

RUGBY: THE GAME



THE RULEBOOK

GAME CONTENTS

This Game includes the following components:

- 1 x Rule Book
- 1 x Folding game board
- 1 x 3D Ball Miniature
- 2 x 10-sided dice
- 1 x 8-sided Distance Dice
- 30 x Player cards (two teams)
- 115 x General Play cards
- 4 x Referee cards
- 4 x Coach cards
- 4 x Sin-Bin cards
- 8 x Weather cards
- 22 x rugby ball score tokens
- 4 x head-gear tokens
- 2 x Field distance marker standees
- 1 x Coin toss token

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2. GENERAL RUGBY INFORMATION AND TERMS

2.1. Positions

Forwards

- 1 Prop (Loose-head)
- 2 Hooker
- 3 Prop (Tight-head)
- 4 Lock
- 5 Lock
- 6 Flanker (Blind-side)
- 7 Flanker (Open-side)
- 8 Number 8

Backs

- 9 Half Back
- 10 1st Five Eighth
- 11 Left Wing
- 12 2nd Five Eighth
- 13 Centre
- 14 Right Wing
- 15 Full-back

2.2. A few quick notes on the position names.

The Forwards are named after their roles in the scrum formation.

The Props (#1 and #3) literally prop up the scrum (or pull it down if the ref isn't looking and it suits them).

The Hooker (#2) "hooks" the ball out from the scrum feed to the back of the scrum.

The Locks (#4 and #5) "lock-in" the Hooker between the props.

The Flankers (#6 and #7) move around the flanks of the scrum.

Lastly, the Number 8 (#8) has the

number 8 on the back of his/her jumper. See, easy.

The backs aren't quite as easy, not least because they are called different things depending on where in the world you are playing!

The Half Back (#9) is a familiar name and position in a few sports, but in the North they call it the Scrum Half even though the position isn't really part of the scrum, so maybe that's why the name has "half" in it.

The (#10) is the 1st Five-Eighth, but there aren't even eight backs to make into eights (but I'm assuming they ditched that as fractions and math aren't your average rugby players' strong point), but worse than that is in the North it's a Fly Half and they can't fly, so no idea on that one either.

The (#12) is the 2nd Five Eighth so we can park that explanation with the 1st Five, but in the North it is the Inside Centre and the player is technically "inside the field", which would work except that the Outside Centre (#13) isn't outside the field (as that would just be pointless), so down South here we call the (#13) the Centre.

The Left Wing (#11), Right Wing (#14), and Full Back (#15) are the only ones that seem to make sense, and that is probably just because they stole the titles from the Beautiful Game. Wait!, What?!...

2.3. Introduction to Gameplay

2.3.1. General Strategy

Rugby is structured around Set Plays (summarised below), and running play. The full game of Rugby has a very comprehensive rule set, which can take a long time to understand fully (and to be fair, not a lot of players could recite it without at least a few mistakes). We recommend having a read through of all of the rules at first, and then refer to specific sections as-and-when required during the first few games.

The Set Plays in RTG have detailed rules to understand fully, however below is a synopsis of how they work, which will give you a better feel for playing the game and understanding how and when to challenge..

The Set Plays are often strategically pursued by a team who feel they are stronger at a particular discipline.



2.3.2. Field layout

A rugby field is 100m long between the goal posts, marked with the "goal line" (or sometimes "try line"). There is another 10m behind each post to the "dead-ball line". The field is 50m wide, with the line referred to as the "touch line". Any time the ball is within these boundaries, it is "in the field of play".

Each end of the field is symmetrical in the layout, with a line across the field 10m either side of centre line, and another line at 22m from the goal line. The 10m line isn't up to much except for

kick offs, but the 22m line has important play characteristics.

If an attacking team kicks the ball to touch (over the touch line) from inside the 22m line on the full, a lineout occurs at the point the ball crosses the touch line. If the ball is kicked to touch on-the-full from outside the 22, a lineout occurs at the line the ball was kicked from. This only applies in live play, not when kicking for a penalty.

2.3.3. Kick-off

The kick-off occurs at the start of a **each half**, or after points are scored (by try, penalty, or drop-goal).

The attacking team forms on their side of the field, behind the kicker (usually the Fly-Half), who drop-kicks to the other team. Most often the kicks are short, so the attacking forwards can contest the ball. Another strategy used at times is to kick deep, and try to force an error from the defending team when they receive.

If the ball does not travel 10m, or goes out on the full, there is a scrum on the half-way line, with the defending team getting the feed.

2.3.4. Scrums

Scrums are set plays formed from the two opposing forward packs inside the field. The front row and locks are always engaged, however because the Flankers (#6,#7) and Number 8 are loosely attached to the back and side of scrum they have the ability to break off fast, depending on the strategy at the time.

