



TAKKURE
**SUMMER
LEAGUE**
UNDERGROUND!



Updated 07/27/25

TAKKURE UNDERGROUND!

*In the shadows of Chrome City, where cameras don't reach and contracts don't dictate the plays, the true spirit of Takkure lives on.
Here, there are no sponsors—only passion.*

Welcome to Takkure Underground.

Presentation

This is a special league—a first step into Takkure Underground!

This league will feature additional rules, unique fields, and a format that allows greater flexibility for coaches to organize their matches.

As in previous editions, the league will be divided into two groups: the international group (English-speaking) and the Spanish group.

Bilingual coaches are welcome to join both categories, but please keep in mind that you'll need to play two matches per round. If you sign up for both groups, make sure you have enough time to play two matches every two weeks.

Once the group stage ends, we'll move on to the playoffs, where the top teams from each group will face off until only two remain, who will then meet in the grand final to determine the league champion.

We hope this will be a new and exciting experience for everyone—and that you have a great time! 😊



LEAGUE RULES

REGISTRATION

Registration for the league is free.

To participate, you must have the Steam app: Tabletop Simulator, and the Official Takkure Module for that platform.

You can subscribe to the module at the following link (ESP/ENG/FRA):

<https://steamcommunity.com/sharedfiles/filedetails/?id=1969015860>

All coaches must be registered on the Longshanks website:

<https://www.longshanks.org/>

To register for the league, join this event:

<https://www.longshanks.org/event/25981/>

Registration will close on June 22, 2025.

LEAGUE & MATCH DAYS

The league will operate as a tournament extended over time in what we call "rounds." Each round lasts two weeks.

Pairings:

- Round 1: Random pairings.
- Following rounds: Swiss system based on Longshanks pairing rules.

Reporting Results:

Players must report their own match results on Longshanks. Only one of the two players needs to report. Matches must be reported before the current round ends.

Unplayed Matches:

- If there's an odd number of players, one coach will sit out and be awarded a 1-0 win (4 league points).
- In case of a concession or no-show, the present team will be awarded a 2-0 win (4 points).
- Matches not reported at all will count as 0-0 losses for both coaches (0 points).



PLAYOFFS

Playoffs will be played in elimination format. Each group has its own playoffs.

Quarterfinals: Top 4 from each group qualify.

- 1st vs 4th
- 2nd vs 3rd

Semifinals: Winners of the quarterfinals face off.

Final: Winners of each group's playoffs meet in the Grand Final.

DATES

- 1st round: June 23 – July 6
- 2nd round: July 7 – July 27
- 3rd round: July 28 – August 17
- 4th round: August 18 – September 7
- Quarterfinals, Semifinals, and Final: starting on September 8. A maximum of 10 days will be allowed for each knockout stage. Once all matches in a single knockout stage have been played, the next round will begin.

SCORING

Base Points:

- Win: 4 points
- Draw: 2 points
- Loss: 0 points

Bonus Points:

- Scoring 4 or more tries: +1 point
- Losing by only 1 try: +1 point

TEAM LINEUPS

Team selection happens before the match, once both players know their opponent's team (not the lineup). Coaches reveal their lineups simultaneously, just before the kickoff roll.

PRIZES

- The Grand Final winner will receive a commemorative trophy.
- A €20 gift card for the Ramper Design online store will be raffled for every 6 players (per league) who played at least 3 matches.



MODS

QUALITY SCORE A TRY

For competitive communities wanting more control over randomness:

- If a player performing a TRY action has 1 or fewer fatigue tokens (active or not), faces no opposed roll, and no rivals within 3", they may discard an individual card to roll one extra die.

MOD *UNDERGROUND!* Beta

Este es un mod beta que nos servirá para probar algunas reglas que podrían (o no) aparecer en un futuro Takkure Underground! oficial.

Esperamos que os resulten divertidas y que os lo paséis bien con ellas.

- **Let's Go Banana!**

Background: *The crowd has a soft spot for teams that are losing or not playing particularly well (possibly because they've bet on them and don't want to lose money). Whatever the reason, it's common for the audience to cheer louder for the underdogs.*

Rule: When a coach rolls a natural 12, and that roll triggers any of the effects listed in the "Are You Stupid or What?" rule of this mod, they also gain 1 "crowd point." These points can be spent to gain benefits from other rules in this mod.

