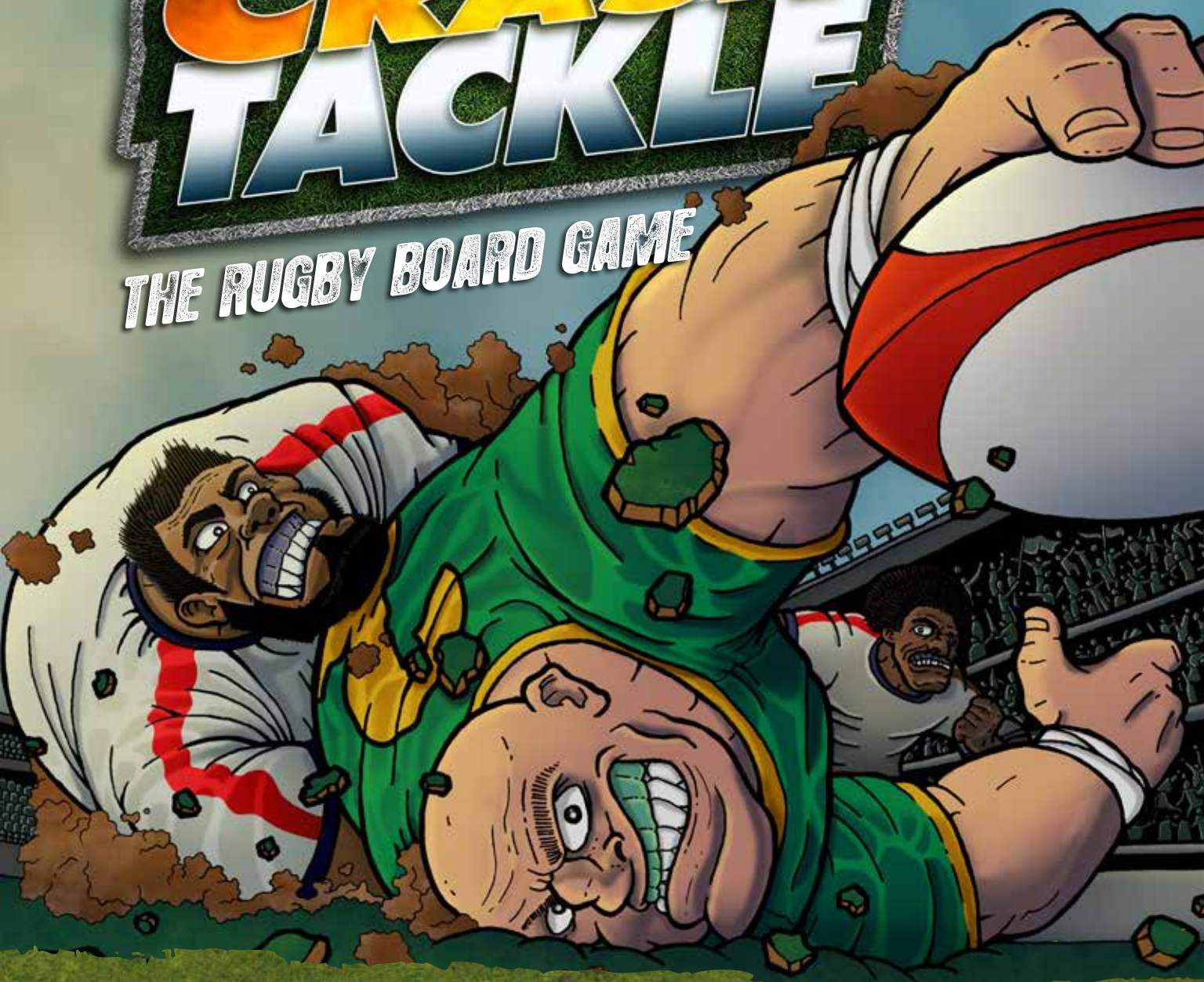


# CRASH TACKLE

THE RUGBY BOARD GAME



## TRAINING GUIDE

3.4.3

### KICK-OFF SETUP - RECEIVING SIDE

The white team is receiving. Position your team anywhere on or behind your 10m line (Shown by the red arrow). This is just an example setup, experimenting with other player positions is a great way to outwit your opponent.

### KICK-OFF SETUP - KICKING SIDE

The green team is Kicking-off. Place the No.10 and ball on the centre spot. Now position the rest of your team anywhere on or behind the Halfway line (Shown by the red arrows). This is just an example setup, experimenting with other player positions is a great way to outwit your opponent.



# BASIC TRAINING

**You break down the blind side and tear through the defence, you're out in the clear. Almost. The only thing standing between you and glory is 120 kg's of bone crunching muscle. You've got the pace, but have you got the guts...?**

Welcome to Crash Tackle, the ultimate rugby board game that combines all the action and strategy of real rugby. Crash Tackle is a challenging and realistic game that allows you to take control of the toughest players in the world and feel what it takes to be the best.

Pound your opponents with fearless forward drives, feed the ball out to your ever elusive backs or play it safe and kick for touch. Whatever your tactics or game plan, Crash Tackle lets you decide when to make the breaks, force the errors and take your chances!

## GAME PIECES

Crash Tackle makes use of a number of playing pieces all designed to get you as close to the real thing as possible. Below is a list of these pieces and a brief description of how they are used.

### THE PLAYERS

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Crash Tackle comes with two teams of 15 players in each. Each team has their own playing kit and each player has his own numbered marker which shows him standing on one side and Grounded on the other.

### THE BALL

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You will need this to score. The Ball Marker simply shows where the ball is and which player is carrying it.

### THE DICE

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These are used when a player performs an action such as Passing the ball. When asked to roll the dice remember to add both together - **the lower the number, the better.**

### MARKERS

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These are used to help manage elements in the game like your Substitutes, Injuries and Pressure Play Cards.

