



A word from the creator

Thanks for trying out Counter Attack: Club Manager! These rules are still very much under development, and are presented here in an incomplete state. The process of making a game is messy and full of fails and retries, so I hope you'll understand why this isn't yet a polished product. I hope to run this game through Kickstarter in 2023.

This game has been created so that players can enjoy it solo as well as with up to 3 friends.

I'd love your feedback on the game! Email me at clubmanagerboardgame@gmail.com

Have fun!

Colin

Visit the website for game updates, to join the newsletter and Facebook page, and to follow the link to the Kickstarter

www.cmboardgame.com

A welcome from the chairman

I'm delighted to have appointed you as manager of our proud club! It is true that we've struggled for the last few seasons but I'm certain you are the right person to guide us out of Division 3 and towards better things. The current playing squad might not be top notch but I am confident that your coaching will bring the best out of them.

There are some funds available for transfers, but you might want to speak to the team in marketing about how we can grow our income.

The fans are looking for excitement and winning football. Go deliver it for them!

A brief overview

This game has a simple structure to follow every game week:

- move the calendar cursor to the next spot
- draw a Weekly Report Card and take the appropriate actions
- Take turns placing your workers on the board & resolve those actions
- Play your match (if there is one)
- Repeat!

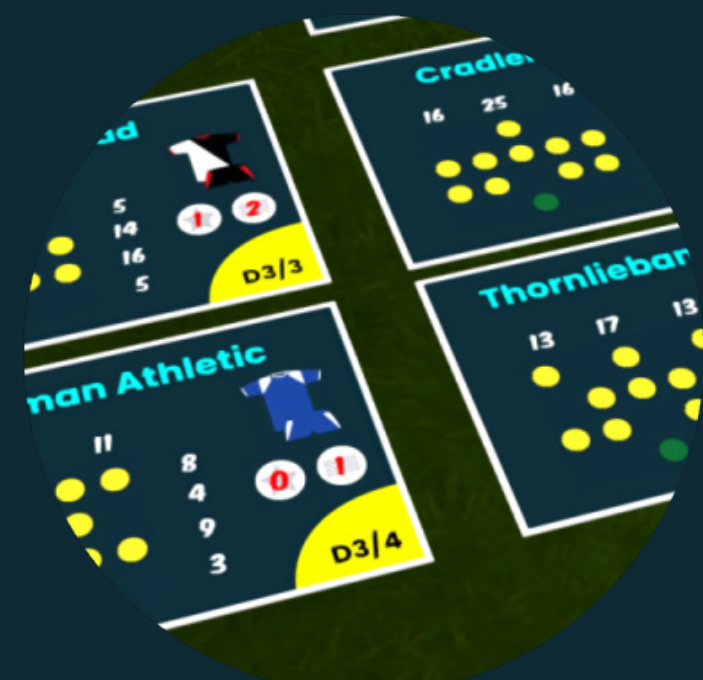
Each of these steps are fully explained in this rule book.



These are the workers for the red team



Use this counter to keep track of your money. Click it with the right mouse button to see options



Opponent cards each tell you which division they are in and which team number they are. The team at the foot of this image is from Division 3 (D3), and is team number 4.

New season

When you start the game for the first ever time, follow these steps:

- Pick which of the four clubs you'll play as (blue, green, yellow, red)
- Draft your squad (see below)
- Give each manager 10 coins and 3 workers
- Lay out the Division 3 opponent cards next to the calendar
- Set up the transfer market using Division 3 cards
- Each human manager replaces one of the Division 3 teams. If you have 3 human managers, you will replace teams 1-3 in Division 3. Remove those opposition cards from the game.

Drafting your starting squad

At the start of the game you'll need to draft your starting squad so you have some players to manage! Whether playing solo or multiplayer, start by shuffling the Starting Set and dealing 7 players at random to every manager. Then follow this process to draft the remaining 8 players:

SOLO: draw 4 cards face up and pick 2. Discard those unwanted and draw another 4.
2-4 PLAYER: draw 4 cards and take turns picking a player. Draw another 4 and continue.