- **Are You Stupid or What?**

Background: *Players in the Underground leagues make big mistakes that you wouldn't usually see in the professional circuit.*

Rule: When a coach rolls a natural 12, apply the following effect based on the action being performed:

- **Move as 2nd Action:** Normally no roll is made, but with this mod, roll a die. If you roll a natural 12, the player gains 1 fatigue token.
- **Dodge:** The player gains 1 prone token.
- **Smash / Tackle:** Make a RES roll.
- **Pick Up / Steal Ball:** Make a REF roll. If it fails, the player gains 1 prone token.
- **Pass:** Apply an additional -4 penalty to the catch roll.
- **Score Try:** Gain 2 crowd points instead of 1.

Crowd Points: You may spend 3 crowd points to ignore the negative effect listed above. If you do, you do ****not**** gain the crowd point from the "Let's Go Banana!" rule.



- **What Did He Just Do?!**

Background: *The lack of professionalism in Underground leagues means that even the most spectacular plays (crits) can have strange results—some disappointingly minor, others wildly powerful.*

Rule: When a coach rolls a critical success on one of the following actions, modify the outcome as indicated:

- **Dodge:** After moving the 2" as normal, roll a D4 and move the player that many inches in any direction.
- **Pass:** Roll a D4 and move the ball receiver that many inches in any direction.
- **Pick Up Ball (from the ground, teammate, or after a kickoff):** Roll a D4 and move the player that performed the action that many inches in any direction.
- **Steal Ball:** Roll a D4 and move the player that performed the steal that many inches in any direction.
- **Breakthrough:** In addition to the usual effect, the attacking coach moves the defender 2" in any direction.

- **F*cking Hot (only applies from 1st to 31st of August)**

Background:

It's August in the northern hemisphere, where the three megacities are located. The concrete, steel, and asphalt of the cities amplify the typical heat of this season. Playing any sport under these conditions is especially tough.

Rule:

Players **may** receive a fatigue token when their coach places the 3rd or 4th activation token on them.

When a player would receive a fatigue token from this rule, they must make a **Stamina** roll.

If the roll is successful, do not place the fatigue token on that player.

Stamina:

A player's stamina is equal to their REF minus TCO, with a minimum of 1.

Note: This rule replaces the standard method for gaining a fatigue token from placing the third activation token, as described on page 39 of the rulebook.



- **Crowd Points**

Rule:

Coaches may spend 1 crowd point to reroll once a Stamina roll or a D4 roll used in the Underground rules.

UNPLAYED MATCHES

To allow flexibility in this summer league—when many coaches are on vacation—the following rule applies:

If a coach cannot play within the round's timeframe, they may postpone the match (with the opponent's agreement) and reschedule it within ****20 days after the round ends****.

For each day of delay, the opponent receives 1 "crowd point" (up to a maximum of 12), which can ****only be used in that rescheduled match****. These can be combined with any crowd points the opponent already has.



GENERAL RULES

REFEREE

Takkure's rulebook includes guidance for resolving rule disputes. However, if two coaches need a referee from the organization, their decision will be final and binding.

SPORTSMANSHIP

All participants, staff, and affiliates are expected to behave with respect and cordiality. Takkure honors rugby's legacy: a hooligans' sport played by gentlemen. The organization will intervene in the unlikely event of an unresolved conflict.

THIRD HALF

We encourage all players to enjoy the "third half": chat after the game, discuss plays, and share in the fun beyond dice and miniatures. It's all part of the hobby.

TIEBREAKERS

If a regular league match ends in a tie, both players receive 2 points.

In playoff or final matches, a winner must be declared. We recommend the "golden try" rule:

- Play a third half using rest rules: remove 1 fatigue token from all players, discard desired individual plays and draw up to 4.
- Re-roll for kickoff to determine who kicks.

First team to score a try wins.

QUESTIONS & SUGGESTIONS

Coaches can reach out to the organizers at any time via Telegram, Discord, or email: takkurethegame@gmail.com

The organization reserves the right to add rules or make changes to improve the system (this is still a BETA).

CLARIFICATIONS

- Matches are played 1v1 only. No teams or group participation allowed.
- Injuries, wounds, bruises, etc. only apply within the match they occur.
- The most updated version of the rulebook will always be used, even mid-league.