### THE FIELD

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This is where all the action takes place!

In Crash Tackle the field is divided into hexagonal spaces which are used to position and move your players.

In addition to these spaces, there are a number of white lines known as field markings. Below is a description of the more important markings and how they effect the game.

**HALFWAY LINE** - This line divides the field into 2 halves.

**TRYLINE** - This the most important marking on the field. Place the ball on or over this line to score a Try!

**10m LINE** - This line is used at the Kick-off and is explained later in the rules.

**22m LINE** - This line is found 22m away from the Tryline and is explained later in the rules.

**5m LINE** - This line marks the minimum distance from the Touch line and Tryline that a Scrum can take place.

**POLES** - The Poles are found at either end of the field. They are used for scoring points like a Conversion, Penalty or Drop Goal. These are explained later in the rules.

**SCORE BOARD** - Use the Score Board and Score Markers to keep track of points scored!

**TOUCH LINE** - This line runs down the sides of the field and marks the side boundary of the field. If the ball carried or Kicked onto or over this line it results in a Line-out. This is explained in the Pro Training rules.

**DEAD-BALL LINE** - This line runs along the ends of the field and marks the boundary of the field. If the ball carried or Kicked onto or over this line it results in a 22m Drop-out. This is explained later in the Pro Training rules.

### PRESSURE PLAY CARDS

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These cards allow you players to make additional powerful moves during the game. Each card has a description of when and how to use it. The Pressure Play cards are explained in detail in the Pro Training Rules.

# THE GAME

## THE GAME LENGTH

Rugby is played in two halves of 40 minutes per half. The length of time you play Crash Tackle depends entirely on you. You can play a set number of minutes or you can also play a set number of turns. We'd recommend 20 turns per team per half - use the Turn Tracker to keep track of turns!

## SETTING UP

Before the game begins, each Coach (that's you!), chooses their team.

To start playing, each Coach rolls a dice. The Coach with the lowest number will start the game with a Kick-off and will set up his team first.

He must place player No.10 and the ball in the centre of the field. The rest of his team can be placed anywhere in his half of the field.

The other Coach (receiving team) sets up by placing his players anywhere behind his own 10m line.

Refer to the inside front cover for an example of how to setup your team!

See Back cover for tips and basic tactics.

## THE KICK-OFF

Once both Coaches have set up, it's time for Kick-off! Place the ball anywhere on or over the 10m line on any empty space up to 10 spaces away and begin your turn.

## TURNS

Like most board games, Crash Tackle is played in turns. During your team's turn, you are in control of your entire team and you must make full use of them and their abilities to get the ball and Move it toward your opponent's Tryline.

You can Move some or all of your players during your turn and can perform multiple actions to Pass, Kick, and Gather the ball.

**Your team's turn ends in one of two ways:**

- When you are happy with your team's progress and do not wish to continue your turn further. Handing the dice to your opponent signals the end of your turn.
- If you fail certain dice rolls (explained more later).

## SCORING POINTS

The object of rugby is to score the most points. There are a number of ways to get points and it is this variety of scoring methods that makes the game so exciting.

**The scoring methods are...**

**TRY (5 points)** - A Try is awarded when...

- Your player Grounds (Places) the ball on, or over, your opponent's Tryline. Simply turn your player to show he is Grounded and you will be awarded the Try and 5 points. If he is Tackle with the ball on, or over, your opponent's Tryline the Try is still awarded

Once scored, you may attempt a 'CONVERSION KICK'.

**CONVERSION KICK (2 points)** - Choose a player with a good Kicking Skill (In most cases this is your No.10) and roll equal to, or below, his Kicking Skill. If you do this your team is awarded 2 extra points. If you fail to convert, your team receives no extra points. Once the Conversion Kick has been attempted the game is restarted.

If your team scores a Try on the Target space under your opponents Poles then the conversion is awarded without the need to make a dice roll.

**DROP GOAL (3 points)** - This is explained further in the Pro Training Section.

**PENALTY KICK (3 points)** - This is explained further in the Pro Training Section.

## RESTARTING THE GAME

When your team scores points, the game is restarted. Set up your players for a Kick-off, however, your opponent will kick the ball to you!

# PLAYER SKILLS

## THE SKILL CHART

The Skill Chart determines how fast your players can Move and how well they perform actions like Pass, Kick or Gather. On the chart you will find the 4 player groups with numbers under the headings - Movement, Ball Skill and Kicking Skill.

	MOVEMENT SKILL	BALL SKILL	KICKING SKILL
<b>FORWARDS (1-8)</b>	5	8	4
<b>BACKS (9,10,12,13)</b>	7	8	8
<b>WINGS (11, 14)</b>	9	5	5
<b>FULLBACK (15)</b>	8	9	8

## MOVING YOUR PLAYERS

During your team's turn you can Move as many of your players as you like - in any direction or combination of directions.

- No dice roll is needed to Move your players.
- You can Move your players the number of spaces equal to their Movement Skill.
- A player does not have to use all his Moves - he does not have to Move at all!
- Move one player at a time. When you Move the next player, any unused Moves from the previous player are lost.
- A player can Move over any other players but cannot end his Move on top of another player.
- You can not Move over the spaces containing the poles uprights.



**REMEMBER!**  
**NO DICE ROLL FOR MOVEMENT**

**MOVEMENT**

The No.2, a Forward, has a Movement Skill of 5. This means he can Move 5 spaces in any direction or combination of directions during your turn. He could Move to any of the spaces represented here in with a Green Hexagon.

## ACTIONS (GATHER, PASS AND KICK)

Out on the field your team must make use of all of their abilities to defeat their opponents. While holding the ball you can test your opponent's defence with tactical Kicks, string Passes together to create spectacular attacking Moves or Gather the ball and charge to the Tryline!