In every case, continue until every manager has 15 players

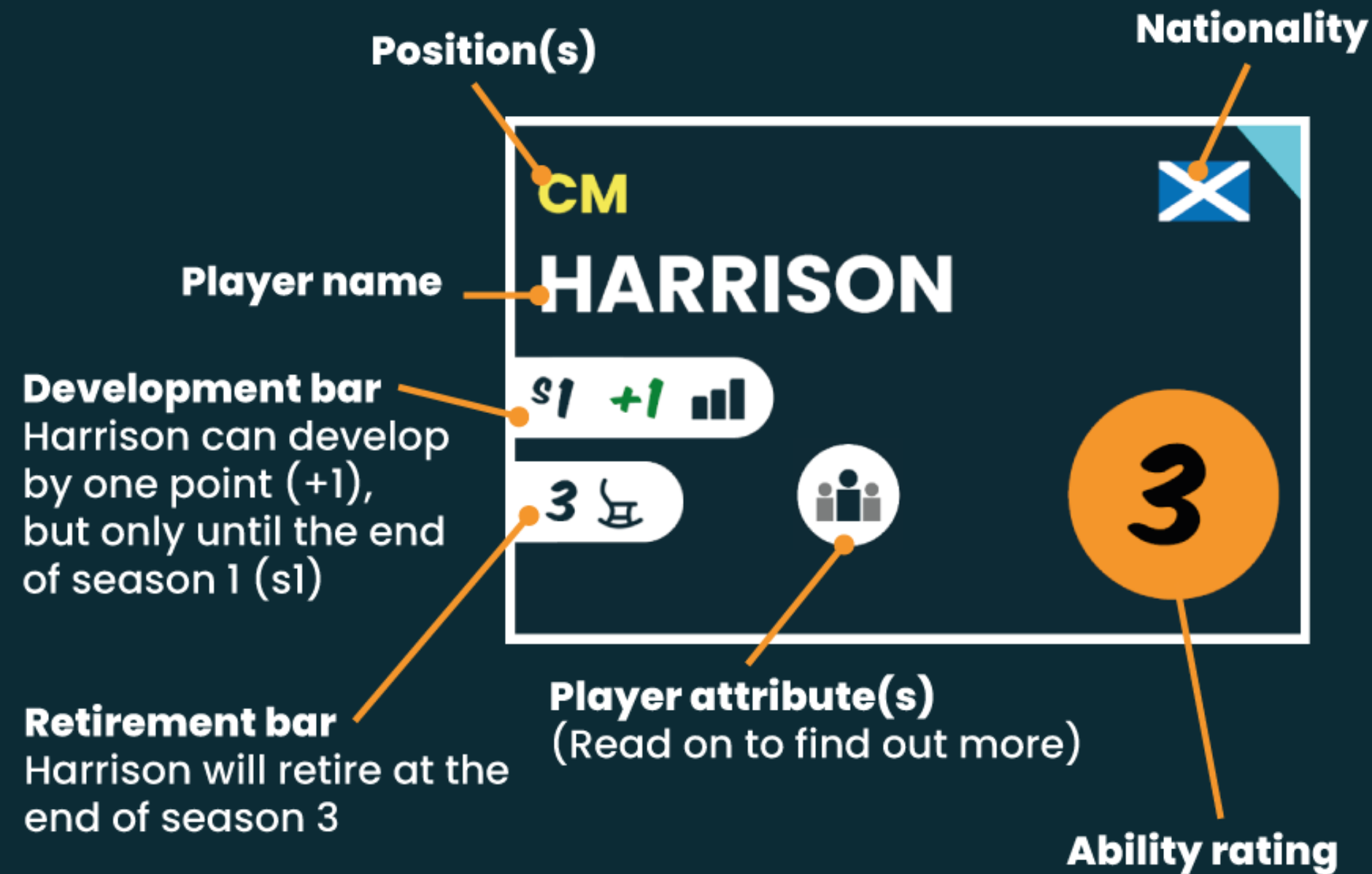
Line up your best XI

It is a requirement that you always have your best XI players lined up on your formation mat, because **weekly incident cards** can affect those players.



