

# 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