

If success is critical: Same as success but, in addition, the **carrying** player receives the WOUND without an STAMINA roll.

Tackling is the base of the defense, as a general rule it is the best way to stop the attack and once the attacking player is on the ground steal the ball.

As you will 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 they have. The only thing you have to do now is that if due to an action the player falls to the ground, you must indicate it with a ground token.



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

What was the result of the roll?

- If the attacking player hits the defending player, he will end up on the ground, execute step 6 of the activation and go to **“finish the exercise”**, since the attacking player will be able to TRY at will.
 - If the defending player manages to tackle the attacking player, he 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 falls to the ground, he 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- Removal of tokens

Remember: remove the activation token, the movement tokens and the pressure token (if any). Now depending on what happened in the test, see what you should do.

- Finish the exercise:

You can start over again, go to the beginning of the exercise and repeat it. I recommend you to follow everything explained step by step a couple of times so that you understand well how the activation works and its steps.
When you feel ready, you can place the movement token and perform the defensive movement as you want, at that moment 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 you see **Finish the exercise.**

- Free movement:

Now is the time for you to try things, restart the exercise, place the players at their starting points. But this time perform the movements as you want, experiment, try how you can perform the movement to make it more difficult for the defender.

Just keep a couple of 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 it works. This way you can get away from the defender and go to the scoring area.



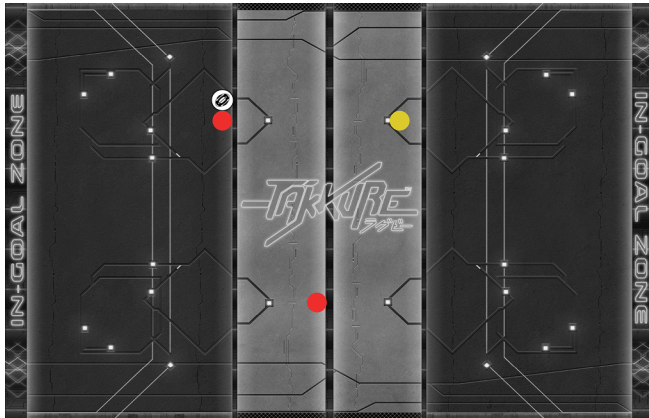
How was about the first exercise? As I told you at the beginning, repetition is the secret of success. If you want to repeat, go back to the beginning of the exercise and repeat all the steps. You can start over as many times as you want and try all the action and movement options that you have at your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

When you're ready, let's move on to exercise 2: we're going to pass the ball a bit.

02. PASS AND TEAM PLAY

EXERCISE SET UP_

For practicing the pass we will make an unbalanced exercise. Decide which of the two coaches will be the attacker and which will be the defender. The attacker will have two players and the defender just one. Place the players as indicated in the figure.



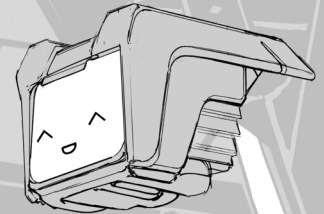
You've decided to keep moving forward, so let's pass the ball a bit. Passing the ball is the easiest way to break a defense. The objective of a pass is always to gain an advantage: either because you manage to create a gap, you give the ball to your player with the best STR, you get a player with a lot of REF paired with a defender with little STR... The depth of the game is enormous. Either way, the pass is essential to have a better chance of winning a game.

Again, we will follow the steps that an activation has, as we have seen 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 passing balls. Having this superiority 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 in front of you. Then go exchanging the ball between your players to overcome the defender. This is an example of how you could do it. (FIG 1)

(Fig1) EXAMPLE HOW TO PERFORM THE EXERCISE



The active player moves directly to the defender (1). So the defender moves directly towards him trying to TACKLE him. But he does not reach him, which will force him to make a REF roll for a failed TACKLE (2). So the attacker makes a second movement to get in front of his partner and be able to make the pass in the next activation, and also staying 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).



I will explain how the pass works so you can do it.

PASS_

2.01 In order for a player to make a PASS, he must be the ball carrier.

The active player can make the PASS from 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 would be **unopposed**. (FIG 1)

If the pass is at a point after the defender's action, the roll will be **face-to-face** (FIG 2)
Make a roll with the BaC attribute (Ball Control).

The PASS always suffers modifiers, during step 5 of the activation you 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 showed by this table.

If you are successful: The ball reaches the receiving player's hands. Place the ball in contact with the receiving player's base.

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

If you have a critical success: The ball reaches the receiving player's hands. Place the ball in contact with the receiving player's base.