The formation mat for Picton Albion. Read below to find out more about player cards

A look at the player cards



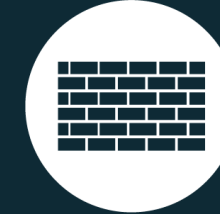
Player abilities

Players know their value; they wouldn't contemplate playing in a league beneath them. As such, a manager in Division 3 can only have players in their squad between the ability ranges 1-5. Division 2 can go up to 7, and only players rated 8+ will play in Division 1.

You cannot train a player to be better than the ability cap in your league. If you ever get relegated, you must immediately sell any players who are too high an ability for your league.

NOTE: even if you have the Stadium upgrade, you cannot sign players who don't have the appropriate ability for your league.

Player attributes



Powerhouse

This player is strong defensively. These players are used in opposition to *flair* players during a match.



Flair

This player is great at creating chances. These players are used in opposition to *powerhouse* players during a match.



Injury prone

Players with this attribute are more likely to suffer an injury post-match. If the post-match die shows this icon, all players in your squad with this attribute are injured for 2 weeks.



Leader

Only players with this attribute can be made Captain. Your captain gets a +1 ability boost, no matter their potential.



Prima donna

These players are more demanding and can harm team morale. For every prima donna in your squad who doesn't get on the pitch on matchday, reduce team morale by 1. Following a defeat, if you have a prima donna in your squad, reduce team morale by a further 1. If your club fails to finish in at least a promotion spot, your prima donnas will demand a transfer. However, if you have a prima donna at your club, your marketing gets a boost: for every 6 rolled, take 3 income.

THE MAIN BOARD

How a round works

At the start of a week, follow these steps:

- Move the weekly marker along one space on the calendar
- Take a Weekly Report Card and take any actions instructed by the card
- Place your workers on the board.

Player one is first to place their workers, the others follow in sequence. In the weeks that follow, the next player is the first to start worker placement.

Now resolve the actions on the board, starting with box 1: Marketing. If more than one manager have a worker in the transfer market, they reveal in turn order which player they are bidding for. They may try to outbid each other for the available players.

When all worker actions have been resolved, it's matchday.



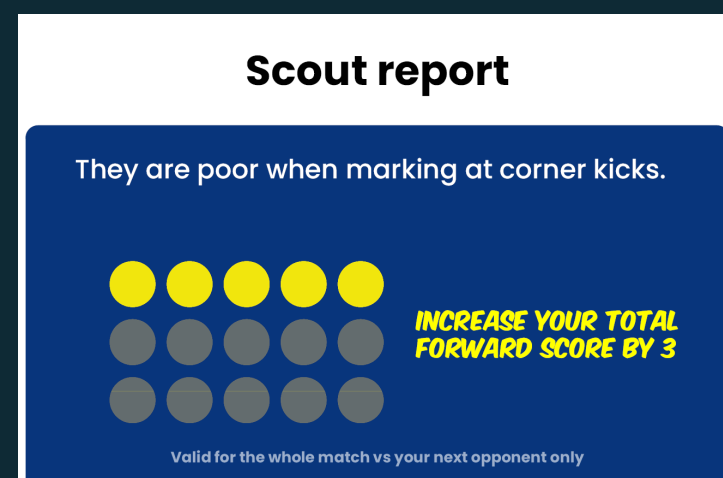
The main board

1. Marketing

For every worker placed here, roll a blue die. Your income is equal to whatever numbers you roll. If you have at least one *prima donna* in your squad, a dice roll of **+£2** gets you £3 income.

2. Scout next opponent

If you have a worker placed here, take a scout card. These cards can give you powerful advantages in your next match. The card has to be used in your next fixture. You may place more than one worker here, but you will only receive one report card.

