

ラグビー

TAKKURR

A CYBERPUNK
RUGBY GAME

FAQs 1.09



RULES:

What happens when a defending player performs a TACKLE on the ball carrier, without being the active player, and the active player performs a PICK UP THE BALL:

The active player and the defender roll NOT against each other. The order of them is decided by the active player.

What happens during an opposed roll between a BREAK THROUGH and a TACKLE, if the hit is successful but the player who made the TACKLE fails the roll?:

The defending player falls to the ground from the BREAK THROUGH and makes the RES roll as normal. He does not roll REF or additional REF rolls for failing the TACKLE roll.

What happens if a defending player who has already taken his action is pushed away by a MOVE as the active player's 1st ACTION so that he can no longer take that action?:

The defending player may continue to perform his action even though he is no longer in contact with the attacking player or the active player's path.

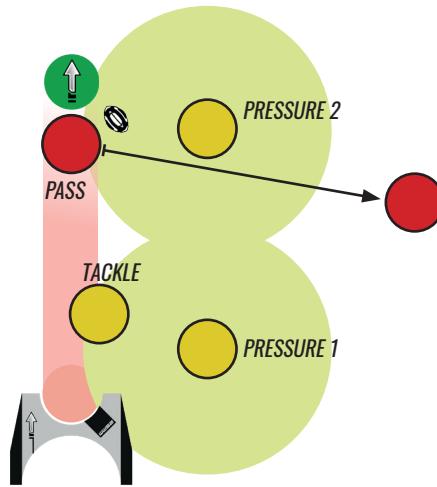
If a player makes a PASS, one defender makes a TACKLE and another defender makes a PRESS.

Does the effect of the PRESSURE affect the point where the tackle is made or where the PASS is made?:

The pressure affects the characteristic, the player makes the PASS at a point where the pressure does not affect him, so he does not receive the -1 to the characteristic.

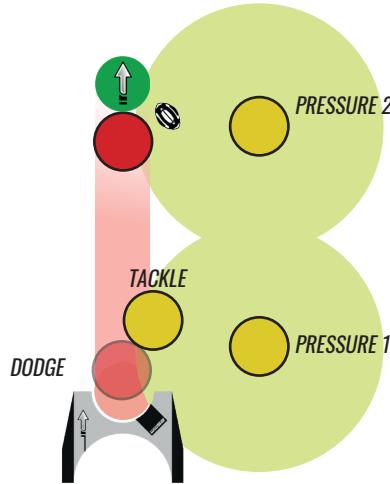
But if instead if he did a DODGE, by doing it at the point where he is tackled, it would affect him.

Examples:



The active player performs a PASS. The pass faces against the player making the TACKLE, but is not affected by PRESSURE 1, since the pass is made at a point where it is not affected.

But in this example it is affected by PRESSURE 2.



The active player executes DODGE, in this case, at the point where he executes it, in contact with the player executing the TACKLE, if he is affected by PRESSURE 1. But he is not affected by PRESSURE 2.

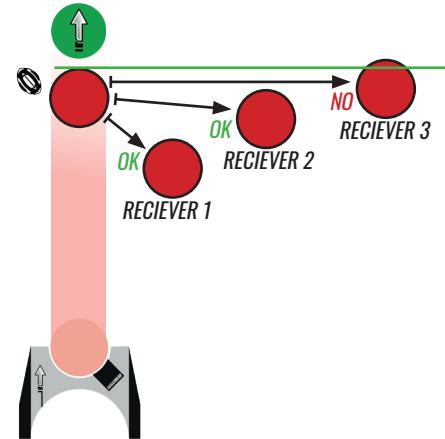
Can I take the ball out of the field, in the last turn and when I am losing if the carrying player has the ground token?

No.

What is considered "ahead" when referring to a pass?:

In rugby you can only pass the ball if the receiving player is not ahead of the player making the pass. That is, the receiver cannot have any part of his base further forward, in relation to the direction of attack, than the player making the pass.

Example:



The active player makes a PASS as you can see in the schematic the pass can be made to receivers 1 and 2, since they are not ahead of the player making the pass. On the other hand, receiver 3 is ahead of the active player (green line).

Can I use an individual card to perform only part of its use or use it to perform an action that I know I won't be able to perform?

No.

The active player has two dice to dodge and uses one against each defending player.

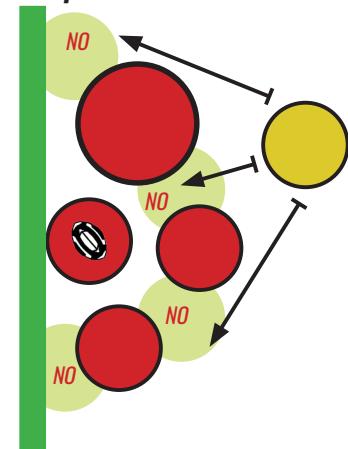
What happens if the first roll is a success which cancels the defender and the player moves 2" and the second roll is a critical success? Is the player allowed to move an extra 2"?