The receiving player may make a move of up to 2".

If in an opposed roll you are successful but you are not the winner: The pass is not made, there is no reception roll. You suffer the action of the defending player.

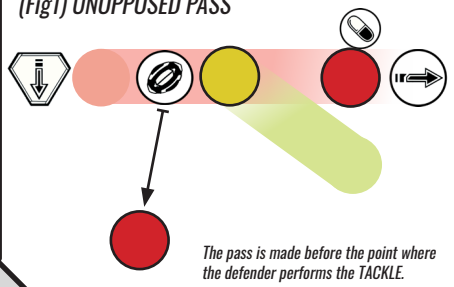
BALL CONTROL_



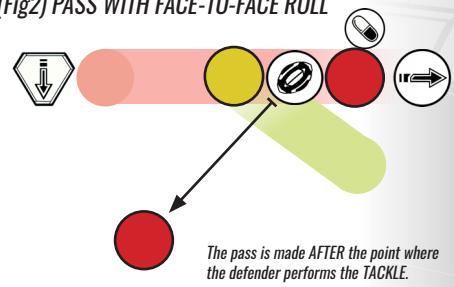
PASS MODIFIERS_

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

(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 that the receiving player will catch that ball. To check if it is successful, make a BALL RECEPTION roll.

BALL RECEPTION_

2.02

When a pass misses, the receiving player has a chance to catch that ball. Make a 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 receptor of the pass becomes the ball carrier.
If you miss: the ball falls to the ground and you must make a scatter roll from the pass receptor.

RECEPTION MODIFIERS_

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

Scatter roll? I hadn't explained this to you yet. Well, now it's the moment. There are situations where you have to decide on 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.

SCATTER ROLL_

2.03

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. 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 scrimmage line.
 - If the ball falls to the ground, the exercise ends.
 - If the bearer is tackled and the pass is not made, the exercise ends.
- Remember that you have the limit of 4 activation tokens, if they run out, restart the exercise.

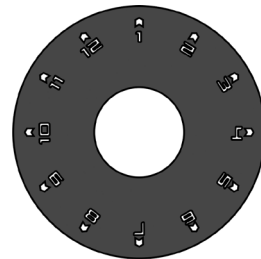
Repeat until one player reaches the scrimmage line or you are comfortable with this exercise. Change the attacking coach so you can both practice the PASS.

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

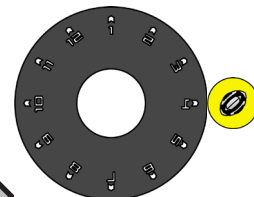
We are going to see what happens when we put more players in such a small space and we continue the game, that is, when we continue playing whatever happens until the 4 activation tokens are finished.

Let's go to the square of death!

SCATTER TEMPLATE



SCATTER ROLL EXAMPLE



03. THE SQUARE OF DEATH

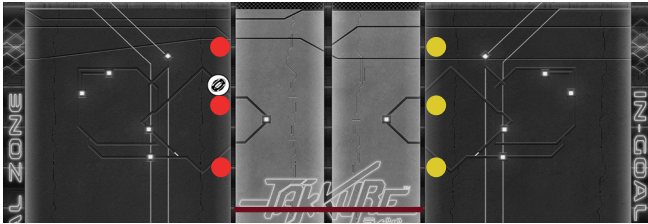
EXERCISE SET UP_

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

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.



To continue the game you need some new rules:

We have mentioned the ground during the first exercise, but until now it was only a token that we put. Now you will see in what it consists of and how we can stand up, that is, withdraw that token.

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 field. We call this exercise the square of death ... 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 with 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



GROUND_

3.01

When a player gets to fall to the ground, you must mark him with a ground token.
GROUND TOKEN

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

The exception is if the player ON THE GROUND is the ball carrier, who cannot STAND UP. But in this case you can make a PASS FROM THE GROUND.

GROUND TOKEN_



STAND UP_

3.02 If you perform the **STAND UP** action, you remove a ground token.

This action can be done in attack and defense. No dice roll is necessary.

In Attack: As the first action of the active player (if not the ball carrier).

In Defense: Does not allow 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 on the ground, you can try to pass the ball from the ground.

PASS FROM THE GROUND

3.03 An attacking player carrying the ball who is on the 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 make a pass from the ground further than 8". When measuring the passing distance, if the receiving player is more than 8" away, the pass is not made. If there is any defending player taking a defensive action against this player, their roll will be unopposed.
- If you decide to do this, the player will not be able to perform the second action of the activation.