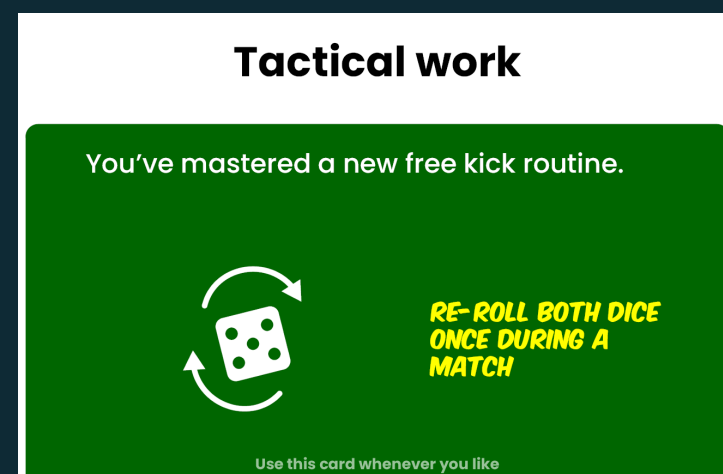


This scout report card increases your TOTAL forward score by 3 in your next match only. It does NOT increase the score of every forward in your team.

The diagram shows you which area of your team is affected. No other areas are affected.

3. Tactical work

Take a tactical card for every worker you have placed here. These cards give you advantages on matchdays. You can hang onto them and use them whenever you see fit.



You can save up Tactical cards and use them whenever you like. You might like to keep them hidden from your opponents until you use them.

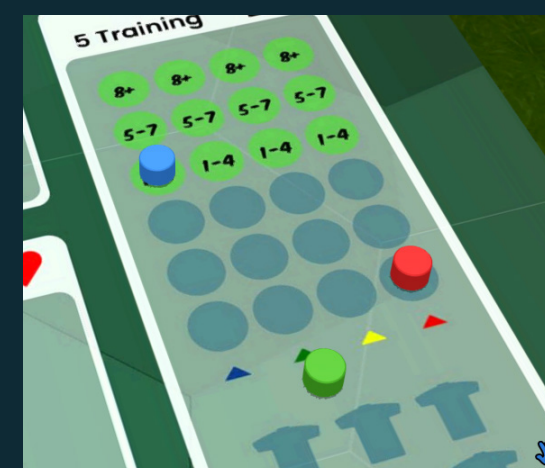
4. Youth discovery

Roll the yellow die for every worker you have placed here. You can look at as many youth player cards as the dice roll displays, but you can only take one for every worker you have placed here. If you roll a **X** you cannot look at or take any youth players.

5. Training

For every worker placed here, move one step forward on the development track. If you reach the 1-3 marker, you can upgrade a player's ability by 1 point, so long as their current ability level is between 1 and 3. Hit the 4-6 step or the 7+ step to upgrade a player who starts with those ability ranges. Reset your counter to zero (off the track) when you have upgraded a player.

You can only upgrade players who have the potential for improvement. You cannot improve injured or suspended players



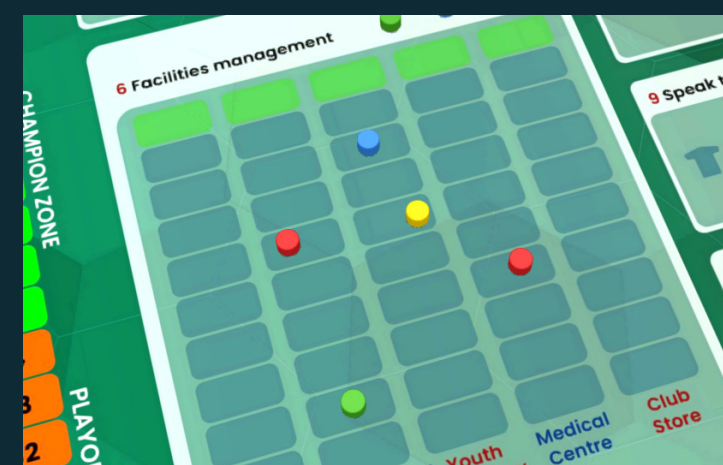
The blue team has reached the 1-3 space so they can improve a player by 1 ability point, so long as their ability is currently between the ranges of 1-3.