The attacking team gets to feed the ball into the scrum, which gives them an advantage as they can dictate the timing, and hopefully feed in to suit their Hooker Rucking the ball.

2.3.5. Lineouts

Lineouts are set plays formed adjacent to the sideline where a ball has gone out.

The Lineout usually has all of the Forwards involved, but can technically have any players. Generally, the Hooker will throw the ball in, Props will lift the jumpers (for additional height), and Locks jump for the ball (as they are usually the tallest players). This can and does vary considerably, using strategy to try and trick the opposition into jumping at the wrong time, or focussing on the wrong jumper.



GAME BOARD and SET UP

TRY

TRY

GAME HALF DECKS
see 2.0

GAME HALF DECK
DISCARD

FIELD OF PLAY
see 2.2 and 2.3

FIELD RULER
see 2.1

PLAYER DECKS
see 2.3

FORWARD

BACK

FORWARD

BACK

LINE OUT

LINE OUT

SIN BIN

DISCARD

ACTIONS
PLAY AN ACTION CARD
SUPPORT / #10
PASS / LINE PASS
TACKLE
RICK

ACTIONS
PLAY AN ACTION CARD
SUPPORT / #10
PASS / LINE PASS
TACKLE
RICK

Two Game half decks of 20 cards placed beside board here

The Kicking team move the First half deck onto the board into this slot on their side of the field, Draw from this Deck at start of all Ruck, Scrum and Line Outs, also when a team Scores points

Power deck made up of unused cards. Used in Rucks and Scrum

Set up #10 in slot marked KICK OFF 10

Place ball on the Kicking Teams #10

Support 2x FORWARDS from top of FORWARD DECK into slots marked KICK OFF F

Set up #9 in slot marked 9

3. GAME SETUP

Shuffle all GENERAL PLAY cards, and draw two even stacks of 20 cards. One deck will be used for each half.

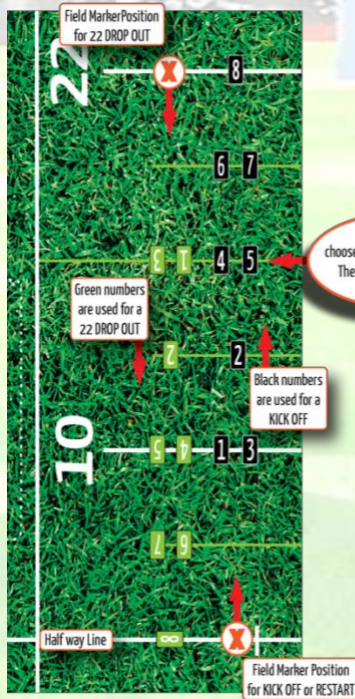
Place the two decks off the board adjacent to the slots marked "Game Half Deck".

3.1. Field ruler

Beside the general play area is a field ruler, which is used to show the current position of the ball on the field and distance from try lines etc. Each segment on the ruler represents 5m on the field.

Choose between the Cameraman and Touch Judge standee, and place it on the Half-way line.

The standee moves along the field ruler to indicate where on the field the ball is currently positioned. At every kick-off it is returned to the 50m line.



3.2. Field of Play

This is the area with the 6 card slots on your side of the field, 5 in a row and a single slot under them for #9 (Half Back). This area represents the general play area on the field where the action is going down. Cards upright in these slots are players close to the ball ready for action!

You may only have 6 players in field of play at any time including the Half Back.

3.3. Player Card Set-up

Each player draws a Coach card at random (*optional*), which will provide some help/ tactics for the game (See Coach Card section for further info).

Both players place #9 and #10 in front of them, #9 goes in slot marked with 9, and the #10 in the slot marked 'kick off 10'.

Shuffle the FORWARD deck (position #1 to #8) and BACK deck (position #1 to #15, as #9 and #10 are already in play), and place them on the board face down in their marked slot.

Take the top two cards from the forwards deck and put into play in the slots marked 'forward X'.

3.4. General Play Cards

After dealing the Game Half Decks, shuffle the remaining cards. Split the cards into roughly two even piles.

Place one pile face-down on each players' Power Deck slot.

The general play cards are used throughout the game offering strategies and advantages to your gameplay (See 4.9.).

If the POWER DECK is exhausted during the game, shuffle the discarded pile and place them back in the POWER DECK area.



4. OBJECTIVE

4.1. *So what is the idea?*

To win.

No, really. Stop laughing at us!

Okay, so anyway, the main objective is to have more points than your opponent by the end of the game. You do this by scoring points.

You can only ever gain points (unless you are rubbish), you can't lose points.

4.2. *How do I score points?*

Try (5 Points)

The best way to rack up that scoreboard quick. A Try is scored by a player passing the Try-line with the ball in hand.