**These actions are: Gathering, Passing and Kicking.**

Each player on your team can make use of any of these

actions as often as he likes during your team's turn.

You can interrupt a player's Movement to perform any action. A player could, for example, Move 2 spaces, Kick the ball and continue moving the rest of his spaces.


## GATHERING


Rugby is a game of possession - if you do not have the ball you can't score. If the ball is on the ground or on top of a Grounded player you must attempt to pick it up (known as Gathering) before you can Move with it, Pass it or Kick it.

- You can Gather as often as you like in your turn.

**To Gather the ball follow the steps below...**

1. **Move your player into a space next to the ball.**
2. **Find your player's Ball Skill on the Skill Chart.**
3. **Roll both dice and add the numbers.**
4. **If the total rolled is...**

 **Equal to or less than his Ball Skill** - Your player successfully Gathers the ball. Place it on top of your player - The ball will now move with your player. **Continue your turn.**

 **More than his Ball Skill** - Your player fails to Gather the ball and allows your opponents to attack. The ball stays where it is. **Your turn ends.**

**GATHERING THE BALL**

No.2 wants to Gather the ball. He Moves to a space next to it. He has a Ball Skill of 8 and rolls a total of 7. The Gather is successful as it is less than his Ball Skill. The ball is placed on top of him and he continues his Move as normal with the ball.

## ★ SCRUM-HALF SPECIAL SKILL (NO.9)

Nippy, cheeky and highly skilled, the Scrum-half is a vital link between your Forwards and Back. If your Scrum-half successfully Gathers the ball from a Grounded player, he can immediately Pass it without having to roll the dice.

This allows him to distribute the ball to advancing attackers without the risk of failing the Pass and makes him a pivotal part of any successful rugby attack!


## PASSING THE BALL


If you have the ball you can throw it to other players in your team. This is known as Passing the ball. Passing the ball is a great way to avoid defenders and get the ball to teammates in better positions on the field.

- You can Pass the ball up to 4 spaces.
- You can Pass the ball as often as you like in your turn.
- You can not Pass the ball Forward (to a player who is further up the field).

**To Pass the ball follow the steps below...**

1. **Tell your opponent who he is going to Pass to.**
2. **Using the Skill Chart, find the Passing players Ball Skill.**
3. **Roll both dice and add the numbers.**
4. **If the total rolled is...**

 **Equal to or less than his Ball Skill** - Your player successfully Passes the ball. Place the ball on top of the nominated player. **Continue your turn.**

 **More than his Ball Skill** - Your player fails to Pass the ball and allows your opponents to react. **Your turn ends.**

## PASSING - FLAT PASS

The Flat Pass allows shallow lying attackers to get the ball at pace and gain that little extra momentum on attack.

If your player wants to Pass to a team mate who is directly in line with them, they need to be make a Flat Pass. You must roll less than the Passing players Ball Skill. (a roll equal to the Ball Skill would be considered a fail)



### PASSING THE BALL

No.2 wants to Pass to No.14 who is 4 spaces away. He has a Ball Skill of 8 and he rolls an 8. The Pass is still successful and the ball is placed on No.14. Your turn continues.

**Flat Pass:** You could also try a Flat Pass (red spaces) to No.13, but that would require a roll of less than his Ball Skill of 8.

**Forward Pass:** Player No.4 is also within 4 spaces, but he is further up the field so No.2 can not Pass the ball to him.


## KICKING THE BALL

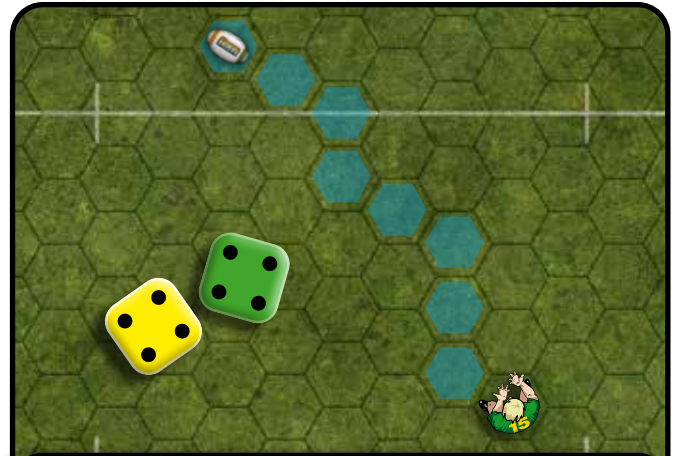
If you have the ball you can choose to Kick it. This is often done to gain territory, but how you make use of Kicking depends entirely on your tactics.

**To Kick the ball follow the steps below..**

1. **Place the ball on any empty space up to 10 spaces away. You can place it less if you like.**
2. **Using the Skill Chart, find the Kicking Player's Kicking Skill.**
3. **Roll both dice and add the numbers.**
4. **If the total rolled is...**

 **Equal to or less than his Kicking Skill** - Your player's Kick is successful. **Continue your turn.**

 **More than his Kicking Skill** - Although he manages to Kick the ball, his slow reaction time gives his opponent the advantage. The ball remains where it was placed. **Your turn ends.**



### KICKING THE BALL

No.15 decides to Kick the ball up the field. He only places the ball 8 spaces away (he could place up to 10 spaces). He has a Kicking Skill of 9 and rolls a total of 8. The number rolled is equal to his Kicking Skill so his turn continues as normal.

## BALL IN THE AIR

When the ball is Kicked it would, in reality, travel in the air for some time before returning to the ground and becoming playable. For this reason your team may not Gather the ball in the same turn that they Kicked it.

When Kicked place the Ball Marker sky side facing up to represent it can not be Gathered. At the start of your opponents turn, flip the Ball marker over to show that it has landed and can now be Gathered.