The green team recently improved a player so their marker is at the zero point.

6. Facilities management

For every two workers you place here you can work towards upgrading your club's facilities. Choose which facility you will improve; you can be building towards more than one at any time. When you reach the top of one of the tracks you will be rewarded with a bonus. These are the bonuses for each facility:

1. STADIUM: +2 matchday income, and you can sign players with ability rating 8+
2. RECRUITMENT: Take & keep one extra worker
3. YOUTH ACADEMY: All new youth players get an immediate +2 ability boost
4. MEDICAL CENTRE: Anyone injured from the post-match die are only out for one week
5. CLUB STORE: If you roll a **+£1** in Marketing, take £2 income



Move your coloured marker up the track every time you place two workers in facilities management. You decide which facility to improve. There can be multiple teams on any one track.

7. Physio

For every worker placed here you can cut a player's injury time by one week. You may place 2 workers here in order to treat 2 players. A player with a 1-week injury cannot be healed by the physio.

A player who has only one week of injury time may be picked to play in your next match, but there are consequences.

- their ability is reduced by 1 point (by 2 points if in Div 1 or 2)
- if they get injured by the post-match die, or if you roll the injury prone symbol, they are now injured for four weeks.

8. Board meeting

If you choose to place a worker here, take the top three Board Meeting cards. You *must* keep one of them.

Each card tell you:

- What your goal is, and when you need to achieve it by
- What your reward is for achieving your goal
- What the penalty is if you fail to achieve your goal

Shuffle back in the cards you choose not to take. You do not have to show your human opponents which card you chose.



9. Speak to agents

For every worker placed here, take the top three cards from the transfer pile. You and only you may sign these players (at their correct value). You can only sign as many of these players as you have workers placed here.

If you place 4 workers in the Super Agent section, you are permitted to go through the entire stack of cards and buy one of the players you find. No-one else may bid for them.

You may visit this section during the season before the winter transfer window and reserve players for future purchase. Simply place your chosen player(s) face down near your playmat. If you eventually do not decide to purchase the player(s), you pay a penalty fee to their agent equivalent to the player's ability (i.e. a 6 ability player will cost you £6)

In all cases, shuffle the cards you don't want back into the pack once you are finished.

10. Transfer market

During the transfer window, ensure there are five player cards on display here. For every worker you have placed here, you may bid for one player. In multiplayer games opponents may try to outbid you. The first manager to have placed a worker here is the first to reveal which player(s) they are bidding for.

When the week has ended, always discard the rightmost player card and move the remaining cards along to the right. Repopulate the missing spaces using the transfer stack.



The week is over and two players have been signed from the transfer market. To prepare the market for the next week, the rightmost player (Babb) gets placed at the bottom of the transfer pile.

Jones is moved to the far right and Delpech will be next to Jones. Draw three new cards from the transfer pile to fill the three spaces.

**MATCH
DAY**

This is what you've been preparing for! During matchday you'll be comparing areas of your team against areas of your opponent's team. You each add a D12 die roll to create a total score. If your total score is greater than your opponent's, you'll turn over a Chance card. You can make substitutions and positional changes during a match to try and gain an advantage. Read on to discover more!

Drypool Albion

26 40 27

7

33

27

7

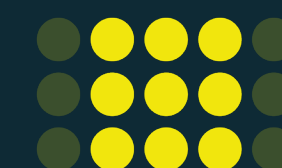
D2/5

On matchdays you'll either take on one of your friends or 'the bot' - the game's teams. Refer to the calendar to work out who your opponent is each week. In this example, Drypool Albion are a Division 2 team, number 5.