Conversion (2 Points)

Once a Try is scored, a player (usually the #10) can attempt to kick the ball over the cross-bar from a placed kick.

Penalty Kick (3 Points)

When a Penalty is awarded, the attacking team can choose to attempt a placed kick at goal, from the position the penalty was awarded.

Field Goal / Drop Goal (3 Points)

While the ball is in play, certain players in the attacking team can attempt to kick a goal by performing a drop-kick.

5. GENERAL GAMEPLAY

5.1. *Attacking vs Defending player*

In the rules whenever it refers to either the attacking or defender team/player, the Attacking team/player is always the team/player with the ball. So, it goes without saying (but we'll say it anyway), the defending team/player is always the team without ball.

5.2. *Opposite player*

When a card refers to opposite player it is generally always the player with same number i.e. #12s opposite is #12. This is not a reference to the physical location of a card on the Field of Play. The exceptions to this for this game are the Wingers where #11's opposite is #14, and vice versa.

5.3. *Ready player*

A player is ready and able to commit to an action when they are in the Field of Play, with the card vertical on the field (as per the solid lined marked slots on field).

5.4. *Grounded player*

When a player is "grounded" (tackled, committed to a Ruck, in the front row of a scrum, etc), turn the card horizontal (as per the dotted lined marked slots on field) to show player is on ground and out of the action. They are considered out of play so may take no actions, and may not be passed the ball.

This slot is considered "Empty" for Support actions.



5.5. *Recycling players (SUPPORT action)*

When you bring a new player into the Field of Play, they must occupy a slot without another player card. If there are no empty slots, you must return a player currently on the Field of Play to the deck (the player can be either active or grounded).

Always put replaced player at the bottom of their respective deck (forward or back).

If you have "searched" for a player, you must shuffle the deck once the player has been removed for use.

Note: you do not have to have a full field to recycle a player; anytime a player enters the field of play you can remove any in-field player to the bottom of the deck.

5.6. *#9 special rules*

The #9 (halfback) will always stay in the field of play and will always become

Ready at the start of a Scrum or Line-out.

They will also be ready at the start of a Ruck unless the #9 was the tackler or tackled player, or has a headgear token on them, in which case they will remain grounded. If the Attacking teams' #9 remains Ready in a Ruck, their team adds +1 to the Ruck value (*see also 6.1.*).

The #9 has a free pass action which may be used before, after, or during your normal action/s.



5.7. End of phase advance

If the ball holder is in play at the end of the phase (i.e. ball in-field and player upright), they will get an advance of the value of their Run stat (move the field marker by the run distance towards the try line).

5.8. A note on Dice rolls

Whenever a dice is rolled, general play cards and player cards will have a number, to succeed the roll must be **equal to the number, or higher.**

5.9. General Play Cards

The General Play cards have a number of functions in the game. As well as to affect plays during game phases (*see 5.2.2. and 5.2.3. below*), they are also used in the Power Deck to assist with determining the outcomes of Scrums and Rucks (*see 6.1. and 6.2.*).

Some General Play cards state “Play When Tackled”. You must choose to either play this card on your turn **INSTEAD OF** using a Player ability (such as Fend). You cannot use the card as a “back up” if you don’t roll well!

There are several different types of general play cards. The cards are colour coded as **Green** (Attacking player only), **Red** (Defending player only), **Yellow** (Attacking or Defending player), and **Blue** (use Immediately).

In the instance of drawing a Blue card, the effect of the card is applied once both players have drawn their respective cards.

During general play phases, you can play a general play card marked **ACTION**. Other cards will have specific times when they are able to be played. Some cards show a rugby ball in the bottom left corner, which are only used when GP cards are drawn from the Power Deck for Scrums and Rucks.

Please note that you are also not allowed more than 6 cards in your hand at any time (or 4 when sin-binned). If you have more than 6 cards, you hold your cards up with the card backs facing your opponent. your opponent then chooses random cards to throw on the discard pile until you have the maximum hand size.

If a General Play card provides a stat then that stat becomes the required roll, i.e. TACKLE 2 would mean the tackler

would now only requires a 2 or better to successfully tackle.

5.10. Game Half Deck

The Game Half Deck is used to manage the game length.

Each player will draw a card from this deck at the start of every Ruck, Scrum, Line-out, or when points are scored.



6. LET'S PLAY!

6.1. KICK OFF

6.1.1. When do we Kick-off?

A kick-off happens at the beginning of a game, at restarts after a Try is scored, or to begin the second half.

At the start of the game, flip a coin to decide who kicks off, with one player flipping the coin and the other player calling either heads or tails. Winner chooses to kick-off or receive.

