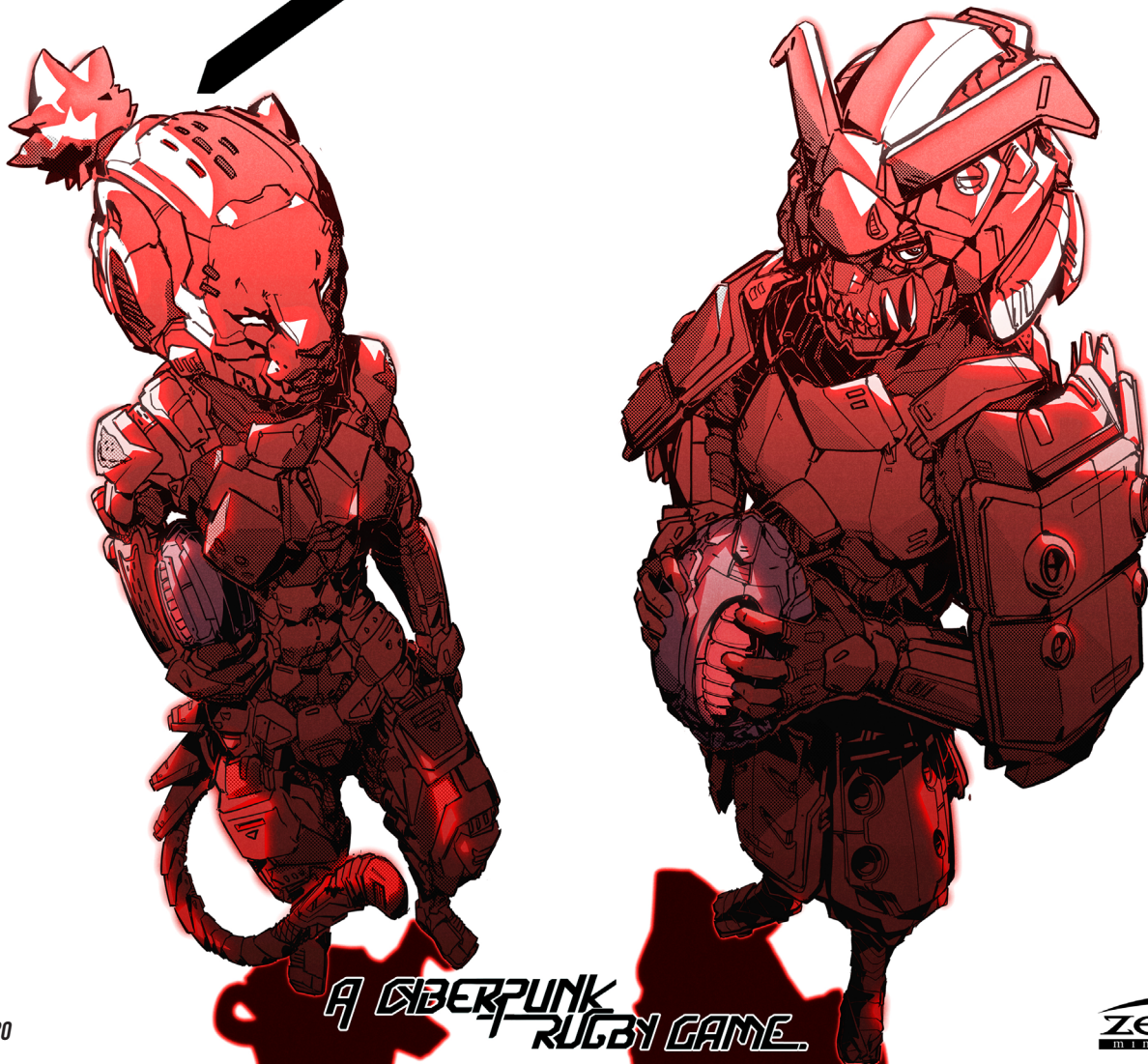


TAKKURE™

RULEBOOK



MOD. 28/11/20

A CYBERPUNK
RUGBY GAME.

zenit
miniatures

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 in a healthy way.

The Takkure™ Development Team

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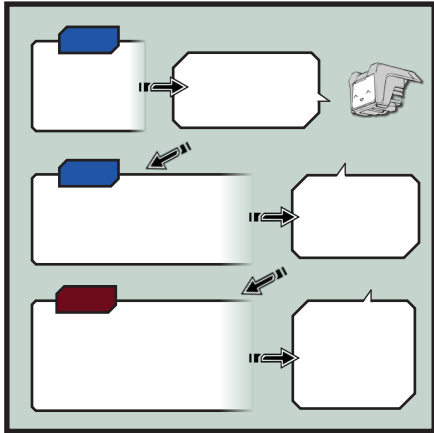
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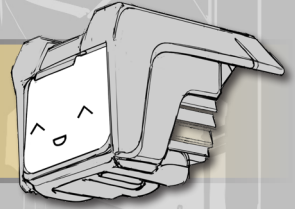
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HOW TO READ THIS RULEBOOK_

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



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 attitude alone won't be enough. It can be very complicated to coach a team of hypermotivated individuals with difficult personalities and with body modifications 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 and achieve glory. Because glory is what all of you 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. Nobody likes theory, but it will help you 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 reasoning behind its main 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 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 GROUNDED, you cannot stand up if you are carrying the ball.

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.

RULES PRIORITY_

- 0.02** 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.

Now 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 material 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.

HOW TO MEASURE_

0.03 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.

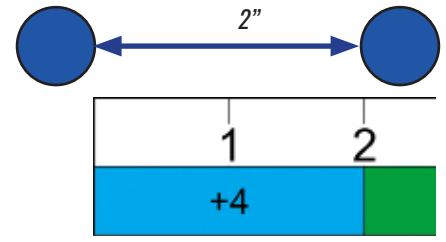
There are two different kinds of measurements:
Checking a distance (Fig 1): To check a distance between two objects, usually miniatures, you measure from the closest point between those two objects.

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.