This is very useful, but is susceptible to the opposing team stealing the ball from you. During this exercise, either a ball will fall to the ground or there will be times when a player on the ground has it in his hands. So let's see how we can pick up that ball and keep playing.

BALL_

3.04 The ball is a physical element, which can be in the hands of a player or on the ground.

When a player catches the ball, he places it on his player card and becomes the ball carrier.

When the ball is on the ground, it occupies that space as if it were a player. See space occupation **pagX**



BALL TOKEN_



BALL PICK UP_

3.05 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.

Make a BaC roll with a +4 modifier. Now this player becomes the ball carrier.

BALL STEAL_

3.06

This action allows Defensive Movement.

Stealing the ball is a defensive action that allows the attacking team to take possession. 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 on the GROUND or in the air (during a pass). But you cannot try to steal the ball from an active player who is NOT on the GROUND.

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 the attacking player who is on the ground, make a BaC roll. (FIG2)

In the air: if you are at a point where the ball travels in a pass. That is, if you draw a line from any point on the passer's base 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)

(Fig1) BALL ON THE GROUND

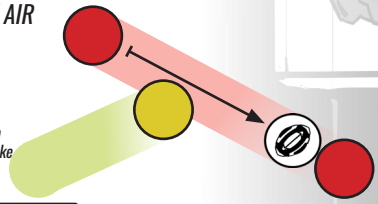


(Fig2) HELD BY AN ATTACKING PLAYER ON THE GROUND

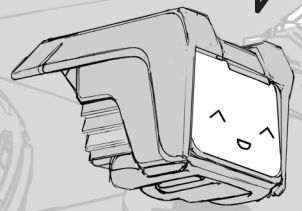


(Fig3) IN THE AIR

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



These rules are simple, but many times there are not only two players facing off to see who is successful in the action, but more than two players can intervene. In this 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_

3.07

When a roll must be made in which more than two players intervene, we make a multiple face-to-face roll.

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

You must treat each roll as a separate 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 on which player to use each of your dice. Players whom you do not assign a die will make an unopposed. The order of the rolls is important, as the result of one roll will affect the next roll. As soon as the active player is ON THE GROUND, 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 his action.

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



SUCCESS



FAIL



SUCCESS

In this case, the second player has been successful, once the attacker's action has been executed, which in this case has DODGED the first defender. The success of the second defender is resolved. Therefore, the active player is tackled by the second defender and both fall to the ground.

Clarifications on multiple face-to-face rolls:

DODGE: The active player will only make ONE extra move for having successfully dodged, regardless of successes. And only in the case of NOT being ON THE GROUND.

PASS: If the active player succeeds in a PASS, the rest of the rolls by the defenders will be NOT faced.

MELEE ROLL

3.08

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 that is in the possession of a player ON THE GROUND.
- When a player performs the TRY action and there are several defending players performing the TACKLE action against him.

In these cases all the 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 becomes successful.

MELEE ROLL EXAMPLE

Four players, two attackers and two defenders, try to pick up a ball that is on the GROUND and that no player carries. The attackers will try to BALL PICK UP and the defenders will BALL STEAL. They all have BaC 7.



CANCELLED



CANCELLED



SUCCESS



FAIL

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

In these rolls, unusual situations could 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 when the game becomes dirty and not very fluid. That you learn to solve these situations at rules level. Play until the defending team steals the ball or until the attacker reaches the scrimmage line.

And as always, repeat as many times as necessary, changing the attacking team and the defender. Now we will put all the players on the playing field

04. 4 VS 4

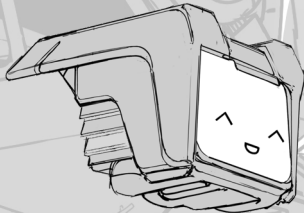
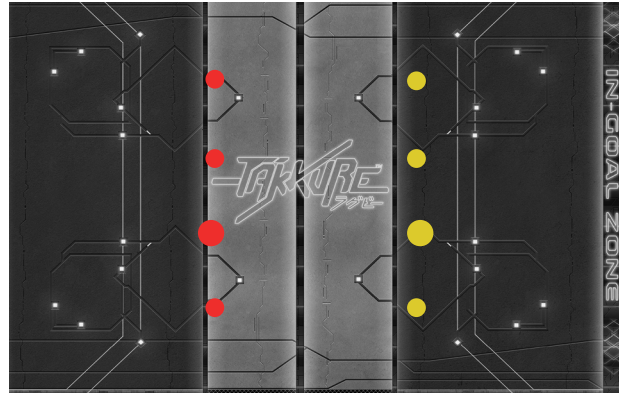
You've already seen the mud: how a match can turn into a huge melee of players on the ground and a fight in a reduced space. Now let's play a bit. You are not yet ready to play a 100% match, but this 4 vs 4 exercise will help you to practice some important things that we haven't seen yet. And you will start to feel what a real match is like.