Yes, but it won't move the 2" for a successful dodge. Just the extra 2" for the critical result.

What happens if, due to the placement of the attacking players, there is no physical space to reach the carrier player?:

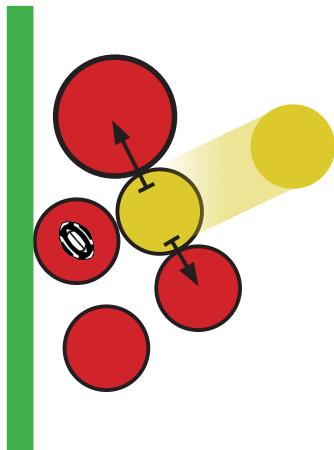
If there is no physical way for a defender to contact the ball carrier's base, due to lack of space, defending players will be able to ignore attacking players by moving as if they were the active player.

Example:



In that example the yellow player has no room to attempt a tackle, as they have created a wall of players using the edge of the field. It is impossible for the yellow player to get to a tackle, even moving any number of inches.

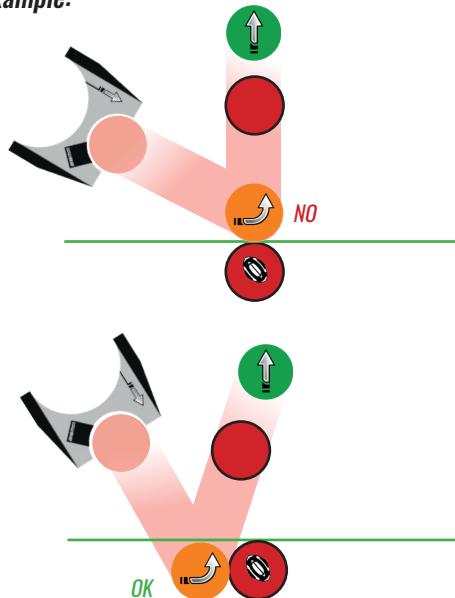
In this case the yellow player could declare TACKLE and ignore the defending players and push them away as if he were the active player.



Can I make a PICK UP THE BALL if I am ahead of the carrier player?:

No, you must comply with the PASS rules in that regard. That is to say, you cannot be in front of the carrying player when you carry out the PICK UP THE BALL action.

Example:



In these cases we recommend the use of the turn token to indicate the point where the ball is picked up.

In a PASS FROM THE GROUND, when do you have to declare the player to whom the pass is being made?:

It must be declared in step 1 of the activation, just after declaring that the PASS FROM THE GROUND is performed.

How many individual cards can be used during an action or a roll?:

There is no limit to the number of cards you can use during an action or roll.

What is the order to follow when using individual cards?:

When in doubt, it is the attacking coach who decides who should use the first card.

If a player decides not to use an individual card and the opposing player does, can he then use an individual card?:

Yes.

What happens if two players tackle the active player and he makes a PASS?:

The active player decides against which defending player the PASS faces. If the PASS is not annulled, the ball is no longer in the hands of the active player, even so, in this specific case the second player who has made the TACKLE makes the roll without facing.

COLLECTIVE PLAYS:

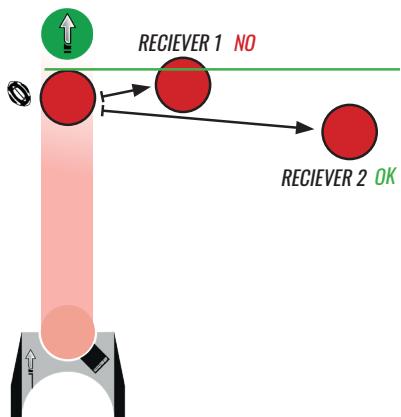
In a collective play in which several players make a PASS, at what point can they make it?:

The only player who chooses at which point he makes the pass is the active player, the one who has received the activation token and has marked his trajectory. All other players receive the pass and make their passes at the point where they have finished their movement during step 3 of the activation.

Example:

We are at step 4 of activation. Player 1, the active one, wants to make a pass to one of the players activated with the collective play (receiver 1 and 2).

The coach has miscalculated, and receiver 1 is ahead of the active player. So you can't pass to that player, you must choose receiver 2 or another player who is in a correct position.



Does the PASS have to be successful on cards that add a move, like looking for the gap?

No, this movement is made if the ball ends up in the hands of the player who must carry out the movement. It can be after a reception of the ball after the player making the PASS has failed the roll.

When can I interrupt a team play?:

In collective plays you cannot modify the actions carried out by the players or their order. But you can interrupt them at any time during step 4. But not before.

