

QUICK REFERENCE GUIDE

SHOOTING

Shooting outside area = **-1 dice penalty**
Difficult angle shots = **-1 dice penalty**
Dice roll of 1 = shot off target

DEFLECTING SHOTS

If in path of ball, 5 or 6 deflects the ball
Within 1 hex of ball, 6 deflects the shot
Use Loose Ball rule for deflections

SNAPSHOT

Can take snapshot at any time in penalty area
Can also snapshot outside the box (refer to 'what next' card)
-1 dice penalty for snapshots
Defending team gets to move 1 player up to 2 hexes on a snapshot

GOALKEEPER

Gets a 1 hex move whenever ball enters penalty box
Can dive 3 hexes parallel to goal line
Furthest hex away = **-1 dice penalty**
If GK moves at snapshot, **-2 dice penalty** on 3rd hex, **-1** on 2nd hex
Handling: if dice roll is => Handling, corner kick is awarded
Can also dive at attacker's feet (3 hexes max): Saving vs Dribbling

GK DISTRIBUTION

THROW:
No player moves first.
Throw distance of standard pass.
No interceptions
KICK:
Final Third movements first
Can kick to anywhere except opposite Final Third
ACCURACY: =>8

LOOSE BALL

Refer to grid on the pitch and decide which player will roll for this
First roll is direction, second roll is distance
If ball hits a player while travelling, that team takes possession
Otherwise, attacking team continues with Movement Phase
If a loose ball follows a High Pass, contest the header in the new landing location. If no-one can challenge for a header, the ball is on the ground.

CORNER KICK

Decide who will take the corner kick; place player at corner arc
Both teams pick up and reposition 6 players, moving two at a time
Attacking team moves first
Play continues with (a) **High Pass:**
Can be placed anywhere in penalty box
Both teams move 1 player up to 3 hexes first
ACCURACY: =>8
(b) or **short pass:**
Can travel the distance of a first-time pass

THROW IN

Decide who will take it and place player there
Conduct a Movement Phase
(optional: conduct a second Movement Phase)
Throw ball the distance of a first-time pass
No interceptions

FREE KICK

Defenders must be 2 hexes away from the ball
Pick up and reposition players following this pattern:
2 Attacker / 2 Defender / 2 Attacker / 2 Defender / 3 Attacker / 2 Defender
Now choose to pass or shoot
If shot is =>9, no defender can block it
Remember **-1** for shooting outside of the box

PENALTY KICK

Pick up and reposition all players
GK has **-2 dice penalty**

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STANDARD PASS

Can't travel through an opponent
Opponent can intercept within 1 hex of the path with a 6

FIRST-TIME PASS

1 player from each team moves 1 hex as ball travels
Opponents within 1 hex of the path can intercept with a 6
Opponents who move into path of ball can intercept with 5 or 6

LONG PASS

Can travel to any hex on the pitch
Can't aim within 5 hexes of a teammate or 1 of an opponent
Opponent GK moves according to pace
ACCURACY: High pass + dice =>9
ACCURACY: (Final Third to Final Third) =>10

HIGH PASS

Can't make the pass if opponent is within 1 hex and in path of the pass
1 player from each team moves up to 3 hexes as ball travels
Must always aim at teammate
ACCURACY: High Pass + dice =>8

HEADER

All players within 2 hexes can challenge
Announce which player is rolling
2 hexes away = **-1 dice penalty**

CONTROL A HIGH PASS

Only possible if no opponent can challenge for a header
ACCURACY: Dribbling + dice =>9

TACKLING & DRIBBLING

STEAL: If attacker moves within 1 hex of defender, roll a 6 to win the ball
TACKLE: If defender moves within 1 hex in a Movement Phase
Tackling + dice vs Dribbling + dice
Dice roll 1 is always a foul
Winner repositions around opponent

TACKLE FROM BEHIND

A roll of 1 or 2 is a foul
2 hexes behind attacker considered 'behind'
Attacker is always facing the goal
If you fail the Leniency test, receive a red card. Otherwise receive yellow

RECKLESS TACKLE

Announce reckless tackle before attempting it
Can foul players who do not have the ball
1 or 2 = foul failed. Yellow card issued
3+ = foul committed and play stops
If you fail the Leniency test, receive a red card. Otherwise receive yellow

FOULS

Roll for booking. If red card, play must stop for a free kick/penalty
Roll for injury
Attacker then decides to play on or take the foul

NUTMEG

Can only be attempted if you have the pace to get through
Defender gets +1 for Tackling
If successful, defender is stunned and cannot move