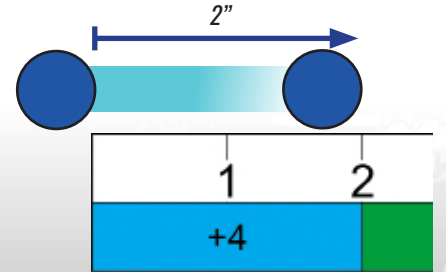
Example of movement (Fig2): To measure a movement you must choose a spot on the miniature and move from that spot until it reaches the maximum inches allowed by your movement value.

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..

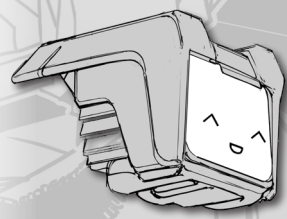
(Fig1) CHECKING A DISTANCE



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



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 explain. But at times of the game this may not seem clear. I'll explain it carefully, so when you have doubts you can come back and remember it.

DEFINITIONS_

- 0.04**
- **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.

ATTACKING & DEFENDING TEAMS_

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

POSSESSION OF THE BALL:

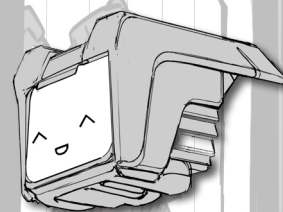
If a player on a team carries the ball, that player's team is the attacker. The other team is the defender.

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 takes possession of the ball, its team then becomes the attacking team

BALL TOKEN_



Well, enough theory, let's get into the field. Let's see if you have what you need to train. No, I didn't mean that... I meant the material. Check if you have everything from the list on 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 board
- Playtime board
- 6x 12-sided dice (D12) 3 red and 3 yellow
- Tokens
- Rules 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 near you and let's go!

PLAYER CARD_

CHARACTERISTICS

MOVEMENT (MOV)

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

BALL CONTROL (BaC)

Measures the ball handling skill of the player. 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)

Measures the agility of the player. 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)


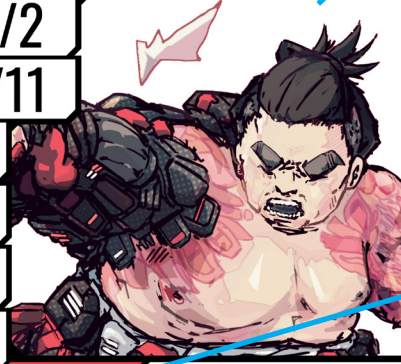







Represents the armor that the player is wearing and it helps preventing damage. It is added to the BOD in the endurance rolls.

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

YOKOZUNA

	4/2	
	7/11	
	8	
	6	
	7	
	0	
	5	
	40	

↑↑↑

MARTIAL ART

CHARGE

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

TAKKURE

Base size

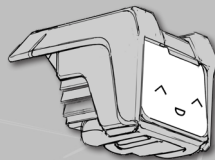
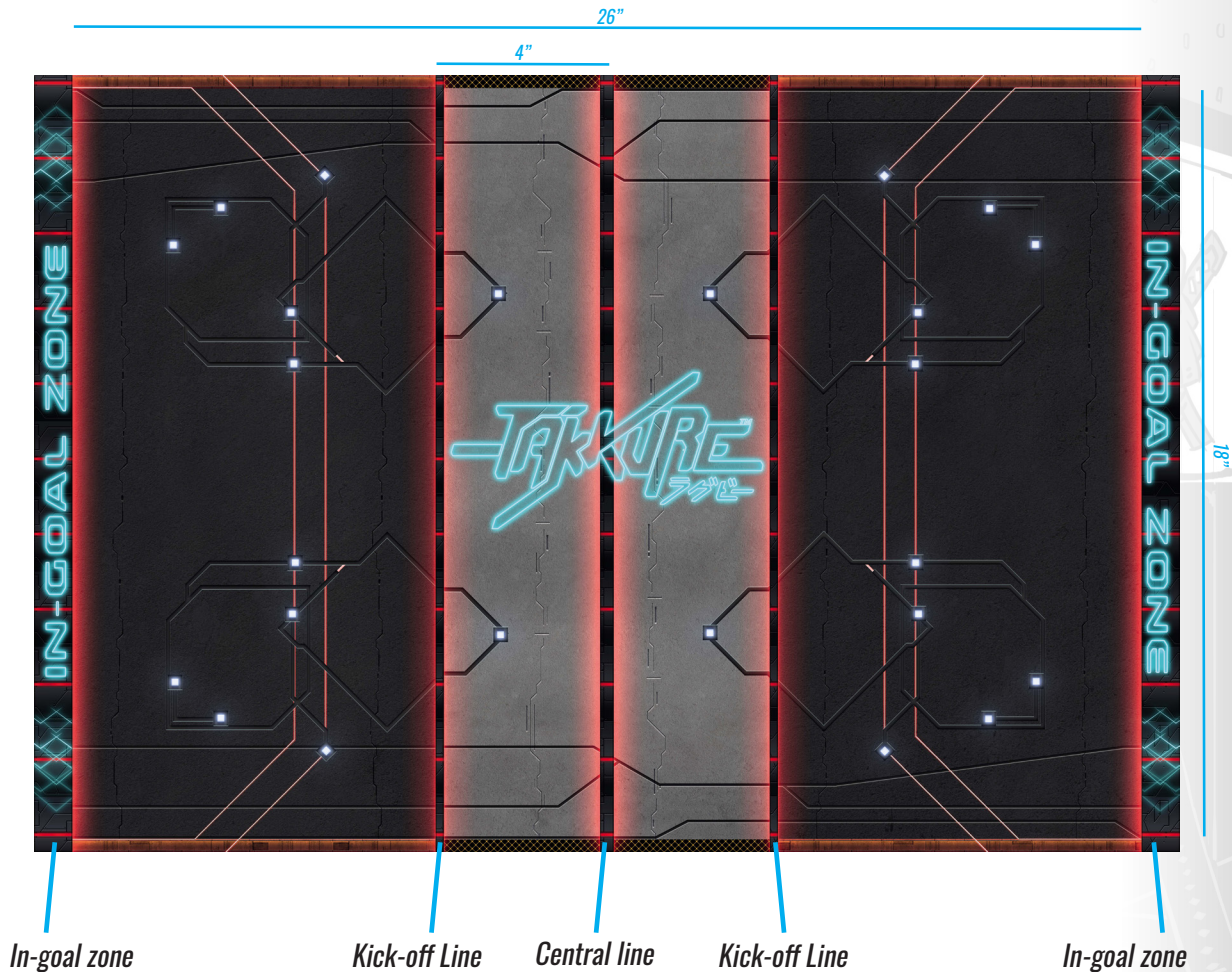
Skill by position

Player skill

It indicates if the skill is a skill by training.

