

ACTIVATION STEPS



To activate a player you must place an activation token on the corresponding area of the coach board (1.01). If you don't have any tokens left, check the time dashboard (6.03).

You must follow the activation steps in order without skipping any.

1 Attacker's first action

The active player must perform one of the following actions.

If the player is standing

MOVE AS FIRST ACTION

Mark the player's move using the movement and active player tokens without executing it (1.04).

Active player token



Movement tokens



If the player has one or more ground tokens

STAND UP

Remove a ground token (3.02).

Only if the player is NOT the ball carrier.

PASS FROM THE GROUND

You must declare the target player of the pass. Remember that the rolls are made during step 5.

Add -2 to range modifiers.

If when measuring the distance it is greater than 8" the roll is considered cancelled (3.03).

2 Defense

Each defending player must take one of the following actions.

NO defensive move

STAND UP

Remove a ground token (3.02)

REST

Remove a deactivated fatigue token. If you don't have any, flip an active fatigue token (4.03).

WITH defensive move (1.07), place the corresponding token next to the player.



PRESSURE

Attacking players take -1 to their rolls for each defending player with a pressure token within 2" of the spot, where the action is performed (1.06).



TACKLE

You can only perform this action against the ball carrier. After moving, check if you come into contact with the player's trajectory, if not, you fail the roll and you must roll REF to avoid falling to the ground (1.21).



BALL STEAL



You can perform this action in three ways, which you must specify when you declare the action.

Steal the ball from a player on the ground:

If you are in contact with the player, make a BaC roll without modifiers.

Steal the ball on the ground:

If you are in contact with the ball, roll with +4 BaC.

Steal the ball in the air:

If you are in the path of the pass, make a roll with a -2 BaC modifier (3.06).

3 Movement Execution

The active player performs the move marked during step 1 (1.08).



The player will first try to stand on the turn token (if it has been used).



The player will then attempt to come into contact with the movement token.

Note that the player only moves his MOV on attack.

4 Second action of the attacker

The active player must perform one of the following actions.

MOVE AS 2nd ACTION



You can move up to your MOV on attack. You can move in any direction. You cannot go over the rest of the players (1.10).

BREAK THROUGH



Make a roll, if you succeed the tackler receives a ground token and make an END roll (1.20).

Critical: The defender receives a wound token without making an END roll.

PASS



You must declare the target player of the pass and he must not BE AHEAD OF THE PASSING PLAYER.

Make a roll with the corresponding range modifiers (2.01). If the roll fails, the receiver can try to catch the ball, taking the corresponding reception modifiers into account (2.02).

Critical: Move pass receiver 2" in any direction.

BALL PICK UP



Make a roll with a +4 mod (3.05).

SCORE A TRY



Only if you are in contact with or in the in-goal zone. Use the second BaC value. For each fatigue (active or inactive) the player receives a -1 to BaC (4.04).

After attempting a try, a kick-off is performed (5.03).

DODGE



Make a roll, if successful move the player 2" in any direction (1.19).

Critical: Move 4" instead of 2".

5 Measure and dice rolls

All rolls are made during this step.

MEASURE

Except for performing active player movement, you cannot measure anything until this step.

Team Plays: In team plays, the second actions are performed during this step in the order indicated on the card.

DICE ROLLS

The order of the rolls is always decided by the attacking coach.

6 Token removal

Remove all tokens from the playing field except ground tokens.



Players on the attacking team who have not been activated may remove a ground token.
Clarification: A player on the GROUND who had the Ball at the beginning of the activation is considered activated during this step (1.11).



Positions

Each position must be occupied by a player who has the symbol on his card (6.06).



Wing



Scrum-Half



Full-Back



Forward

Skills per 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.

Remember that these skills are lost while you have an active fatigue token.

Pass modifiers

Pass and reception.

Pass

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, in case the distance is right between 2 stripes, apply the best modifier.

Team Plays

Summary of the use of a team play card (4.08).

- 1- Declare that you are going to use a card and place it face down on the playing field.
- 2- Place the Activation token on the designated area of the coach board next to the player who will be the active player (ball carrier).
- 3- Indicate which players are going to be activated in that play.
- 4- Step 1 of the activation: keep in mind that you only mark the movement of the ball carrier.
- 5- Step 2 of the activation: DEFENSE, remember that you can only tackle the ball carrier.
- 6- Show the card to the rival coach.
- 7- Step 3 of the activation: Execute the movement of all the activated players (in the order you want).
- 8- Step 4 of the activation: The actions are indicated on the card, they cannot be changed.
- 9- Step 5 of the activation: Carry out, in order, the actions indicated on the card as the 2nd action, including the necessary measurements and rolls.
- 10- Step 6 of the activation: place the card to one side of the board, you do not retrieve it again until a Kick-off is performed.

Fatigue

Fatigue tokens represent a player's fatigue (4.01).

There are two ways to receive Fatigue tokens:

- 1- At the moment a player receives the third Activation token (during the same time phase).
- 2- When indicated by a skill or play.

When a Fatigue token is to be received, place it, active, on the space provided for it on the trainer board.

If due to some game effect you should receive a Fatigue token and you have a deactivated token, instead of placing another token, flip the one you have deactivated to activate it again.



Active



Inactive

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 active fatigue tokens suffers all the adverse effects of having 1, 2 AND 3 fatigue tokens. When a token is inactive, it continues to occupy a space but the adverse effect is not applied.

Match preparation

Before you start playing you need to do a few things (5.01).

- **Set up the field:** with one of the in-goals zones in front of you, you must score in the opposite one. Have templates, tokens, and dice handy. Place a coach board on each short edge and the time dashboard to one side of the field, within easy reach of both players.
- **Choose your team:** choose the 4 players who will play the match, their miniatures, their cards and the team's playing cards.
- **Form the playing decks:**
 - **Individual Plays:** Form a deck of your team's individual play cards and basic individual play cards, shuffle them, and place the deck face down near your trainer board. Now draw the top 4 cards from the deck.
 - **Team Play:** Take the basic team play cards and those of your team. Choose 4 among all of them. During the game you will have those 4 team play cards, but you can change them at halftime.

Kick-off

The kick-off is the way to put the ball in play.

Kick-offs are taken at the start of the match, at the start of the second half, after a try or when a try is failed.

When a kick-off is to be taken, it is necessary to determine which team is kicking:

Start of the match: Make a referee roll. The winner DECIDES if he wants his team or the opponent to Kick Off.

2nd half: The team that did NOT take the kick-off in the first half.

After a try: The defending coach decides.

If the roll to score a try is a failed or is cancelled: The defending coach decides.

Before executing the kick-off, the team play cards used are recovered (5.03).

Half-Time

When the first part is finished, the following steps are performed (6.02).

- **All players remove a Fatigue token:** Remove a token, you can choose the one you want, whether it is active or not.
- **The coach changes the strategy:** You can again choose the 4 team plays from the 8 team plays you have available.
- **Draw of new individual cards:** You can discard any number of individual cards you want, and re-draw from the deck of unused individual plays, until you have 4 in hand.