Now we go with the things that I am going to explain to you 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 hard. We call this FATIGUE.

EXERCISE SET UP_

Position the players as shown in the diagram. You can now use the 4 players on your team. Get both teams in contact with their line of 10 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 the other exercises, decide who will be the attacker and who will be the defender. The objective of this exercise is to perform a TRY action in the opponent's scoring area.



FATIGUE_

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

There are several ways to receive fatigue tokens:

- *The moment a player receives the third activation token.*
- *With some effects of skills or plays.*

When a fatigue token must be received, place it 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 a deactivated token, instead of placing another token, flip the one you have deactivated to activate it again.

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

1st- The player loses his skills by position.

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

3rd- 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 adverse effects. When a token is deactivated, it continues to occupy a space but the adverse effect is not applied.

FATIGUE TOKEN (ACTIVE)_



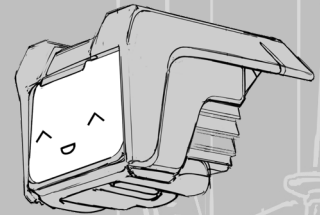
FATIGUE TOKEN (INACTIVE)_



MAX FATIGUE_

4.02 *When the player receives the fourth fatigue token, he is injured. Remove it from the field and make a roll on the injury table that you can find in the glossary **Page X**. Follow the steps on 5.05 Injuries. That you can find on **PAGEX**.*

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



REST_

4.03 *This action, which can only be performed on defense, helps players take a breath and withdraw their fatigue tokens. When this action is performed, a fatigue token is turned over showing its deactivated side. If there is already a deactivated token, remove that token. That is, you need to rest twice to withdraw a fatigue token completely.*

TRY_

4.04

A player carrying the ball who has a part of his base in the in-goal zone may attempt to 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 the TRY roll.

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

If you miss: Execute a kick-off

Remember that a 12 on a dice 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.

Also your BaC is modified by a player who has performed the PRESSURE action.

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 the way to 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 what is 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.

SKILL BY POSITION_

4.05

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

Counterfoot???: The player rolls two dice when taking the DODGE action.

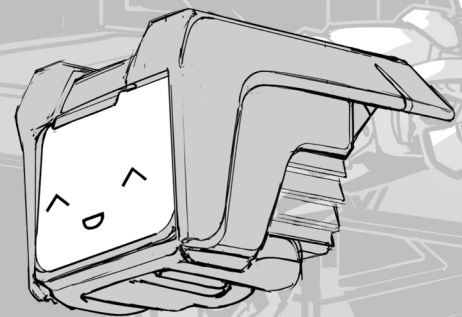
Precise Pass: The player rolls two dice when performing the PASS action.

Charge: 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.

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



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

MULTIPLE DICE_

4.06 *It is possible for a player to roll more than one die in an action, due to plays or abilities. These dice are considered an independent roll, they do not add up your results or something similar. In case of a multiple face-to-face roll, you can use those extra dice to face more than one player. In this case, those rolls would be considered independent.*

We have already referred several times to the cards of the players, 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 it is something that you will be using constantly. Now I will explain what each type of letter consists of.

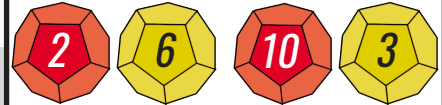
INDIVIDUAL PLAY_

4.07 *These cards represent especially brilliant moments for your players. When you want to use one of these cards, you must show the opposing coach the card you are going to use face down and leave it on the table. Cards are used just before declaring an action or making a roll for a benefit or modifier. The card shows the effect of the card and which players can benefit. Individual moves are discarded after use, forming a deck of individual discarded moves*

As you 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 recover them before a kick-off.

MULTIPLE DICES ROLL EXAMPLE_

*In this case, the attacking player rolls two dice for his **CONTRAPIE??** ability. And he decides to face each of them against each of the defenders. Like the multiple face-to-face roll, the attacker decides the order in which they will be executed. Check the multiple rolls if you have any questions about it.*



CANCELLED SUCCESS FAIL SUCCESS

In this case the attacking player fails the first roll. So it falls to the ground tackled The second defender does not execute his action because the player is already on the ground.