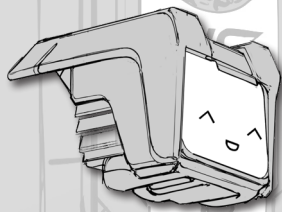
Player skill description

PITCH_



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 tries, 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 and it will be more fun. If you have no one available, you can control both players. It's not very complicated.

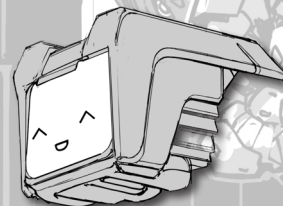
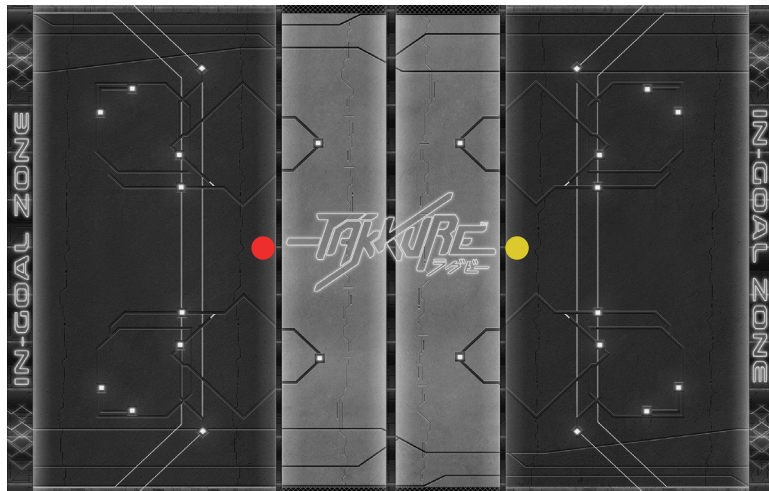
Since this is the first exercise we will take it easy, I will explain it step by step. In the following exercises we will go a little faster.

EXERCISE SET UP_

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, 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 his 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 will 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 that player becomes the ACTIVE PLAYER.

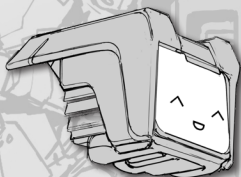
The ACTIVE PLAYER has to follow a series of steps to complete the activation.

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_

1.02

1- 1ST OFFENSIVE ACTION

2- DEFENSE

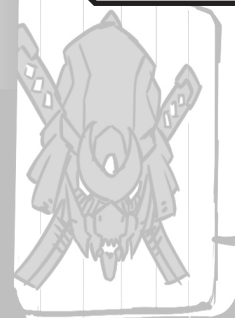
3- MOVEMENT EXECUTION

4- 2ND OFFENSIVE ACTION

5- MEASUREMENTS AND DICE ROLLS

6- TOKEN REMOVAL

Once completed, the activation ends.



1st OFFENSIVE ACTION_

1.03 *The player can perform one action amongst of the following available actions:*

- **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_

1.04

To MOVE as your 1st action, you must mark the movement you are going 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)

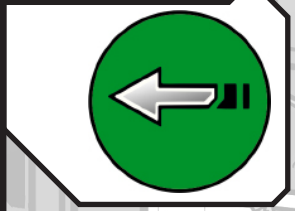
- Using the Turn token: Place this token between the player and the movement token. During step 3, the player will make a STRAIGHT LINE move until he/she is placed on the Turn token and then they will make another STRAIGHT LINE move until they are in contact with the move token. (See Figure 2)

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).

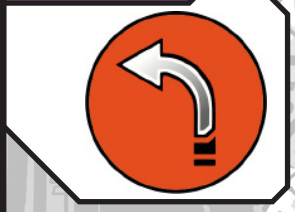
Important: the player will ALWAYS try to move as much as possible. If you want to move less, you must place the movement token closer: the player's movement will stop only when it comes into contact with the movement token. (See Figure 3)

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

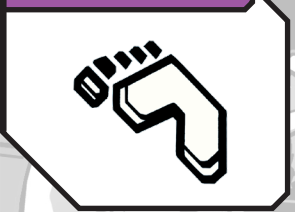
MOVEMENT TOKEN_



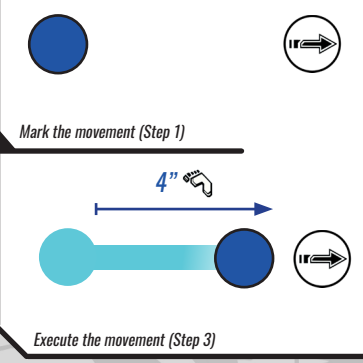
TURN TOKEN_



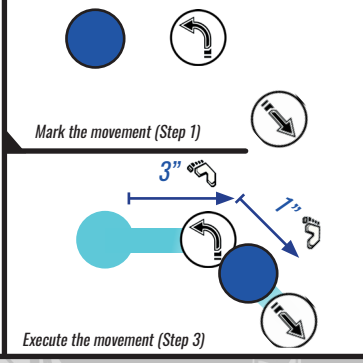
MOVEMENT TOKEN_



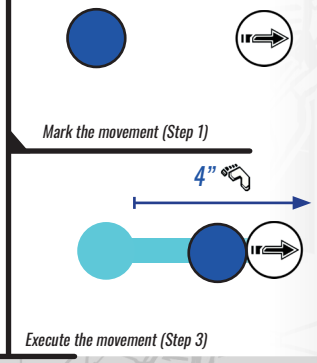
(Fig1) STRAIGHT MOVE



(Fig2) MOVE WITH TURN



(Fig3) SHORT MOVE



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



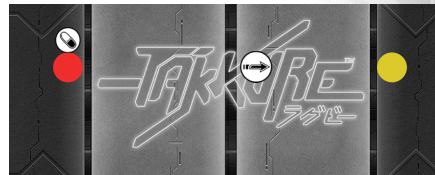
Once the movement is indicated, it's time to defend. Now the defending coach must declare what his players will do. In this case the only one there is.