## TACKLING

Rugby is a physical demanding contact sport where the man with the ball becomes the defenders target. When a player is holding the ball he must first be pulled to the ground (Grounded) before the ball can be Gathered from him. This is known as Tackling.

Each opponent on the field is surrounded by 6 spaces. These are called Tackle Zones. If your player has the ball and is standing in or Moves into an opponent's Tackle Zones, at any time during your turn, he will automatically be Tackled.

- ➔ Tackles only happen in the turn of the team carrying the ball. The team without the ball must try to surround the ball carrier or create as many Tackle Zones as possible during their turn to force Tackles in the ball carriers turn.

In situations where more than one opponent is able to make a Tackle, the player that is closest to your Tryline will Tackle first.

### When Tackled do the following...

- ➔ In your turn, both your ball carrier and the Tackler are turned over to show that they've been Grounded.
- ➔ Leave the ball on top of your player and continue your turn as normal.



**TACKLING**

It your turn. You Move No.10, who has the ball, into a No.2 Tackle Zone. No.10 is immediately Tackled and both players are Grounded. Your turn continues.

## GROUNDED PLAYERS

Grounded players are effectively out of the game until he is standing. They can not Move, Pass, Gather, Kick or Tackle.



**STANDING UP** - At the end of your turn, even if you failed a dice roll, your Grounded players can stand up.

They cannot stand if they are lying in a space directly next to the ball, or under the ball. In this case, they can choose to Roll Away instead.

**ROLLING AWAY** - If unable to stand up, your grounded players can roll to any adjacent empty space. Simply move them to an adjacent space instead of standing up.

- ➔ Even if you fail a dice roll to end turn, your grounded players can still stand up or roll away - your opponent can begin their turn after you have done so.



**STANDING UP & ROLLING AWAY**

A number of your players have been Grounded. It's the end of your turn so they can now stand up! No.4 can stand up as he is not next to or under the ball. No.12 is next to the ball and can not stand up. He can however roll away to an adjacent space.

**TOP TIP**

Force your opponent's key players to make tackles - run the ball at their Scrum-half, Fly-half and Fullback! They have the best skills in the team and are of no use when they're Grounded!

[crashtacklerugbygame.com](http://crashtacklerugbygame.com)

**MAKE THE BREAKS,  
FORCE THE ERRORS,  
TAKE YOUR CHANCES!**

# PRO TRAINING

The following rules are not essential to the basic play of Crash Tackle, but add a new tactical dimension that gives your team the ability to create some impressive tactics! First time Coaches can skip this section until they have grasped the Basics Training Rules.

## PRESSURE PLAY CARDS

The Pressure Play cards are key to game-winning tactics.

- At the start of the game both teams are dealt 2 Pressure Play cards from the shuffled draw deck.
- At the start of your teams turn take 1 card from the top of the draw deck and add it to your deck.
- If you forget to take your card during your turn then you lose it.
- Each card describes when and how it is used.
- **Only certain players can use certain cards as shown on the bottom left of each card.**
- You can use as many cards as you like at a time - so you could use a "Pop Pass" followed by 2 "Break Away" cards all in one go!
- Once used, the cards are placed in a discard pile.
- If a team scores, all the cards from both teams are returned to the pack and shuffled. The teams are dealt their 2 cards each and the game Restarts.
- If the draw deck runs out of cards, shuffle the discard pile into a new draw deck.

### SPECIAL ABILITY

Each card has a Special Ability. Here you'll find a description of when and how it can be used.

### WHO CAN USE IT?

This card can only be used by your players shown in the green squares.



### ATTENTION!

This is to remind you that this card has player usage restrictions.

### ENERGY

Used in Energy Battles for Scrum, Line-outs and in Mauls.

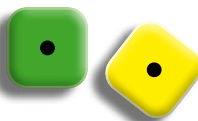
### DISTANCE

Used to add Distance to your Kicks and Miskicks.

### DIRECTION

The Direction the ball will travel for Miskicks.

## THE 'DOUBLE 1' RULE



Every player has his moment of brilliance where he pushes his skills to the limits and gives his team the edge! If you roll a double '1' when rolling the dice during the game, you may

immediately take 1 Pressure Play card from the deck and add it to your hand.

## SUBSTITUTES

The game of rugby pushes every player to the limit and even the toughest players in the world are worn down by the bruising punishment.

You can make use of Substitute Players to take over from those who are injured or just too exhausted to continue. Clever substitution can add a tactical boost to any team.

Any Coach can make up to 8 Substitutions during the match. Substitutions can be made during a Dead-ball (i.e. Line-out, Scrum, Kick-off, 22m Drop-out or Penalty) and although in Crash Tackle no players are physically replaced, you will receive 1 extra Pressure Play card for each Substitution you make.

Use the Markers supplied and the Substitution Bench to track your teams Substitutions.



# KICKING

## DISTANCE

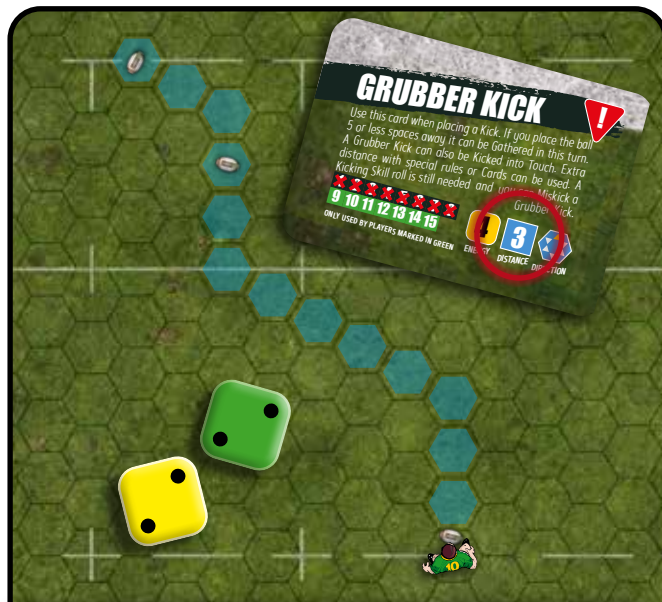
In the Basic Rules you use the distance of 10 spaces as the maximum distance the ball can be Kicked. In the Pro Training the Kicking Distance is extended, allowing for chances to gain additional territory, and points from Conversions and Penalty Kicks that are further away than 10 spaces!