At the beginning of the second half, the other player kicks off. Make sure you move your Game Half deck onto the board at the beginning of the half.

After a Try, the scoring team receives the ball on the kick-off.

Both players will draw a General Play card prior to any restart kick.

6.1.2. Go Get 'Em!

The kicker chooses one of the two opposition forwards to kick to and rolls the 10-sided dice for an attempted kick (Note that the Distance Dice is not used on a Kick-off, or 22 Drop Out).

A roll of 2 or higher at kick-off is a successful kick (as opposed to other kicks where the players' kicking stat is used), with the player placing the ball on the chosen player, and moving the Field Marker (Camera Man) on the Field Ruler to the distance shown on the Field Ruler corresponding to the catcher's number.

A roll of 1 is a failed kick-off, and results in a scrum on the 50m line, with the opposing team getting the feed.

If the kick is successful, the receiver must roll a 3+ to catch the ball. If caught, the receiver begins their turn. If the ball is dropped (less than a 3 rolled), it is a scrum (*see 6.2*) at the position on the field where the ball was dropped.

6.1.3. Contesting the kick-off

A kick-off can at times be contested (*see 5.9.6*).

6.2. SEQUENCE OF PLAY

6.2.1. Options

A turn in RTG consists of 1 action (plus any free actions), Available Actions are:

- Play a General Play card (marked ACTION)
- Support / Support #10
- Pass
- Line Pass
- Tackle
- Run
- Kick

6.2.2. Attacker takes an action (Attacker cannot use Tackle)

On your turn you may take one action, plus any available free actions. These can be taken in any order, to suit the players strategy. At the end of their turn, the attacking player will advance the field ruler to value of the ball-holders RUN stat. (YES, it is possible to advance twice in a turn if you use RUN as your action)

6.2.3. Defender takes an action (Defender cannot use Pass, Line Pass, Run or Kick)

If a successful tackle was made, play becomes a Ruck. (*see 6.1*).

If no tackle was made and no stoppage in play has occurred, play goes back to the attackers turn (*see 5.2.2*).

6.3. SUPPORT

You may remove a current player (grounded or ready) from the field of play and place at the bottom of their respective deck (forward or back).

Take the top player card from either the Forward or Back deck, and place into the field of play.

You may place a player 'READY' in any empty slot.

6.4. SUPPORT #10

This is played the same as the SUPPORT action, however you may search the 'back' deck for the #10, and put him into play.

Note that the #10 card is double-sided so that you do not need to turn your deck over and later need to shuffle it.

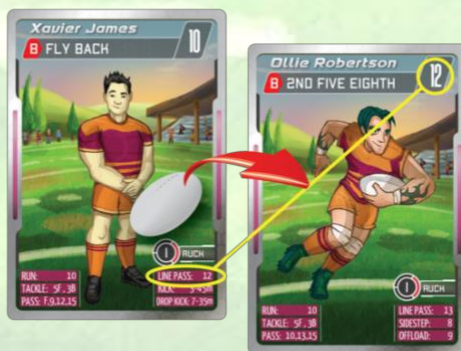
6.5. PASS

To pass the ball, the attacking player takes the ball off the current ball carrier and places it on the player he is passing to. Note that each player has limited player numbers he can pass to, as noted in the 'PASS' stat on the player cards (see diagram).

Remember #9 has a 'free' pass action, meaning you can pass to him, and then to another player in one turn!

6.6. LINE PASS

Line Passing is a core feature of back-line play in RTG. You will quickly find that Line Passing is a powerful option that can open up a game for attackers, and force defenders into damage control!



LINE PASS EXAMPLE



Any Back holding the ball who has the LINE PASS stat may search the Back deck to find the corresponding player, and place them in Field of Play as a Support Action. That player then receives the ball as a PASS Action.

If Line-passing to a Winger (#11 and #14), do not search the deck. Instead, reveal cards until the first Winger is drawn, and pass to that player.

You cannot Line-pass to a Grounded player.

If your deck is searched, you must shuffle after finding the required player.

6.7. TACKLE

Choose a player you want to attempt to make a tackle, and Ground that player. A successful tackle requires a dice roll of the players' tackle stat (or greater) to succeed. You must add 2 to the required roll value if the attacker would cross the try line (see 5.8.).

The TACKLE Stat is different depending on whether you are tackling a Forward or Back. The "F" is the required minimum dice roll when this player is tackling a forward, the "B" is the required dice roll when the player is tackling a Back.

A successful tackle will Ground the player with the ball, and begin a Ruck (see 6.1.).



An unsuccessful tackle will leave the tackler Grounded, and the un-tackled attacking player Ready.

6.7.1. FLANKER

When a player with the Flanker stat tackles and rolls equal to or higher than the FLANKER stat, they will bounce back to their feet, returning to the Ready position!