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 the player trying to annoy nearby rival players. Indicate that you are performing 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 you to move. The player can move a maximum of inches equal to his second move value.

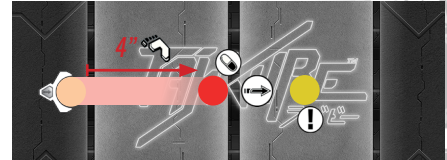
It is not necessary to mark defensive moves, you can move in any direction and it doesn't have to be in a straight line. Declare the defensive action, measure and move the player. Keep in mind that other players will block your movement. The action will resolve after the movement.

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_

1.08 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, by 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, in this step, he 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.

If you have any doubts about this you can consult the **RULES OF SPACE OCCUPATION**, page 38.

ACTIVE PLAYER TOKEN_



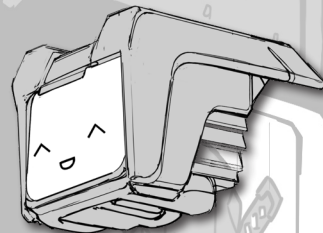
Let's continue with the activator steps. Now the active player must take a second action.

ATTACKER'S SECOND ACTION_

1.09 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 teammates to pass the ball to, MOVE again. This movement is different from what we have done before, I will explain it to you.



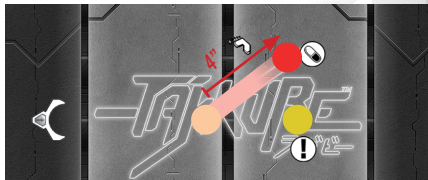
MOVE AS SECOND ACTION_

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, this movement doesn't need to be straight. During this movement, the rest of the players do block your movement. Check Space Occupation, Page 38.

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, but keep moving forward to 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 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 this in the next activation of the players.

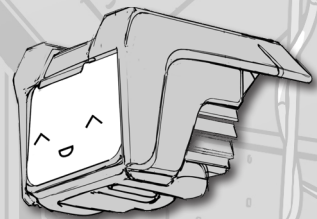
In the last step of the activation, some tokens are removed, this step is simple but you should not forget about it.

TOKENS REMOVAL_

1.11 Remove all the pressure, movement and active player tokens. Attacking team players who have not been activated can remove a 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 what steps you should follow during a player activation. It may seem tedious but it is 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 will then have two.



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

1- Attacker's 1st action

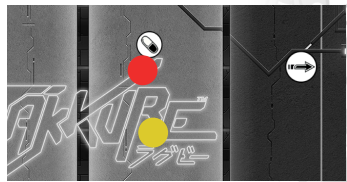
Remember that you must mark the movement with the movement tokens, not perform it. If you want to make a change of direction during the move, use the Turn token to make it clear. Remember that you will always move the maximum inches trying to reach the move token.

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.

EXERCISE: MOVE AS FIRST ACTION_

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



TACKLE (DECLARATION)_

1.12

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 they are the ball carrier.

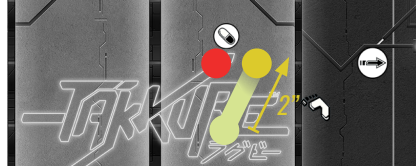
You must declare which player and at what point you are going to try to tackle before measuring the distance and making the defensive move.

You can choose to TACKLE on the player or at any point along the path they've marked during step 1 of the activation.

Once the spot has been 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

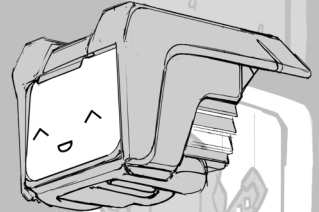
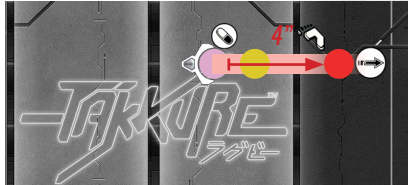
Now the active player performs the movement he marked. Remember that the active player never sees his movement interrupted during this step.

If you have any doubts about this, consult space occupation, Page 38.

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, we are going to see what the attacking player can do to face the TACKLE declared by the defending player.

I will 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 value on his REF characteristic.

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 chosen for the exercise.

Once you have chosen your second action, we'll see who succeeds. For that we will have to see how the dice rolls work in Takkure™. This time, we 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_

1.13 *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 see which actions have been successful.*

UNOPPOSED ROLL_

1.14 *Unopposed rolls are used to determine if a player's action is successful. An unopposed roll is made when no player from the defending 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), the result must be equal to or less than the value of the characteristic associated with the action (after applying all modifiers). 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_

1.15 *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 effects of the actions they have taken.
- **If several players are successful:** In that case you must compare the results on the dice: 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 effects of their actions but they are not considered to have failed. If they made a defensive movement, the movement still happens.
- **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 made a defensive movement, the movement still happens.

EXAMPLES OF FACE-TO-FACE ROLLS

All fail:

Both Strength (STR) 7



FAIL



FAIL



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 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

1.17

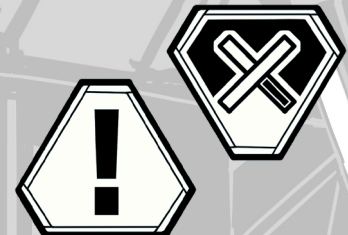
If you roll a 1 on a die, it is considered a critical success. And if you roll a 12, it is considered a fumble.

Critical: A critical roll always wins the roll regardless of whether the other rolls are higher. In addition, the critics can provide extra beneficial effects 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.

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_

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

Dodge is very useful if you think that extra movement will let you avoid other tackles during the next activation. Also if your player has a high REF value or a skill that allows it 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 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

BREAKING THROUGH is a good way to get a defender out of the way. If you manage to knock him 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 the BREAK THROUGH action. This is a contact game, so it should be no surprise that there are some hits. Always keep in mind that the ball carrying player alone can BREAK THROUGH.

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



TACKLE (DECLARING)

1.20

To TACKLE, the STRENGTH (STR) attribute is used.