### ★ FLY-HALF SPECIAL SKILL (NO.10)

A powerful boot makes this player an essential part of your Kicking tactics. Your Fly-Half can make use of the Distance number on one of your Pressure Play cards to add extra Distance to his Kicks! This proves very useful when taking long shots at Poles, or deep Kicks into Touch. If used, the Pressure Play card is discarded as normal.

He can use this Special Skill for all Kicks including Conversions, Penalties, Drop Goals, 22m Drop-outs and for the Kick-Off.

His Special Skill can also be used in conjunction with certain Pressure Play cards that also add extra Distance.



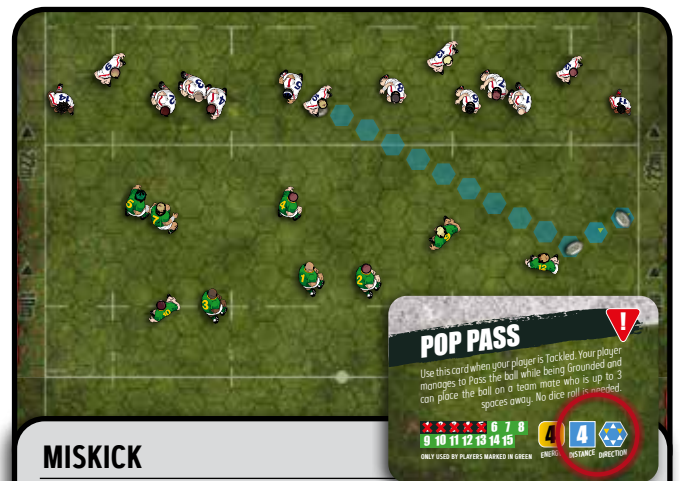
### KICKING DISTANCE

Your Fly-half can Kick the ball 10 spaces. He uses his Special Skill and uses one of his Pressure Play Cards to add an extra 3 Spaces to the distance he can Kick. He places the ball 13 Spaces away and then rolls a total of 4 on the dice. He has a Kicking Skill of 8, so the Kick is successful. Your turn continues!

## MISKICK

If a player fails a Kicking roll, the ball will miss its target and land in an unintended location on the field. Their turn ends immediately and the opponent will determine the outcome of the Miskick as follows...

- ➔ The ball will Miskick from the spot it was placed.
- ➔ Your opponent must draw the top Pressure Play card from the draw deck. And face it towards your Tryline.
- ➔ Use the Direction and Distance to determine where the Miskicked ball now lands.
- ➔ If there are multiple Direction arrows then you can choose which Direction to use.
- ➔ If the Kicking player was on or behind their 22m line and the ball Miskicks into Touch, your team is awarded a Line-out on the spot the ball crosses the Touch Line.
- ➔ If the Kicking player was in front of their 22m line and the ball Miskicks into Touch, then your team is awarded a Line-out in line with the Kicking player.
- ➔ If the ball Miskicks over the Dead-Ball Line then your team can choose to have a 22m Drop-out or a Scrum on the same space as the Kicking player.
- ➔ If the ball Miskicks and lands directly on a player, then it is automatically Gathered by that player.
- ➔ Conversions, Drop Goals or Penalty Kicks for Poles do not use the Miskick - you just don't get the points.



### MISKICK

The opposition No.10 is Kicking the ball. He places the ball 10 spaces away, and fails the Kicking roll. Their turn ends immediately. You draw the top Pressure Play Card from the deck and use the Distance and Direction to determine where the ball will now land! Your turn continues.  
Note: If the card used had a 3 or more Distance the Ball would have crossed the Touch Line resulting in a Line-out to your team!

## CHARGE DOWN

A Charge Down occurs when a player attempts to stop the opposition from Kicking by jumping into the path of the ball. This often results in the ball being deflected to an unintended location on the field.

### For a Charge Down to occur...

- The opposition Player must fail the Kicking roll.
- You must have a player 3 or less spaces away from the opposition Kicking Player and to the front 90°.
- **The ball will deflect off your closest player. If two players are equally close, use the one closest to the Touch Line.**
- Draw the top Pressure Play card from the draw deck and uses the Direction and Distance to determine where the ball lands.
- If there are multiple Direction arrows then you can choose which Direction to use.
- If the ball deflects into Touch, a Line-out is awarded to the opposition.
- If the ball deflects and lands on a player, then that player will automatically Gather the ball.
- If the ball deflects over the Dead-ball line, the opposition can choose a Scrum on the space where the Charge Down was made, or a 22m Drop-out.
- You can not Charge Down a Kick-off, Conversion or Penalty Kick.
- **A Charge Down will take preference over a Miskick.**



## CHARGE DOWN

No.10 attempts to Kick the ball and fails. He has an opposition player within 3 spaces to his front 90°. A Charge Down occurs. Using the top Pressure Play Card from the deck, the opposition deflects the ball off him 4 spaces towards the Touch Line.

## CONVERSION KICK (2 POINTS)

When a Try is scored the scoring team can attempt to Kick the ball between the Pole uprights and potentially score an additional 2 points. This is called a Conversion Kick.

Where you score the Try will decide the Distance you need to Kick the ball.

- Once a Try is scored, move the ball directly back until it is on or behind the 22m line.
- Count the number of spaces from the ball to the Target Space under the Poles. This distance is how far the ball needs to be Kicked to be successful.
- If your player can reach the needed distance then place the ball on the Target Space under the Poles.