6.7.2. BIG HIT

Any player that rolls a 10 when tackling is considered to have made a BIG HIT, with the tackled player's team losing the +1 halfback advantage (see Ruck 6.1.).

Note that some Player stats have BIG HIT, with a lower required roll value.

No General Play cards or player abilities can be played to defend against a BIG HIT (except HEAD HIGH).

A BIG HIT ignores any Evade stats.

6.7.3. SIDESTEP

If a player has the Sidestep ability, you may roll the dice after declaring the Run action. If the roll is successful, Ground any Ready Opposition player.

6.7.4. FEND

Roll the dice after a player with the Fend stat is tackled. If the roll is successful, the attacking player is not tackled, and remains Ready (unless the tackle was a BIG HIT).



6.7.5. Offload

Roll the dice when tackled. If roll is successful, the ball-holder is still tackled (grounded) but can place the ball on any Ready player, and cancel the Ruck.

6.8. RUN

When you choose to Run, you move the Field Marker the distance according to the Run stat of the Player with the ball. If the field marker would pass the TRY line on a Run action, stop the field marker at the 5m line. The defending team has a final chance to stop the Try and may attempt to tackle if they have a Ready player available. The Runner will gain EVADE 2 when this happens!

If the Tackle is unsuccessful, a try is scored. If there are no available Ready players on the Defending team, a Try is scored.

Once the field marker moves across the try line, a try is scored and 5 points are awarded.

After a try is scored the Attacking team may then proceed to take a Conversion attempt (see 5.9.7..).

6.8.1. SPRINT

If a Tackle is unsuccessful against a player that has the Sprint stat, move field marker the distance shown on the stat.

Note that if this crosses the Try line, a Try is scored, with no chance for a tackle attempt.

6.8.2. EVADE

If a player attempts to tackle a player with the Evade stat, add the stat value to the tacklers minimum required tackle dice roll.

6.9. KICK

In RTG only the #10 and #15 can kick. Overtime is an exception to this (see 5.11.).

To kick the ball, choose a distance up to the players kick stat.

In order to make a kick (kick-off excepted), the kicker rolls both the Standard (D10) dice and the Distance (D8) dice, requiring their Kicking stat or higher. The Distance dice has values in either **Red** or **Green**. This indicates either an increase (**Green**) or decrease (**Red**) in the kicking distance, with a blank result indicating no change to the Players chosen distance.

For example, if you choose to kick 45m, and roll an 8 on the Standard dice and a Green 10 on the Distance dice, your total kicking distance is 55m.



The kicking rules generally apply to all types of kicks, but there are subtle variances in the way they are played out.

Any kick to an opposition player requires them to roll a 3 or higher to successfully catch. Any dropped kick will result in a turnover scrum at the distance kicked, with the receiving team having the scrum feed.

If the ball is ever kicked beyond the Try Line, it will result in an Opposition 22 Drop-out (see 5.9.5.).

6.9.1. KICK TO TOUCH

On a successful kick to touch, move the field marker the distance kicked on the field ruler towards the Try Line. A Lineout will be awarded to the Opposition from where the ball went out (distance kicked).

If the kick roll is failed when kicked from outside the 22, the ball is deemed to have been kicked out on the full and will result in a turnover. The Lineout is played at the same distance as the kicking players current position i.e. field marker does not move!

If the kick roll was failed from within the kickers own 22, the kick is to be considered kicked infield. The Opposition gains a free Support action, and may attempt to catch the ball at the distance kicked with the Support player.

6.9.2. KICK INFIELD

When you kick infield, both players 'support' their #15 fullback into play (if available), then roll to kick.

If the receiving #15 is not available, the kicker can nominate another Ready player to kick to.

If the kick is successful, move the field marker the distance kicked and place ball on the #15, then roll to catch.

If the kick roll is failed, the ball is considered to have gone out at the distance kicked resulting in a turnover – Line-out.

Note: You may “Kick and Chase” (*see kick and chase rule below*).

6.9.3. PENALTY KICK

See Section 6.4. for details on Penalties.

6.9.4. DROP KICK

Drop kick stats are on some player cards. This Action works like a normal kick, but the kicker needs to be within range to make an attempt (including the possible 10m **Green** gain on the Distance dice).

If kick is successful you gain 3 points, and a restart will occur from half way with the opposition team kicking back to you.

If the Kick was short (because of the Distance Dice result), the Opposition will get a Support action, and this player will attempt to catch the kick.

On a failed drop kick the Opposition team must take a 22m Drop out.

6.9.5. 22 DROP-OUT

On a 22 Drop-out, reset the field the same as a Kick-off, with the Field Marker placed on the Green line closest to the Kickers’ 22m Line.