INDIVIDUAL PLAY CARD_

DEFENSA RÁPIDA

DURANTE UNA ACCIÓN EN DEFENSA,
UN JUGADOR MUEVE EL DOBLE DE
SU MOV DEFENSIVO.
DURANTE EL USO DE ESTA CARTA
NO PUEDE USAR NINGUNA OTRA
HABILIDAD QUE LE AUMENTE EL
MOV DEFENSIVO.

INDIVIDUAL

TAKKURE

COLLECTIVE PLAY_

4.08

These cards represent the coordination and the training received by the players to act in a coordinated way. A collective 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 collective play card, placing it facing down on the table next to the game board.

To use a collective play card, a player must be carrying the ball.

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 declared the use of a collective play card, the players taking part on it and placed the card facing down on the table, follow the standard order for an activation with the following exceptions:

-1st part of the action: the coach must mark only the move of the player carrying the ball.

-After the Step 2 (DEFENSE), the active coach will turn the card and show the rest of the actions to his rival. He will follow the order of actions on the card.

-If during the sequence of actions, the players have to make a roll and they fail, the sequence is interrupted and the rest of the actions won't be performed.

Once performed, discard the collective play on the table. It can be recovered in the following kick off.

Resume of the use of a collective play card:

1st- Declare the use of a collective play card

2nd-Spend the action token. It will be allocated on the carrying player card.

3rd-Indicate the players that will be activated in the collective play.

4th-Perform the actions indicated on the card as 1st actions.

5th-Once the DEFENSE is performed, the card must be shown to the rival.

6th-Perform the actions indicated on the card as 2nd actions and the successive.

7th-After performing the play, the card is discarded on the table and cannot be used again until the following kick off.

Every time you get to start that exercise, I recommend you to shuffle again the collective plays deck and the individual plays deck. Then draw new cards in order to test all the basic cards. In this exercise we have seen a lot of things but in the next one we will cover almost everything you still need to know to be able to coach a team in Takkure™. As usual, repeat the exercise so many times as needed before passing to the next one.

05. PRACTICE MATCH

MATCH SET UP_

5.01

Before you start playing you must do a few things.

Unfold the field with the in-goal zone in front of you, you must TRY on the opposite one. Have templates, tokens, and dice handy. 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, their miniatures, their cards and the teampay cards.

- Form the play decks:

Singles: *Shuffle your team's solo play cards with the basic ones, form a deck with both, shuffle them, and place the deck face down near your coach board. Now draw the first 4 cards of the deck.*

Collective plays: *Mix the basic collective play cards and those of your team. Choose 4 out of all of them. During the game you will have those 4 collective play cards, but you can change them at half-time.*

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

REFEREE_

5.02

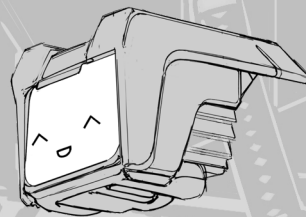
The referee does not exist in this game, at least physically.

But it has presence in the rules. When you must make a referee roll, follow the same procedure as when you flip a coin. The players decide who wants heads and who wants tails; and one of them tosses the coin.

It serves for several things:

Kick-off: *To decide who kicks and who receives at the kick-off.*

Resolve conflicts: *When a rule, a movement or something else generates some kind of conflict between the players. That is, one they are not able to solve using logic. They can then make a referee roll to determine which of the two options applies. The result is final.*



Ready to go. Now we must put the ball into play, for this, we will take a kick-off.

KICK OFF

5.03 *The kickoff is the way to put the ball into 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 is the one that kicks:

Start of the match: *Make a referee roll. The winner DECIDES if he wants his team or the opponent to kick off.*

2nd half: *The team that did NOT take the throw-off in the first half.*

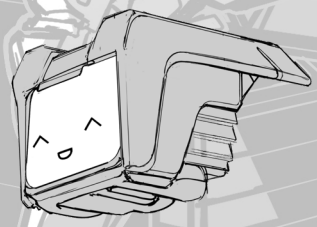
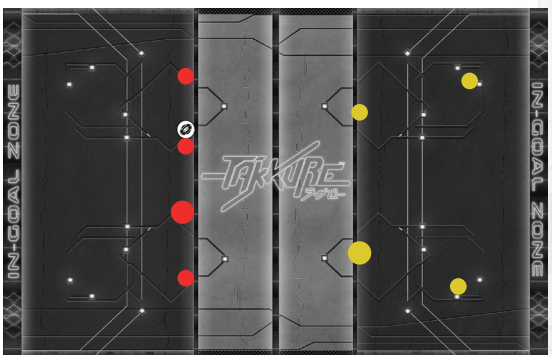
After try: *The coach who received the TRY decides.*