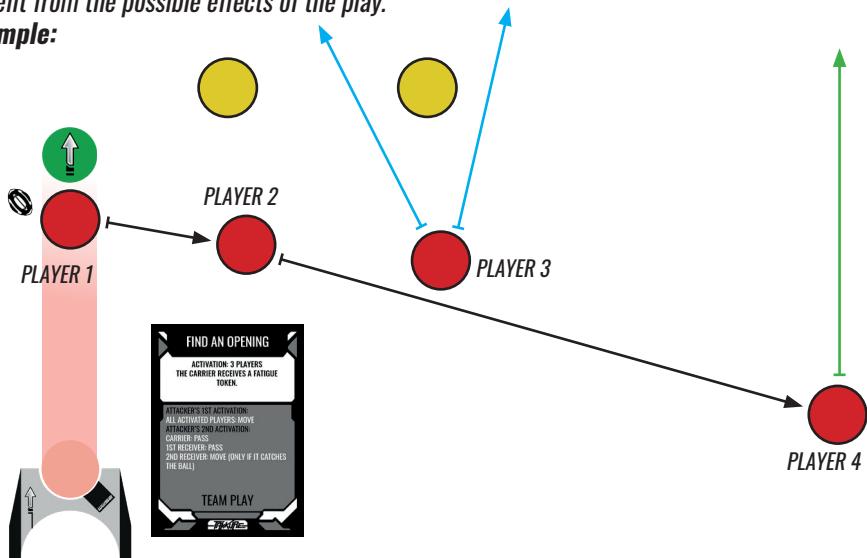
Example:

In a SLEIGHT OF HAND play, you can interrupt once the active player has made the PASS so the receiver does not have to make his PASS.

In a collective play where the activated players make a PASS, could this pass be to a player who was not activated with this play?:

Yes, it is perfectly legal to do this, but the receiving player, not being part of the play, will not benefit from the possible effects of the play.

Example:



In a collective play, the player carrying the ball is on the ground, does he receive fatigue?:

Yes, the player on the ground receives fatigue if indicated by the card.

When is the PASS made in the EAGLE PLAY?:

The pass is made at the end of step 5 if the eagle is still the carrier and is standing.

Can I use a team play if the ball carrier is on the ground?:

Yes, you can activate the player on the ground, he does not perform any action (but still fatigues if the card says so).

In a team card that gives an additional modifier to the movement, is the extra movement that a PASS with critical success gives added?

No, if the card gives an extra bonus to movement, ignore the additional effect of movement on a critical success.

The coach has made the move "find an opening". Activating players 1, 2 and 3. If we follow the usual order of this move, player 1 should make a pass to player 2, player 2 to player 3 and player 3 to make an additional move (blue arrows). But the defense has moved to close a lot of space on that side of the field and in the next activation player 3 will be at the mercy of his tackles.

But this move by the defense has left a perfect lane for Player 4.

So player 2 passes to player 4 instead of player 3. This player was not involved in the move, so he does not benefit from the extra move. But strategically it is more interesting (due to the movement of the defense) to make the pass to player 4 and in the next activation he will have a free court to overcome the defense (green arrow).

PLAYER SKILLS:

When can I use the Ronin ability?:

The ronin's ability can be used during step 6 of the activation, if his team is the one attacking.

You do not need to be the active player.

You must be on the field of play in order to use this ability.

Can Z use his ability if he has taken a REST as a defensive action?:

Do not.

Does Noona lose the bonus move if she has a Fatigue inactive?

No, you only lose it if you have any ACTIVE fatigue tokens.

MATERIAL:

Wrong scatter template.

Players may have a scatter template that differs by a few millimeters from the one found on the game box.

In these cases both players must always use the same scatter template.

Measurements of the pitch.

The playing field can have different measures. The measurements indicated in the regulations are the maximum measurements, but the playing field can be between 25-26" long and 17.5-18" wide.

Small basic box ruler.

In the small ruler of the basic box the measure of 3" is not marked correctly, apparently in the layout a line that defined the measure correctly was deleted. Use the 8" ruler included in the box and correctly mark the measurement.

CARD CHANGES:

KUYDO

The melee-half player receives fatigue during step 3, upon revealing the collective card, not at the end of the play.

BANZAI

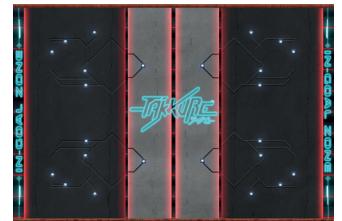
The player carrying the ball receives an ACTIVE fatigue token, the rest of the activated players receive the inactive fatigue token.

PERFECT PASS

Added that the card can be used with PASS and GROUND PASS.