The Kicking player rolls the D10 dice to confirm if it is a successful kick.

A roll of 2 or higher is a successful kick (similar to a Kick-off), with the player placing the ball on any Opposition player, and moving the Field Marker (Camera Man) on the Field Ruler to the position shown on the Field Ruler that matches the catcher’s number (green highlighted position numbers on the ruler).

On a failed kick, there is a turn-over Scrum on the 22m line.

You may ‘KICK AND CHASE’ if opposite number is in play.

6.9.6. KICK AND CHASE (Contesting the kick)

A kick is most often received by the opposing team, but turning one over can literally be a game changer!

If the kicking team has an opposite player to whom they choose to kick to (i.e. matching player position), they can choose to kick to that player, and contest with their opposite player. In order to overturn the ball, the kick-off dice roll must have resulted in an 8 or higher. If successful, place the ball on the challenging player.

The play then turns to the defending team.

6.9.7. CONVERSION KICK

After a TRY is scored (*see 5.10.*) you may attempt a conversion.

To take a Conversion, roll the Standard dice and choose aloud whether you are going to re-roll above or below the value on the dice. Once stated, roll again and if successful add 2 points to your score.

After a conversion attempt (successful or failed), reset the field (*as per 5.1.2.*) and restart from halfway, with opposition kicking to the Try scoring team.

6.10. TRY!!!

Get that ball over the line!

When you get your player over the Try Line without being tackled, you have scored a Try. Add 5 points to your score, and attempt a conversion (*see 5.9.7.*)

6.11. END OF HALF

When the last card of the Game Half deck is drawn (in either half), the game will go into overtime and will end at the next stoppage in play (not a Ruck or Penalty).

All PASS and LINEPASS actions now require a dice roll of 3 or better to catch. The Attacking team must roll for every pass.

At the end of any further Rucks you do not draw a card, but still get 1x SUPPORT action.

Any player with the ball may now Kick to Touch as an Action, which will end the Half. No roll is required for this.

6.12. HALF TIME COACH TALK

In a game of Rugby, the Coach has an opportunity to inspire and direct his team at Half Time.

To represent this, before the second half starts you may keep up to two unused General Play cards of your choice from your hand. Discard the rest.

6.13. SECOND HALF SETUP

To set up the second half, remove the Discard Pile, and return all Player cards to their decks.

Place the unused Play Half Deck on the Play Half Deck slot for the second half Kick Off team.

The set up is as per Section 2.3., with the other team Kicking Off for this half.



7. THE BREAKDOWN AND SET PLAYS

7.1. *POWER DECK CARDS IN RUCKS AND SCRUMS*

Power Deck cards are used to assist with determining outcomes of Rucks and Scrum.

As highlighted on the diagram below, some Power Deck cards have a Rugby ball on the lower left corner. There are also instances where there may be an '2x' or '3x' in that location.

In both a Ruck and Scrum, one ball has a value of ONE, '2x' has a value of TWO, and '3x' has a value of THREE.

During a Ruck or Scrum, this is the only relevant information on the card.



7.2. *RUCK*

The objective of the Ruck is to get the most Ruck points, and take or retain possession of the ball.

Both teams draw a General Play card from the Game Half Deck.

Both teams Ready their #9 (unless the #9 was the tackler or tackled player, or

has the headgear token on them), get One free Support Action (only if there is a slot available that does not have a Ready player).

Both teams, starting with the Attacking team, may commit (by Grounding) up to 2 Ready players to the Ruck. Show this by placing a Headgear token on the committed players.

Both teams now draw 1 Power Deck card for each player committed to the Ruck, and lay them face-up on the table (these are not to be mixed with your hand of general play cards!).

The winner of the Ruck is determined by the combined Ruck strength of all of your committed players, plus the Ruck value of the drawn Power Deck card/s.

The attacking team also adds an additional 1 to his Ruck strength if the halfback is in a ready position (unless the tackle was a BIG HIT).

If the Ruck is drawn, take turns starting with the attacking team drawing and laying face-up a power deck card until a ball result is drawn (first ball drawn wins the Ruck).

All Power Deck cards drawn in this sequence are discarded to the discard space at the end of the Ruck.

The winner places the ball on their Halfback, with the winner of the Ruck starting a new turn.

If the #9 commits to a Ruck, the player will stay grounded until the end of the next Ruck, or a stoppage in play.



7.2.1. *Uncontested Ruck*

If the Attacking team chooses not to commit players to the Ruck, then the Defending team will automatically win if they commit at least one player to the Ruck.

If a Ruck is not contested on the 5m line, the Attacking team pushes over for a Try.

7.2.2. *Halfback in Rucks*

If your Halfback is grounded, you must have another Ready player available to temporarily act as the Halfback. This player cannot commit to the Ruck, and if no player is available, you lose the Ruck.