### To Kick the Conversion follow the steps below...

1. Find the Player's Kicking Skill on the Skill Chart
2. Roll both dice and add the numbers.
3. If the total rolled is...



**Equal to or less than his Kicking Skill** - Your player's Kick is successful and you can add 2 points to your teams score. **The game is restarted.**



**More than his Kicking Skill** - The Kick misses the Poles. Your team is not awarded the extra 2 points. **The game is restarted.**



## CONVERSION KICK

A Try is scored on the spot with the yellow cross. The ball is moved directly back until it is on or over the 22m line. The kick is taken from here. The distance required to make the kick is 13 spaces, so the Fly-half uses a Pressure Play Card to add an additional 3 spaces. With the kick within reach, he rolls a 4 on the dice and scores the extra 2 points! The game is restarted!

## DROP GOAL (3 POINTS)

In Rugby, a Drop Goal is a great way to score 3 additional points. It is different to a Conversion or Penalty Kick in that it is done while the game is in progress. The player drops the ball onto the ground and Kicks it as it bounces attempting to get it between the Poles! Drop Goals require a lot of skill to execute well!

### To attempt a Drop Goal...

- Your Kicking player must have the ball.
- Your player must be 8 or less spaces away from the Target Space under the Poles.
- Your Kicking player must not have Moved in your turn.
- You must roll less than your Kicking Skill.

### To Kick the ball follow the steps below....

1. Place the ball on a space that contains the Target Spot.
2. Find the Player's Kicking Skill on the Skill Chart
3. Roll both dice and add the numbers.
4. If the total rolled is...

✔ **Less than his Kicking Skill** - Your player's Kick is successful and you can add 3 points to your teams score. **The game is restarted.**

✘ **Equal to or more than his Kicking Skill** - The Kick misses the Poles. Your teams is not awarded the extra 3 points. **The opposition is awarded a 22m Drop-out.**



### DROP GOAL

Your No.10 has not Moved this turn so a Drop Goal is a quick way to get 3 points. He is within the 8 space range required and needs to roll less than his Ball Skill of 8. You roll a 6 and the Drop Goal is scored! The game is Restarted.

## KICKING FOR TOUCH

In Rugby, Kicking for Touch is used to create a Line-out. In Crash Tackle it is done by Kicking the ball onto a space containing the Touch Line. This results in a Line-out on that space.

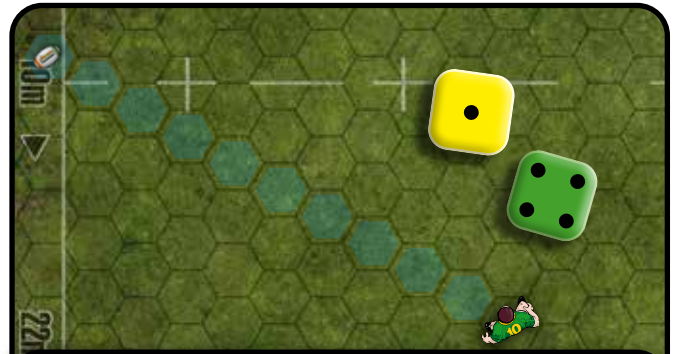
**Kicking from outside your 22m** - In rugby, kicking for Touch from anywhere outside your 22m area requires the ball to bounce into Touch. This takes a greater amount of skill to achieve and requires the Kicker to roll Less than their Kicking Skill.

### To Kick for Touch from outside your 22m area...

1. Place the ball on a space that contains the Touch Line. This is where the ball will bounce out.
2. Find the Player's Kicking Skill on the Skill Chart
3. Roll both dice and add the numbers.
4. If the total rolled is...

✔ **Less than his Kicking Skill** - Your player's Kick is successful and a Line-out is awarded to your opponents on that space. **Continue your turn.**

✘ **Equal to or more than his Kicking Skill** - Your player Miskicks the ball. **Your turn ends.** See Miskick rules.



### KICKING FOR TOUCH OUTSIDE YOUR 22M


Your No.10 wants to Kick the ball into Touch. He is standing outside his 22m area. He Kicks the Ball 10 spaces and places it on the Touch line. He has a Kicking Skill 8, but because he is outside his 22m he needs to roll less than his Kicking Skill. He rolls a 5 so the ball is considered to bounce out on that space. A Line-out is awarded to your opponents on the space where the ball lands.


**Kicking for Touch from inside your 22m** - If your player Gathers the ball while on or behind your 22m line and Kicks for Touch, they can Kick the ball directly out, which is a lot easier than bouncing it out.

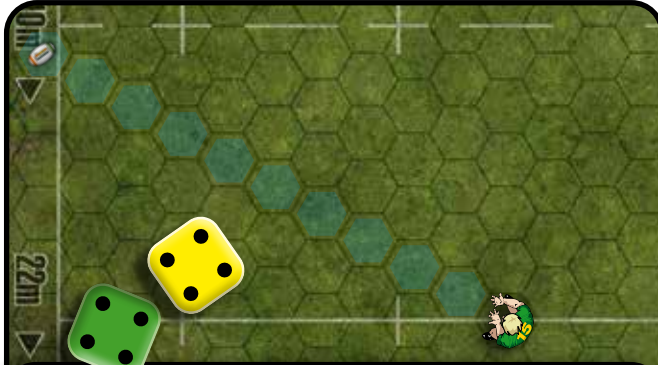
### To Kick for Touch from inside your 22m area...

1. Place the ball on a space that contains the Touch Line. This is where the ball will bounce out.

2. Find the Player's Kicking Skill on the Skill Chart
3. Roll both dice and add the numbers.
4. If the total rolled is...