KAAAAI

The following sentence is missing at the end of the card: "If not, place the fatigue token on another activated player."



TEAM SKILL:

DORIKIN TEAM RULE: Illegal Reflex Stim

When a player in this team fails a REF roll, the coach can choose to place a FATIGUE token on its inactive side on that player to reroll.

If they decide to do so apply the following based on the result of the reroll: If the result is critical, remove the FATIGUE token.

If the result is a fumble, flip the FATIGUE token to its active side.

You can only use this ability once per roll.

Overload: You can ignore the second fatigue debuff during an activation, if you choose to do so during step 6 of this activation you receive a fatigue token.

Yamato “Unwavering Honor” rule clarification:

If a player who declared a Tackle and did not come in contact with the movement path of the active player, receives a Wound Token because of this Failed Tackle, then this player does not receive a Team Token.

ERRATA IN THE RULES:

- **Page 03:** Added Stefano Drei to the list of backers.
- **Page 32:** Change in roll effects, changed from unopposed to opposed.
- **Page 35:** Modified text in pass from the ground: his roll is considered to have been cancelled. With which there is no PASS or RECEPTION OF THE BALL.
- **Page 36:** Modified the term Attacker for defender in "Ball Stealing".
- **Page 37:** Modified melee roll example on page 37.
- **Page 40:** Modified last sentence on SCORE A TRY rule "If you fail or the roll is canceled: Perform a Kick-Off (See Page 34)."
- **Page 41:** Changed text on how to use individual cards
- **Page 44:** The text of the 3rd point has been modified to make it clearer.
- **Page 45:** Replaced the term HIT with the correct term BREAK THROUGH.
- **Page 50:** Modified the text of the result of 12 in the dice: "This result cannot be modified by abilities. Roll on the Grave Injuries table."

Fast guide:

- Point 6 of the activation has been modified, there was an error in the text "TOKENS REMOVAL"
- The list of Skills by position has been modified: Change of "Charge" to "Onslaught"

All errata have been modified in the rulebook that can be downloaded from the web.

ERRATA ON PLAY CARDS:

- **Perfect Pass:** The correct term is BaC not CdB.
- **lai-Do:** it mentions a throw-off, the correct term is kick-off.
lai-Do: Revised text for clarity.
- **Defending Expert:** Text modified by: I think that "Defending Expert" should read: "The player makes a Ball Steal roll, if successful he removes the Grounded token and takes possession of the ball."
- **Kyudo:** Text modified by: Carrier passes with a +2 modifier to the bac roll (plus the usual modifiers).
If the receiver receives the ball, he makes a move of 2 "
- **Orderly withdrawal:** Modified the word PRESS by PRESSURE.
- **For Honor:** Text modified by: "You can remove a Ground token..."
- **That Ball is Mine:** Text modified by: "After declaring a Ball Steal..."
- **Jump!:** Text modified by: "The player removes a Ground token, performs a ..."
- **Pangolin Play:** Text modified by: "... All players in the path of this movement must succeed an a REF roll, if they fail they must make an END roll."
- **Telekinesis:** Text modified by: Place a Fatigue Token in this player to obtain ONE of the following:..."
- **KAAAAAI:** Changed the card text to be clearer:
- Forward Player: If, at this moment, he is the ball carrier, he may MOVE with +2" MOV. The Forward Player ignores the rest of the players during this movement and follows the rules of SPACE OCCUPATION, as if it was a MOVE AS 1st ACTION.

ERRATA ON PLAYER CARDS:

- **Boar:** Revised the texts of both skills to be more clear.
- **On the player cards of Gorilla, Ronin and Z :** the Position Skill is called "Defensive insight", the correct word is "Defensive vision".
- **Cheetah:** Changed the cheetah's ability "sprint" text to be clearer.

QUICK REFERENCE GUIDE

ACTIVATION STEPS

1. ATTACKER'S FIRST ACTION.

- Move
- Stand Up
- Pass from the Ground

2. DEFENSE.

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

3. EXECUTING THE MOVEMENT.

4. ATTACKER'S SECOND ACTION.

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

5. MEASUREMENTS AND DICE ROLLS.

6. TOKENS REMOVAL.

Once completed, the activation ends.

SKILL BY POSITION

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

ADVERSE EFFECTS

Fatigue produces adverse effects on players, and they are cumulative:
1 *Fatigue* - The player loses both its Position Skills and its Training skills.
2 *Fatigue* - The player can only perform one MOV action per activation.
3 *Fatigue* - The player has a -1 modifier to STR, BaC, REF and INT.
Remember that these effects are cumulative: a player with 3 fatigue has all the adverse effects of havin 1, 2 AND 3 fatigue tokens.
When a token is deactivated, it continues to occupy a space but the adverse effect is not applied

PASS MODIFIERS

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

RECEPTION MODIFIERS

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

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