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

If you are successful: The defending player is placed in contact with the active player following the shortest possible trajectory (FIG 1). Both players are GROUNDED, the carrying player 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.

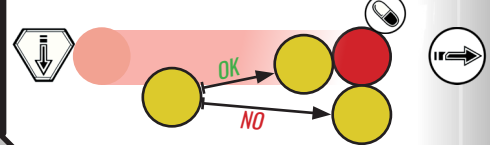
If success is critical: Same as success but the carrier takes a wound token without rolling ENDURANCE

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 the 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"**

6- Tokens removal

Remember: remove the activation token, the movement tokens and the pressure token (if any). Now depending on what happened in the roll, 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 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.

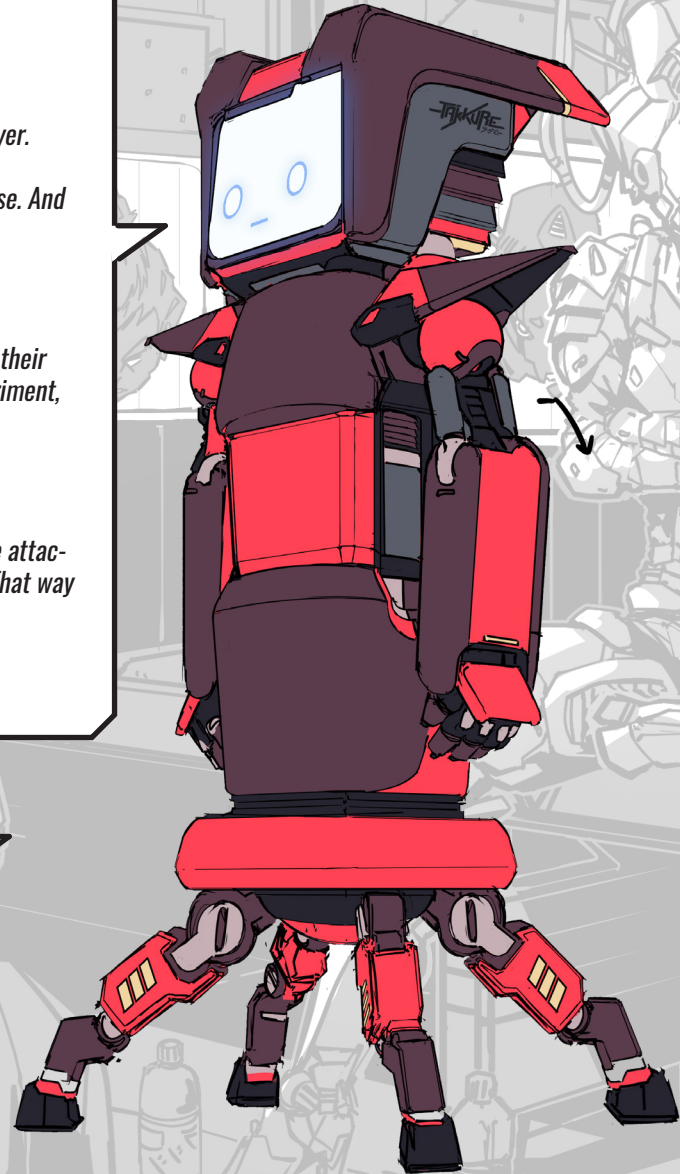
Whatever the result, see **Finish the exercise**.

- Free movement:

Now is the time for you to try things, restart the exercise, place the players at their starting points. But 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.



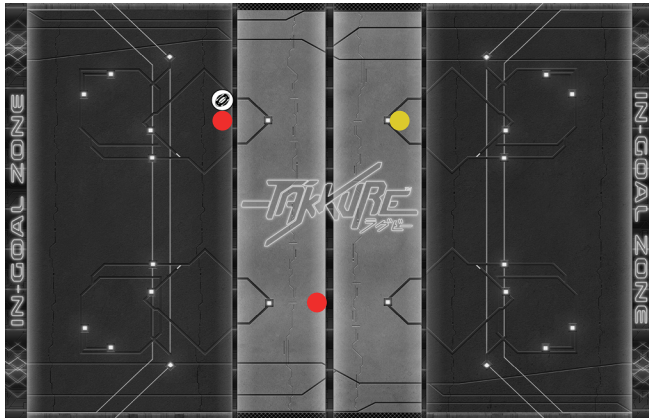
How was the first exercise? As I told you at the beginning, repetition is the secret to success. If you want to try again, go back to the beginning of the exercise and repeat all the steps. You can start over as many times as you want and try all the action and movement options at your disposal. You 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.

When 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_

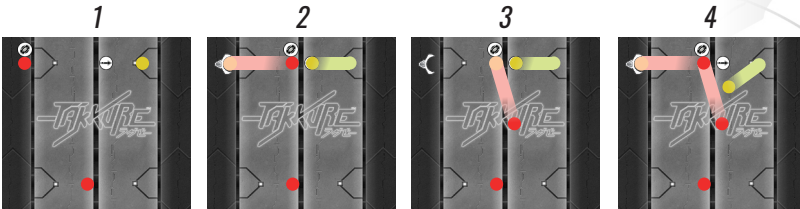
To practice passing we will do an unbalanced exercise. Decide which coach will be the attacker and which one will be the defender. The attacker will have two players and the defender just one. Place the players as indicated in the figure.



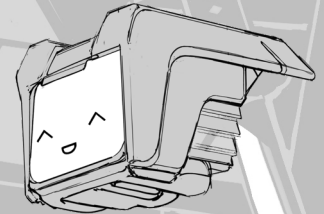
You've decided to move forward, so let's pass the ball a bit. Passing the ball is the easiest way to break a defense. The goal of passing is always to gain an advantage: either by creating a gap, by giving the ball to your highest STR player, by giving it to a player with a high REF paired with a defender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



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

PASS_

2.01

In order for a player to perform a PASS, it must be the ball carrier. Remember 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 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 shown on the table. Only one modifier is applied, in the event that the model is exactly between two tiers, apply the highest 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 unopposed and everyone fails: The receiver makes a BALL RECEPTION roll.