The player chosen to act as Halfback cannot be an 11, 14, or 15 (Winger or Fullback).

7.3. *SCRUM*

7.3.1. *Clear the Table*

Prior to setting a Scrum, all Player cards are removed from table to be reset.

7.3.2. *Setting up*

Both teams draw a General Play card from the Game Half Deck.

Place the #9 and #10 Ready in the player slots indicated on the board.

The Attacking team places the ball on their #9. The Forward and Back decks are then shuffled.

Both players will next draw three Forwards, and place them Ready on the field.

Ground any of the Tight-five Forwards drawn (#1, #2, #3, #4, or #5), as they are the workhorses in the scrum and always commit to the play.

Any loose Forwards drawn (#6, #7, or #8) will come into play in their Ready positions as these players are on the outside of the scrum, and are ready to pounce once the ball is out!

A scrum is one of the defining aspects of Rugby, and as such has a very strong presence in the game.
A team that can dominate a scrum will have a strong ability to manage set plays and tempo of the game.

7.3.3. Set, Engage!

Add the Scrum strength of your Forwards that were drawn. Note that the Attacking team (with ball) gets to add +2 strength to their total Scrum strength.



7.3.4. The contest

A Scrum is won by attaining a Scrum strength of 10 (or more).

Starting with attacking team, draw one Power Deck card and place face up on

the table, adding +1 to total scrum strength for each ball.

If the attacking team has a combined strength of 8 or higher from their Scrumming Player stats at the start of Scrum, then no cards need to be drawn as with the +2 (see 6.3.3.) they will already have a scrum strength of 10!

Players then take alternating turns drawing cards until a player hits a total of at least 10 strength.

7.3.5. Resume Play

All drawn Power Deck cards are discarded to the Discard Pile.

The winner of the scrum gains 5m on the field ruler, and puts the ball on their choice of either #8 (only if in play, also see OFF THE BACK), or #9.

The winner of the scrum chooses either to start a new turn, or play Off The Back (see 6.3.6.).

7.3.6. Off The Back

The #8 has an 'Off the Back' ability. This represents the #8 breaking off the back of the Scrum with the ball.

If you win the Scrum with your #8 in play, you may place the ball on the #8.

The Attacking team will then Ground any opposition player, and gain a Run action.

Play then goes to the Defending team.

7.4. LINE OUT

Prior to setting a Line-out, all playing cards are removed from table to be reset.

Both teams draw a General Play card from the Game Half Deck.

Both teams find and Ready their #9, #10, #2 (The "Lineout Thrower"), and #3 (lifter) into the field of play, in positions marked on the field of play for a line out.

Place the ball on the attacking teams #2.

The attacking player secretly chooses either of their Locks (#4 or #5) to throw the ball to, while the defending player does the same to try and steal the ball. These cards get placed face down in the player slot marked "Lineout (X)".

Shuffle your Forward and Back Player decks.

Both players now reveal their face-down Lock. If the cards do not match, the attacking team wins the line out .

If the players do match (same player position i.e. #4 and #4) then the Defending team will contest for the ball in the air! Both players roll the dice, with the highest result winning the ball (If a drawn dice roll, the Attacking team will win).

The winning team places the ball on their 'Jumper'.

The Attacker starts a new turn.



8. PENALTIES

A Penalty occurs in RTG through a General Play card, or not being able to place the ball on a Ready player.

The options available on a Penalty are as follows:

- Conversion Attempt
- Scrum
- Kick to Touch / Line-out
- Quick tap

8.1.1. Penalty Conversion

If you are within kicking distance of the goal (based on your Player kick stat), an attempt can be made for a Penalty Conversion. This is played exactly the same as a Conversion Kick in Section [\(see 5.9.7.\)](#), but awards the Kicking team 3 points if successful.

Roll the Standard dice. Choose higher or lower than the result, and roll again. If successful gain 3 points, and reset the field for a Kick-Off. The Kick-Off will be received by the team that made the Conversion.

If the Kick was short (because of the Distance Dice result), the Opposition will get a Support action, and this player will attempt to catch the kick.

On a failed Penalty Conversion attempt, the Opposition team will take a 22m Drop out.

No General Play cards can be played against the Penalty Conversion.



8.1.2. Scrum

Carry out a Scrum [\(see 6.3.\)](#), with the team being awarded a Penalty to feed the Scrum.

8.1.3. Kick to Touch / Line-out

If you choose to Kick the Touch within a Penalty, advance the Field Marker up to 25m (no dice roll required), and go to a Lineout [\(see 6.4.\)](#).

The team that was awarded the Penalty has the throw-in.

No General Play cards can be played against the Kick to Touch.

