



TAKKURE

SUMMER LEAGUE UNDERGROUND!



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*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

- Round 1: 23/06 – 06/07
- Round 2: 07/07 – 20/07
- Round 3: 21/07 – 03/08
- Round 4: 04/08 – 17/08
- Quarterfinals: 18/08 – 31/08
- Semifinals: 01/09 – 14/09
- Final: 15/09 – 21/09

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.

UNDERGROUND! MOD

More information coming soon...

COMING SOON



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.