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

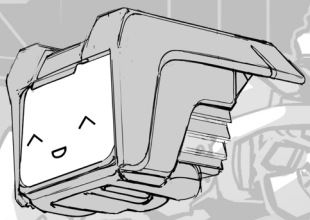
If the roll is face-to-face and your roll is canceled or you fail and your opponent succeeds: The PASS won't be performed, there is no RECEPTION roll. You suffer the effects of the defending player's action.

BALL CONTROL_



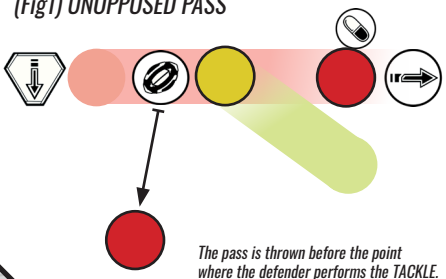
PASS MODIFIERS_

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

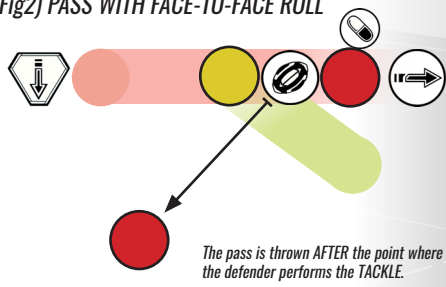


Ok, your pass is really bad. But the receiving player has something to say about it. When you miss a pass, there is still a chance for the receiving player to catch the ball. To check if it is successful, make a BALL RECEPTION roll.

(Fig1) UNOPPOSED PASS



(Fig2) PASS WITH FACE-TO-FACE ROLL



BALL RECEPTION_

2.02

When you miss a PASS, the receiving player 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.

Scatter roll? I haven't explained this yet. Well, now it's the time. There are situations where 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.

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 with the number 1 pointing towards the target's direction. 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 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 scrimmage 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 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.

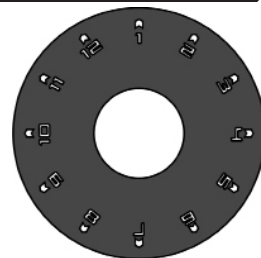
Let's go to the square of death!

RECEPTION MODIFIERS_

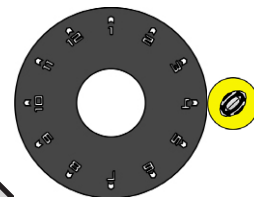
0 a 2	+2
2 a 4	0
4 a 8	-2
+8	-4

Only one modifier is applied, if a player is at exactly 2" apply the +2 modifier.

SCATTER TEMPLATE_



SCATTER ROLL EXAMPLE



03. DEATH BOX

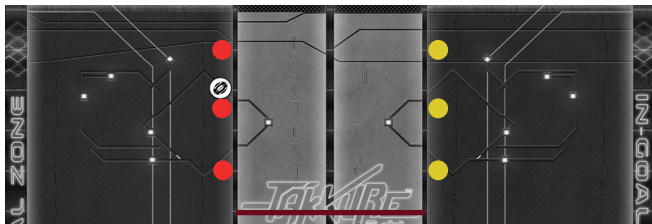
EXERCISE SET UP_

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

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 what it means and how we can stand up, that is, removing 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 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



GROUNDED_

3.01

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.

GROUNDED TOKEN_



STAND UP_

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

In Attack: As the first action of the active player (if it's 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 **GROUNDED**, you can try to pass the ball from the ground.

PASS FROM THE GROUND

3.03 An attacking player carrying the ball who is **GROUNDED** 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, the pass is not thrown. If there is a 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 a second action on their activation.

To resolve the pass, based on the dice results, follow the steps described for a **PASS** that you'll find on page 22.

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_

3.04 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 38.

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, at some point during your movement.

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

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 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)

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

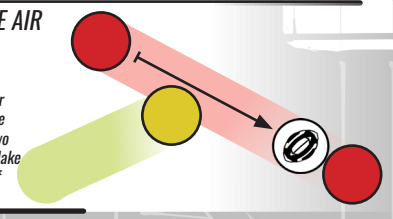
(Fig2) HELD BY AN ATTACKING PLAYER ON THE GROUND



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



These rules are simple, but often times there aren't only two players facing off, but rather more than two 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_

3.07

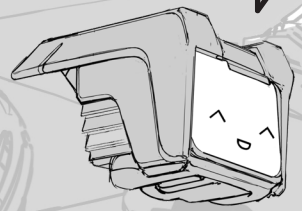
When a roll is made in which more than two players intervene, we make a multiple face-to-face roll.

It's like a face-to-face roll, but it is the active player who, before rolling, decides the order and against which player will it 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 will you use each of your dice. Players you don't assign a die to will make each 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 his 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. 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 UNOPPOSED.

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 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, 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 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 when the game becomes dirty and not very fluid. For you to learn how to solve these situations at rules level. Play until the defending team steals the ball or until the attacker reaches the scrum line.

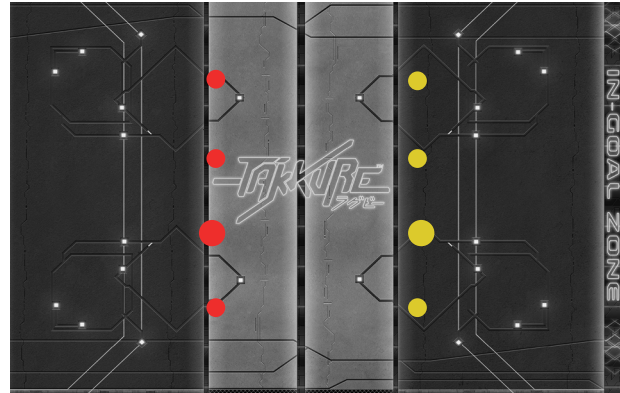
As always, repeat as many times as necessary switching the attacking team and the defender team. Now we will deploy all players on the field

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 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.

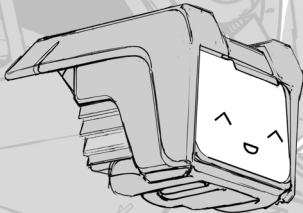
EXERCISE SET UP_

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 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 previous 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.



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 hard. We call that FATIGUE.



FATIGUE_

4.01 *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 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.