Drypool's card shows the strength for every area of their team. You'll use these during a match.



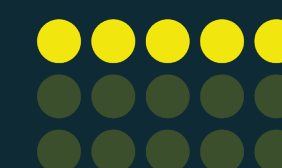
When calculating your LEFT score, add up the ability points of all players in these 6 positions



When calculating your CENTRE score, add up the ability points of all players in these 9 positions



When calculating your RIGHT score, add up the ability points of all players in these 6 positions



When calculating your FORWARDS score, add up the ability points of all players in these 5 positions



When calculating your MIDFIELDERS score, add up the ability points of all players in these 5 positions



When calculating your DEFENDERS score, add up the ability points of all players in these 5 positions

Your formation mat contains six counters: use these to keep track of the abilities in each area of your team.

Add up the ability score of every player in each area and then right-click on the counter to get options to display the total.



Resolving matches

On matchday, you'll compare your first XI to your opponent's. You will compare one area of your team against one area of theirs. Then both teams roll their D12 die & add the die roll to the team's area score. If you win that duel, flip over a Chance card! The list below tells you the order of duels to compare (home team is shown first):

1. left vs right
2. centre vs centre
3. right vs left
4. flair vs powerhouse (do not use the dice)*
5. forwards vs defence
6. midfield vs midfield
7. defence vs forwards
8. away team choice**
9. home team choice
10. home team takes card

For each challenge you win, immediately turn over a Chance card. You get 2 Chance cards if (a) forwards beat defence, (b) one team is already 12+ points ahead before the dice roll.

For flair vs powerhouse – run the check for each team. If one team's flair beats another's powerhouse they get a Chance card. If powerhouse beats flair no card is drawn. Note you CANNOT choose this duel at steps 9 and 10.

*subs and position changes allowed (max 2 of each) after this point.
The maximum number of times a player's position can be moved during a match is 1.

FOR ADVANCED PLAY:

**When you reach this point in a game against the bot, always choose the duel they are most likely to win at. If you are winning by 1-3 goals, they will make a sub and bring on a striker. Increase their attack by 3 (Div 3), 4 (Div 4), 6 (Div 1) at this point and then decide which duel they will attempt.

If the bot is holding on for a win, they bring on an extra defender. Increase their defence by 3 (Div 3), 4 (Div 4), 6 (Div 1) at this point and then decide which duel they will attempt.



If you draw this Chance card, roll your D12 die. If your roll is higher than the goalkeeper's ability rating, it's a goal!

If you draw this Chance card, it's a GOAL!
Or is it...? This one mentions VAR...



If you draw this Chance card, your opponent now takes a Chance card!

Post-match checklist

When a match finishes, follow these steps:

- Roll post-match die & take any relevant action (see below)
- Take gate money (if you were the home team)
- Alter your league points
- Adjust your team morale
- If you have any players injured or suspended, slide them forward one week

The post-match die

Here's what the symbols mean on the post-match die. To identify which player is affected by the plaster or red card, roll a D12 die. If you roll, say, a 7, start counting from your goalkeeper player card then up from right to left until you reach your 7th player. If you roll a 12, no player is affected!



A player has picked up an injury and will be out for two weeks

All injury prone players in your squad are injured and will be out for two weeks



A player has picked up a suspension and will miss two MATCHES

There have been no incidents



Team morale

Team morale is affected by the matches you play.

Here's your team morale is affected post-match:

- If you win, move forwards two spaces
- If you win by 3+ clear goals, move forward one extra space
- If you draw at home, move back one
- If you lose home or away, move back two

CUP MATCHES

- If you lost to a higher division opposition, you do not move your morale marker backwards
- If you beat a higher division opposition, move forward three, rather than two, spaces
- If you lose to a lower division opposition, move backwards two extra spaces

HOW PRIMA DONNA PLAYERS AFFECT MORALE

- If you have at least one prima donna player, reduce your marker by a further 1 if you lose a match
- If you have a prima donna player who didn't play any part of the match, move another space backwards

Gate money

You can increase gate money from home matches if you manage to develop your facilities to the indicated levels. The basic level of income you'll get on home matches depends on which division you are in:

- Division 3: £1
- Division 2: £2
- Division 1: £3

See the BONUS MONEY box for details of cup income.