8.1.4. Quick Tap

Leave all players (Ready and Grounded) as-is on the field.

Ready and place the ball on the Attacking teams #9. The Attacking team then starts a new turn.

9. SIN-BIN

If a player is Sin-Binned, place one of your teams Sin-Bin cards 8 cards down from the top of the Game Half Deck, and turn the sin-binned player face down in the slot marked "Sin-Bin".

While Sin-Binned you will have one less player slot available for gameplay. Your hand size is also reduced to FOUR General Play cards, while a player is Sin-Binned (immediately discard down to four cards if necessary, as per hand size rules).

If it is the first half, and less than 8 general play cards remain, count out the remaining cards into the Second-half deck, and place the Sin-Bin card there.

If not enough cards are available in the Second Half when a player is Sin-binned, that player is removed for the rest of the game.

When the Sin-Bin card is drawn from the General Play deck, the player who drew the card immediately discards it and draws another General Play card, the face-down Sin-Binned player card, and returns it to the bottom of the Player Deck.

9.1. Sin-binned Fullback #15

If you are Attacking and kick in-field, and the Defending team has their #15 in the Sin-Bin, the kicking team can nominate any Ready player to kick to.

If you are Attacking and kick in-field, and your #15 in the Sin-Bin, you cannot contest the kick with the Defending team.

9.2. Sin-binned Hooker #2

If a Line-out occurs with the #2 in the Sin-Bin, use the #1 in place as the Thrower.

If you have TWO players Sin-binned at the same time, place them in the same slot, and think really hard about your actions!

This slot is also used for injured players.

9.3. Sin-binned Tighthead Prop #3

If a Line-out occurs with the #3 in the Sin-Bin, use the #1 in place as the Lifter.

9.4. Sin-binned Locks #4 or #5

If a Line-out occurs with one of your Locks in the Sin-Bin, you only have one option for your Jumper (easy guess for your opponent).

If both of your Locks are in the Sin-Bin, you will not be able to contest the Line-Out.



10. COACH CARDS

The Coach Cards are a great addition to the game for players that are confident with gameplay, and want a little more crafting of their strategy. To use the Coach Cards in a game, shuffle and draw the top card from the deck.

Each player takes one card only, and leaves it face-up for the duration of the game (even if it is a “single use” function on the card).

10.1. *Tactics Card*

“Nobody ever complained out having too many tools in the shed!”

Draw 4 cards at the start of each half from your POWER DECK, and choose 2 for your hand. Discard the unused cards.

10.2. *Dirty tactics Card*

“Hey, the nice guys always come last. Am I Right?!”

Start with the CHEAT General Play card in-hand (First Half Only).

Once per Game Half, you may cancel ONE opposition General Play card, and draw a card from the POWER DECK to add to your hand.

10.3. *Defence coach Card*

“They can’t win if they can’t score!”

You may ‘SUPPORT’ up to THREE players as a Free action.

This may only be played while on Defence.

10.4. *Offence coach*

“The best defence is a good offence. Oo Ra!”

Start each half with the MAUL General Play card in play, and a SKIP PASS General Play card in hand.



11. WEATHER CARDS

The Weather cards are an optional addition to Gameplay. Weather can greatly affect the way Rugby is played, and not all strategies work in different conditions.

To use the Weather Cards, shuffle all of the cards and draw a card for the game. Follow the rulings as per the card.

With the Wind cards, rotate the card 180 degrees at Half Time to indicate teams are now playing in the opposite direction.

Contributors

Artwork was created by David Benjes and Matt White, who have been fantastic under tight deadlines.

Acknowledgements

First and foremost, we would like to thank our families, who without their ongoing support would have never allowed this to be possible. It's been a labour of love, and our loved ones have been solid support.

There was a lot of playtesting over the years to make the game balanced. We would like to give a very special thanks to Zane's son Jacob, who has spent a massive amount of time sense-checking Zane's crazy ideas and helping keep the project on track!

To all of our amazing Kickstarter supporters, thank you so much. You saw the potential in us and our game, and help drive us over the line. As a first-game release, you rolled the dice and we appreciate you taking the dive.

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Quick Set-up Guide

1. Shuffle and draw a Coach Card each.
2. Shuffle and draw a Weather Card (optional).
3. Shuffle GP Cards.
4. Deal TWO Game Half Decks (20 cards each), and place beside the board.
5. Split balance of GP Cards into two piles, and place into Power Deck slots..
6. Place the Field Marker standee on Half Way of Field Ruler.
7. Flip Coin and decide who is Kicking off. Place one Game Half Deck on the kickers side of the board.
8. Set up #9 and #10 in Ready slots.
9. Shuffle Forward and Back decks.
10. Support TWO Forwards.
11. PLAY!