 **Equal to or less than his Kicking Skill** - Your player's Kick is successful and a Line-out is awarded to your opponents on that space. **Continue your turn.**

 **Equal to or more than his Kicking Skill** - Your player Miskicks the ball. **Your turn ends.** See Miskick rules.



### KICKING FOR TOUCH INSIDE YOUR 22M

Your No.10 wants to Kick the ball into Touch. He Kicks the Ball 10 spaces and places it on the Touch line. He has a Kicking Skill 8 and, as he is inside his 22m, he can roll equal to or less than his Kicking Skill. He rolls a 8 so the ball is considered to cross the touch Line on that space. A Line-out is awarded to your opponents on the space where the ball crosses the line.

## THE 50/22M KICK

This newly added rugby law states: Any player that kicks from inside his half and bounces the ball into touch in the opposition 22m will be awarded a line-out for HIS team! The old laws would have resulted in a line-out to the opposition.

## ★ FULLBACK SPECIAL SKILLS (NO.15)

**POWERFUL KICK** - This is one player with a reliable and powerful Kick under pressure. If Kicking the ball from on or behind your 22m line, your Fullback can make use of the Distance number on any one of your Pressure Play cards to add extra Distance to his Kicks! If used, the card is discarded as normal.

**KICK COVER** - Years of experience allow your Fullback to predict when and where an opponent will kick the ball. This skill allows him to position himself defensively on the field and discourage opposition players from kicking the ball!

To represent this, the opposition can not deliberately place their kick within 3 spaces of the Fullback.

## DEAD-BALL - DOTTING THE BALL

If your player Gathers the ball behind your own Tryline and the opposition was the last to touch it (e.g. they kicked it), you can choose to Dot it Down. This results in a Dead-ball and a 22m Drop-out to your team.

## 22M DROP-OUT

A 22m Drop-out is much the same as restarting the game, only it takes place from your 22m line.

- Place your Kicking player anywhere behind your 22m line. The rest of your team must be placed anywhere in line with or behind him.
- Your opponent then sets up all their players anywhere outside of your 22m line.

**To Kick the ball follow the steps below...**

1. Find the Player's Kicking Skill on the Skill Chart
2. Place the ball anywhere over your 22m line and up to 10 spaces away.
3. Roll both dice and add the numbers.
4. If the total rolled is...

 **Equal to or less than his Kicking Skill** - Your player's Kick is successful. **Continue your turn.**

 **More than his Kicking Skill** - Your player Miskicks the ball. **Your turn ends.** See Miskick rules.



### 22M DROP-OUT

Your No.10 is taking the Kick for the 22m Drop-out. He can be positioned anywhere behind your 22m line. The rest of your team can be setup anywhere in line with or behind him. The opposition team can setup anywhere on the other side of your 22m line. Place the ball up to 10 Spaces away and begin your turn. He also uses his Fly-half Special Skill to get 3 extra Distance on the Kick!

## KICK-OFF 10M LINE

When you Kick-off you will now require a Kicking Skill Dice roll to determine how well the ball is Kicked.

**To Kick the ball follow the steps below...**

1. Place the ball anywhere over your 10m line and up to 10 spaces away.
2. Find the Player's Kicking Skill on the Skill Chart.
3. Roll both dice and add the numbers.
4. If the total rolled is...

 **Equal to or less than his Kicking Skill** - Your player's Kick is successful. **Continue your turn.**

 **More than his Kicking Skill** - Your player Miskicks the ball. **Your turn ends.**

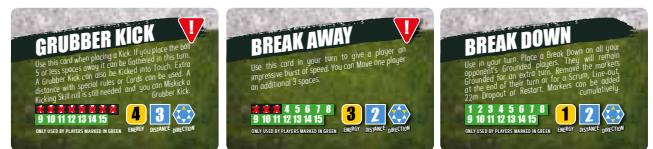
If the ball does not land on or over the 10m Line from the Kick-off then your opposition can choose to have a Scrum on the centre spot or play on as normal.

- ➔ Each team can use up to 3 Pressure Play Cards to determine how much energy they are prepared to use!
- ➔ Each Team Places the 3 Cards face down on the field.
- ➔ Instead of using the card for it's special ability, the cards are used for their Energy found in the yellow square.
- ➔ Each team, starting with the attacking team, flips any one of their cards to reveal the Energy scores. The team with the highest Energy score wins that round.
- ➔ Do the same with the remaining cards. The team that wins the most rounds wins the Line-out or Scrum.
- ➔ If a player does not have enough cards to contest, then the opponent will automatically win the those rounds.
- ➔ Any draws are awarded to the attacking team.
- ➔ Cards used in an Energy Battle are discarded.



**KICK OFF**

Your No.10 is taking a Kick-off. You place the ball up to 10 Spaces away and use your Fly-half Special Skill to get extra 3 spaces Distance on the Kick! No.10 has an 8 Kicking Skill and he rolls a 7 so the Kick is successful and your turn continues.

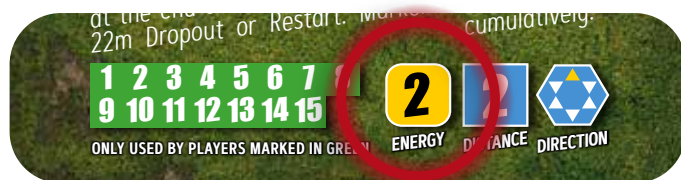


## ENERGY BATTLE

It's time for an Energy Battle! The attacking team decides they will use the maximum 3 Pressure Play Cards and places them face down in any order on the field. The defending team then does the same. Each card is revealed from the attackers left and the energy scores are compared. On the very first flip, the opposition gets a win - a puts the pressure on! The second Energy score is a draw and is awarded to the attacking team. It's down to the last flip - the attacking side makes a vital win! The final result is a 2-1 win for the attacking side.