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)_



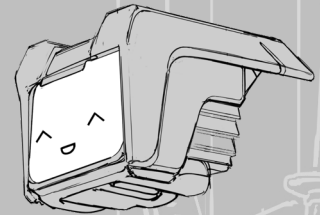
FATIGUE TOKEN (INACTIVE)_



MAX FATIGUE_

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'll find in the glossary on Page 41. Follow the steps on 5.05 Injuries that you'll find on page 35.*

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_

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

When this action is performed, a fatigue token is turned over showing its inactive side. If there is already an inactive token, remove that token. That is, you need to rest twice to withdraw a fatigue token completely.

SCORE A TRY_

4.04

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 A TRY roll.

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

If you miss: Perform a Kick-off (See page 34).

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 A TRY, make a MELEE ROLL.

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.

SKILL BY POSITION_

4.05

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.

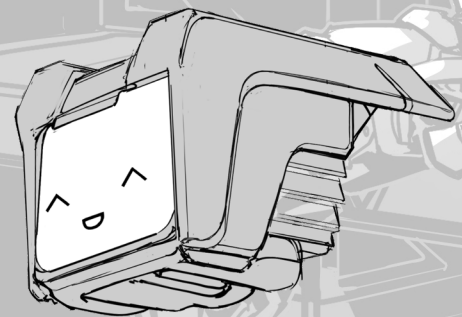
Precise Pass: The player rolls two dice when performing the PASS action.

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 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.

MULTIPLE DICE_

4.06 Due 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. The non-chosen dice are not considered to have been cancelled.
- **Multiple opponents face-off:** 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 die. 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: single 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 card is.

INDIVIDUAL PLAY_

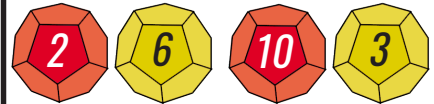
4.07 These cards represent exceptional plays by your players. When you want to use one of these cards, you must present the opposing coach the card you are going to use face down and leave it on the table. Cards are used just before declaring an action or making a roll for a benefit or modifier. The card shows the effect of the card and which players can benefit from it. Single play cards are discarded after they are used, forming a deck of discarded single plays

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 retrieve them before a kick-off.

MULTIPLE DICE ROLL EXAMPLE_

In this case, the attacking player rolls two dice for his SIDE STEP ability. And he decides to face one each to each defender.

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 is GROUNDED by the tackle. The second defender does not resolve his action because the attacking player is already on the ground.

INDIVIDUAL PLAY CARD_

QUICK DEFENSE

DURING DEFENSIVE ACTION, ONE PLAYER DOUBLES HIS DEFENSIVE MOV.

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

INDIVIDUAL

TAKKURE

TEAM 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.

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 wich order they has to be performed.

Once declared the use of a collective 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 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.

- 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 won't be retrieved until there is a 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 in the card. Remember 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 again 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

MATCH SET UP_

5.01

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 teamplay 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 exchange them during 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 things but important nonetheless. It's time to give everything you've learned a try in a match. The only difference with a real game is that you will play without time, 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.

REFEREE_

5.02

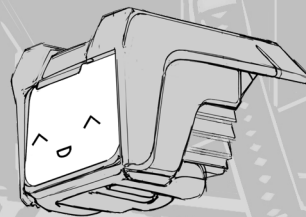
Referees don't exist in this game, at least not physically.

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 at the kick-off.*

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 logically. They can then make a referee roll to determine which of the two options applies. The result is final.*



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

KICK OFF

5.03 *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 wants their team or the opponent's to kick off.*

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

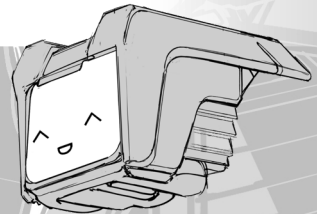
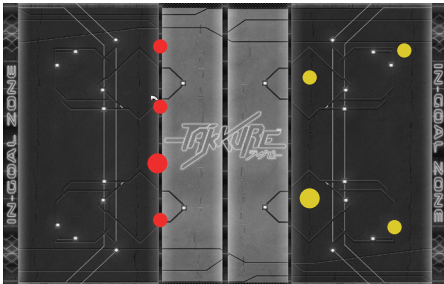
After scoring a try: *The coach who received the TRY decides.*

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.*
 - *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 defending player 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 37.*

(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 do the wounds have. It's time to see that.

ENDURANCE ROLL AND WOUND_

5.04 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_



INJURIES_

5.05 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:

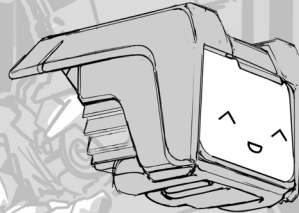
- Remove him from the playing field.
- Remove all wound tokens and fatigue tokens, and roll on the injury table.
- Apply the effects.
- Once the effects are applied, the player can (if the injury allows it) return to the game when a kick-off occurs.

The injury table can be found in the glossary, page 40.

SKILLS_

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

TRAINING SKILL_



TEAM SKILL_

5.07 Like the players, the 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 page 39.

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 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.

06. THE REAL DEAL - FULL MATCH

If you have come this far, you have serious coaching skills: as I said at the beginning, I see that you are meant to 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 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.

FULL MATCH_

6.01 *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 when 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 tries 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 I will explain.

HALFTIME_

6.02 *Halftime is the break between the first and the second half. It is a time when the players can rest and the coach can rethink the game strategy. Basically two 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:** The coach changes the strategy: You can choose 4 Team Plays from amongst those available.

TIME_

6.03 The 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 place a token representing each team on the box number 5 with the active side facing up (FIG1).

Every time that due to being the attacker you have to take the 4 activation tokens:

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 the to the active side. (Fig 3). Now you can flip your time token so that it's inactive face is up and take your activation tokens. (Fig 4).

Keep the ball:

If you spend the 4 activation tokens and you keep 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.

The time is over:

When one of the time tokens reaches the number 0 box, time is over and the activation tokens are not used again. The time is over and the current halftime ends.

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

Kick the ball out of the field:

During time #1 if the attacking team is behind in points, the coach can decide to kick the ball out of the field (figuratively speaking, just by declaring it) and finish the current half at that moment. If they decide to do so, they must inform the opponent and immediately end the current half.