How the cup works

Cup matches get played on dedicated weeks. If you have been knocked out of the cup, treat it as a week without a match – i.e. you get to place your workers and advance injuries.

To work out who your opponent is in Round One, shuffle all Div 1-3 cards together and take one at random. Roll the dice to determine who is the home team – an even number means you are at home, an odd number means you are away.

Round Two works the same except you remove all Division 3 clubs.

For the semi-final and final, remove all Division 2 clubs.

In all cases, remove teams you have already defeated.

You can draw human opponents in the cup. If you draw the club they have replaced in their division then you'll play a human opponent!

There are no cup replays. If a match ends in a draw, extra time consists of ATT v DEF, MID v MID, DEF v ATT. If the game goes to penalties, take turns rolling the D12 dice against the opposition goalkeeper's rating. If your roll is higher than the keeper's rating, you score!

Team morale is not affected if you lose to *a higher division opponent*.

Final league position

If you finish in the 'Champion Zone' then you are the league champion and have won automatic promotion! If multiplayer opponents also finished in this zone, then the highest placed team wins the league. The others join those who finished in the 'Promotion Zone' in a playoff match against a team from the higher division.

Promotion playoffs work by each human manager picking at random a card from teams 1, 4, 6 and 8 from the league above. The match is played in a neutral venue (no home advantage).

Note there is also relegation playoff spaces: in that case, you will play against a lower league team. Pick at random a team from numbers 2, 3, 5 and 7 from the league below and play the match as described above.

The playoff match is played on the same week as the cup final.

- There is no promotion from Division 1.
- There is no relegation playoff in Division 3
- If you finish in the Relegation Zone in Division 3 you get sacked...



The green team has finished the season on 35 points in the Champion Zone. Because of that, if they are the highest placed human team, they have won the league!

The red team has qualified for the playoffs and will play a one-off match against a team from the league above.

If they fail to win promotion, these teams will start the new season in different Divisions...

New season

At the start of a new season, *except for season one*, follow these steps:

- Scrap any players who have retired
- For players in their final season, reduce their ability by 2 (min rating: 1)
- Ensure the correct transfer market players are being used
- Prepare your opponents by selecting the correct cards
- Take one youth player card each
- Degrade affected facilities (see Facilities Management for more information)

Post-season

As soon as the cup final has been played, the season is over. You must now calculate and pay your wage bill. Simultaneously, you also collect whatever bonus money is due to you. Now, take a youth player card – this is your youth intake for the new season.

Wage table

At the end of the season, add up the ability of each of your players to calculate how much money you need to pay in wages.

Ability total	Division 3	Division 2	Division 1
30-50	8	15	30
51-65	12	20	35
66-75	20	25	40
76-90	25	35	50
91-115	35	40	55
116-130		50	60
131-140		80	70
141-150		100	100
150+		150	140

If you cannot afford to pay these wages then you are forced to immediately sell players in order to settle this bill.

Bonus money

This table shows you how much bonus money you make according to your circumstances.

Outcome	Division 3	Division 2	Division 1
Relegation	10	15	55
No change	15	40	80
Promotion	25	55	100
Champions	40	65	150
Cup R1&2 home match vs	3	5	8
Cup R1&2 away match vs	1	2	4
Cup semi-final income	10		
Cup runner-up income	25		
Cup winner income	40		
Playoff final gate money	5	8	

Thanks for playing! Your feedback will be valuable:
clubmanagerboardgame@gmail.com

Visit the website for game updates, to join the newsletter and Facebook page, and to follow the link to the Kickstarter

www.cmboardgame.com