After failing a try: *The defending coach decides.*

A kick-off is performed as follows:

- *The team that is going to take the kick-off is placed in contact with its kick-off line, without exceeding it. You can place the players as you like throughout this line.*
- *The defending player places his 4 players in his own half of the field. You can place them wherever you want but without exceeding 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 the 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 took the throw-off makes a BaC roll with the player of his choice.*
 - *If the roll is successful: You can place the ball where you want in contact with the scatter template.*
 - *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 that ball, in order, making a BaC roll with a -2 modifier. As soon as one player passes the roll, the rest no longer roll.*

(Fig1) PLACING BOTH TEAMS EXAMPLE



We have seen that players can receive Wound Tokens. But we have not seen how they are received or what effects the accumulation of wounds has. It's time to see it.

STAMINA ROLL AND WOUND_

5.04 Whenever a player is tackled, they must make a stamina roll (STA) to see if they take damage from the hit.

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

This is a unopposed roll: roll a dice 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_



INJURIES_

5.05 When the player receives as many WOUND tokens as his BDY value, he is injured. When a player is injured, follow these steps:

- Remove him from the playing field.
- Remove all wound 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, **PAGINA X**

SKILLS_

5.06 Players have unique skills that differentiate them from others. These skills, and the effect they produce, are described on their cards. Some skills are considered training and are also lost when the player becomes fatigued.

TRAINING SKILL_



TEAM SKILL_

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

Basic team skills are described in the glossary **Pagina X**. Teams in future expansions will include their skill description inside the box. But you can check them all on the web www.takkure.com

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

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

We go with the latest rules that you should know.

06. REAL DEAL - FULL MATCH

FULL MATCH_

6.01 *A full match consists of two parts. Each part ends when time runs out. Between the first and second half there is a break where you can reorganize the strategy and let your players rest. The player who has achieved the most tries at the end of the second half is the winner of the match. In the event of a tie at tries, the match ends in a draw.*

If you have come this far, you have serious coaching skills: as I said at the beginning, I see that you can do great things in this sport. 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 first thing is to explain what a complete game consists of.

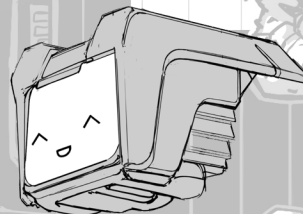
HALFTIME_

As you can see there is a space between the two times called halftime. It is very simple I will explain it to you.

6.02 *Halftime is the space of time between the first and the second part. It is a time where the players can rest and the coach reorganize the game strategy.*

Basically two things happen during the halftime:

- *All players remove a fatigue token: Remove a token, you can choose the one you want, whether it is active or not.*
- *The coach changes the strategy: You can change all the collective play cards you want.*



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, now I'll explain it to you.

TIME_

6.04 *The Time in Takkure™ is represented on a special way. No clock is used. Instead we use the TIME DASHBOARD to manage the time tokens.*

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

Every time that you, being the attacking coach, take the 4 activation tokens, turn the token to show the non-active side (FIG2)

If the token already shows its non-active side when you have to take the activation tokens, move the token down to the next time box. Every time you move the token to a lower box, place it with the active side facing up. Once on you do this, turn the token down and take your 4 activation tokens (FIG3)

Both coaches have to stay on the same time number. Every time one of the coaches have to move to the next time number, he will move his rival's token too (FIG4)

Keep the ball:

If you spend the 4 activation tokens and you keep the ball, move down the time tokens of both teams. Turn yours to get your next 4 activations tokens and keep on playing.

The time is over:

When one of the time tokens reaches the number 0 box, time is over. The half you are playing is finalized.

Put the ball out the field:

When the player that is behind on the scoreboard is attacking and reaches the time number 1 with the ball possession, they may decide to put the ball out of the field and finalize this half time. If he decides to do so, he has to declare it to his rival and the half ends automatically.

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 turned, go down a box to get your 4 activation tokens. Reactivate your token



(Fig4) Once on the next box, turn the token to non-active state to get your 4 activation tokens.



You already know everything you need to play a game, I encourage you to visit our website: www.takkure.com to sign up for leagues and look for teams to challenge in your area or around the world.

07. GLOSSARY