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

6.04 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 confusing situations might come up.

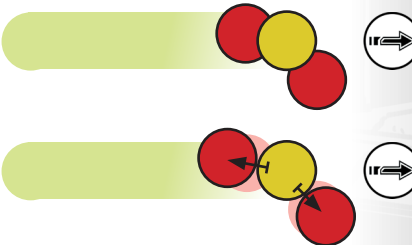
To avoid these situations, here are the space occupation rules:

- The players occupy the space where they are. Another player cannot move through them or walk over them. They must go around. 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. (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 another player (Friendly or enemy), it will displace the other players in order to land on its place. (FIG 2)
 - 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.

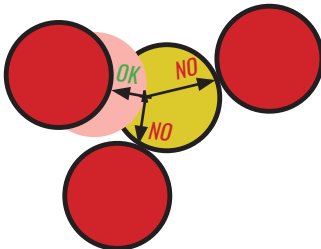
(FIG 1) THE ACTIVE PLAYER IGNORES THE REST OF PLAYERS.



(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_

6.05 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:

- **f the result is EVEN:** Move the object you are trying to place following the numbers in ascending order.(FIG 2)

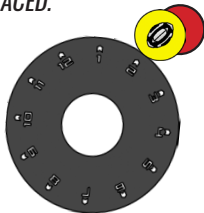
If you reach number 12, keep counting from number 1.

- **If the result is ODD:** Move the object following the numbers in descending order until you are able to place it.(FIG 3).

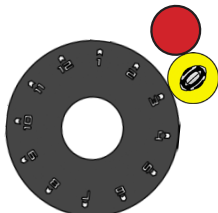
If you reach number 12, keep counting from number 1.

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

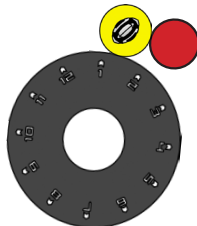
(FIG1) THE BALL CAN'T BE PLACED.



(FIG 2) EVEN RESULT.



(FIG 3) ODD RESULT.



TEAM SKILL TOKEN_



CORE TEAMS SKILLS_

6.06 **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, HIT. Gain a Team Skill token.

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

1x: Increase by +1 an attribute for a roll (up to +3).

3x: Reroll a die.

5x: Retrieve an Individual Play card from your discard pile.

07. GLOSSARY AND TABLES

INJURIES TABLE

7.01

Remember: You must follow the steps on page 35, Injuries section (5.05)

COMMON INJURIES TABLE:

- 1.- *Im just tired: Receive a FATIGUE token and a WOUND.*
- 2.- *Simple scratches: -1 BOD.*
- 3.- *Cut in the head: -2 INT.*
- 4.- *Damaged shoulder: -1 STR.*
- 5.- *Broken finger: -1BaC and -1 STR.*
- 6.- *Broken toe: -1 REF and -1" Active MOV.*
- 7.- *Damaged eye: -2 BaC.*
- 8.- *Neural implant malfunction: The player loses all benefits provided by the implant, if it doesn't have one, reroll.*
- 9.- *Broken rib: 1 FATIGUE permanently, it can't even be removed by resting.*
- 10.- *Dislocated shoulder: -2 BaC and -2 STR.*
- 11.- *Sprained ankle: -2 REF and -2"/-1" MOV.*
- 12.- *Grave injury: Roll in 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: -3BaC and -3 STR.*
- 5 to 7 *Broken leg: -3 REF and -7.5/-5 MOV (down to a minimum of 2.5/2.5 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 field.*

GLOSSARY_

7.02

Components - 5
Core teams skills - 39
Critical and Fumble - 17
Defense - 11
Defensive movement - 12
Definitions - 4
Dodge - 18
Endurance roll and WOUND - 35
Face-to-face roll - 16
Fatigue - 29
Full match - 36
Ground - 24
Halftime - 36
Individual Play - 31
Injuries - 35
Injuries table - 40
Kick-off - 34
Maximum Fatigue - 29
Measurements - 4
Measuring step 5 - 16
Melee roll - 27
Modifiers - 17

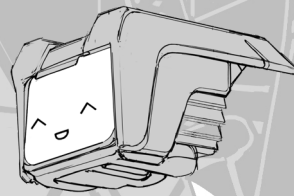
Movement - 12
Moving as the 1st action - 10
Moving as the 2nd action - 13
Multiple dice - 31
Multiple face-to-face roll - 26
Pass - 22
Pass from the ground - 25
Player card - 6
Playing field - 7
Position skills - 30
Pressure - 11
Receive the ball - 23
Referee - 33
Repositioning - 39
Rest - 29
Rules priority - 3
Scatter roll - 23
Set up the match - 33
Skills - 35
Space occupation - 38
Stand up - 25
Steal the ball - 26
Tackle, declaring - 14
Tackle, executing - 19

Team Play - 32
Team skill - 35
The Laws of Rugby - 3
Third half - 41
Time - 37
Token removal - 13
Try - 30
Unopposed roll - 16

THIRD HALF_

7.03

We call the third half a rugby tradition, according to which, once the match is over, the rivals 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 tell some jokes 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

ATTACKER'S FIRST ACTION_

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

DEFENSE_

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

ATTACKER'S SECOND ACTION_

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

ACTIVATION STEPS_

1.02

- **ATTACKER'S FIRST ACTION**
- **DEFENSE**
- **EXECUTING THE MOVEMENT**
- **ATTACKER'S SECOND ACTION**
- **MEASUREMENTS AND DICE ROLLS**
- **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.

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.

PASS MODIFIERS_

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

RECEPTION MODIFIERS_

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

Only one modifier is applied, if a player is at exactly 2" apply the +2 modifier.

FAQ's

What happens when a defending player TACKLES the ball carrier while it is not the active player and the active player attempts to CATCH THE BALL?

Both the active player and the defending player roll unopposed. The active player chooses the order in which the rolls are

What happens during a TACKLE vs BREAK THROUGH roll, if the BREAK THROUGH succeeds and the TACKLE fails?

The defender is GROUNDED because of the BREAK THROUGH and rolls END normally. It doesn't roll REF for failing the TACKLE roll.