## SCRUMS AND LINE-OUTS

### ENERGY BATTLE



Scrums and Line-outs are energy-sapping battles of strength, stamina and technique.

To simulate this tussle, Crash Tackle uses it's Energy Battle system, instead of dice, to determine the outcome of the Scrums and Line-outs.

**An Energy Battle works as follows...**

### SCRUMS

Your team can be awarded a scrum in number of situations mentioned in the rules. Set up the Scrum as follows...

- ➔ Place the ball in the spot where the Scrum is awarded.
- ➔ Both Coaches set up their players as shown in the example provided.
- ➔ Your No.9 can be positioned on any space touching your No.8.
- ➔ The rest of the players from each team can be placed anywhere behind their Scrum-half.

**Determine the result of the Scrum as follows...**

✔ **Win Energy Battle** - Your team safely wins the Scrum. Place the ball on top of either player No.8 or No.9. **Continue your turn.**

✘ **Lose Energy Battle** - Your team loses the Scrum. Your opponent places the ball on top of either of his players number No.8 or No.9. **Your turn ends.**



## LINE-OUT

To set up a Line-out do the following...(see diagram)

- Place your No.2 on the space where the ball went out.
- Place your Forwards in any order on the spaces shown in the following diagram.
- Place a minimum of 2 players and a maximum of 7.
- Your opponent can not have more players than you and must have at least 2.
- The Scrum-halves from each team can be placed on any space behind their forwards.
- The rest of your players must be placed anywhere at least 4 spaces behind the middle of the Line-out.
- The defending team's No.2 can be placed on any of the 3 spaces touching the touch line.

**Determine the result of the Line-out as follows...**

✔ **Win Energy Battle** - Your team safely wins the Line-out. Place the ball on top of any of your players in the Line-out. **Continue your turn.**

✘ **Lose Energy Battle** - Your team loses the Line-out. Your opponent places the ball on top of any of his players in the Line-out. **Your turn ends.**



## MATCH OFFICIALS

### THE REFEREE

The Referee is the most important person on the field. He manages the game and makes sure all players are playing by the rules. His decisions and ability to spot Foul Play are done using a Referee Roll - explained more later.

### TELEVISION MATCH OFFICIAL (TMO)

Referred to as the TMO, a Television Match Official assists in difficult decision making situations where the Referee may be unsure of the result. Like the Grounding of the Ball score on the Tryline.

If your player attempts to score on a space containing the Tryline you must make a TMO roll to see if the Try is scored!

**To make a TMO Roll do the following...**

**1. Roll both dice. If the total number rolled is....**

✔ **Equal to or less than his Ball Skill** - The player's ability to control the ball gets it over the line. The ball is Grounded and the Try is awarded.

✘ **More than his Ball Skill** - The TMO decides the ball has not been Grounded and the Try is denied. The attacking team is awarded a Scrum directly back from the ball and behind the 5m Line.



### TELEVISION MATCH OFFICIAL (TMO)

Your No.9 has the ball and has been Tackled on the Tryline. A TMO Roll must be made to see if your player has managed to score the try. You need to roll equal to or less than his Ball Skill of 8. You roll a 6. The try is awarded! Your team receives 5 points and you can now attempt a Conversion Kick!



### TOUCH JUDGE

A Touch Judge assists in determining where the Ball goes into touch. If your player is Tackled while in a space next to the Touch line, he could be dragged into Touch by the Tackler. The ball carrier's speed and nimbleness is essential to keeping the ball in play.

When Tackled next to the Touch Line, the player must make a Touch Judge roll to see if he is dragged into Touch.

**To make a Touch Judge Roll do the following...**

**1. Roll both dice. If the total number rolled is....**

-  **Equal to or less than his Movement Skill** - Pure speed and great foot-work allows this player to keep the ball in field. **Continue your turn.**
-  **More than his Movement Skill** - Both players slide over the Touch line. The Touch Judge awards a Line-out to the Tackler. Take the Line-out on the space in Touch ahead of the Tackled player.



### TOUCH JUDGE

Your No.10 has the ball and is in space next to the Touch Line. He is Tackled by the big No.2. A Touch Judge Roll must be made to see if he is Tackled into Touch. You need to roll equal to or less than your players Movement Skill of 7. You fail the roll with a 10 which means your player is Tackled into touch. Your opponent is awarded a Line-out on the spot.

## FOUL PLAY

Many a game has been won or lost because of Foul Play. We've included rules to bring Foul Play into your Crash Tackle games for those desperate situations!

### HOLDING ON TO THE BALL

During your turn you can choose to have a Grounded player illegally Hold On to the ball. This stops the opponent from Gathering the ball in their next turn and effectively secures ball possession for your teams following turn.

**To Hold On to the ball...**

- ➔ Your player must be Grounded and must have the ball.
- ➔ Place a Holding On marker on your player.
- ➔ **Make a Referee Roll.**

### DANGEROUS TACKLE

One of your players makes a drastic attempt to take out an opposition player. This offence allows you to make a Tackle in your turn even on a player without the ball!

- ➔ Move into a space next to the player and turn both players over to show that they are Grounded.
- ➔ **The opposition can not use any Pressure Play Cards to avoid the Dangerous Tackle. (e.g. Hand-Off)**
- ➔ **Make a Referee Roll.**

### OBSTRUCTION

A player standing in front of the ball carrier could obstruct a defender from making a Tackle, and can be penalised.

- ➔ The player must be standing in any of the 3 Tackle Zones in front of the ball carrier during the defending sides turn.
- ➔ A defender must be able to reach this Tackle Zone in his Movement for the obstruction to be called.
- ➔ **Make a Referee Roll.**



### OBSTRUCTION

No.11 has the ball. His team mate is standing in one of the 3 Tackle Zones in front of him. He is effectively blocking the No.10 from making a Tackle. This is Obstruction and a Referee Roll must be made to see if a Penalty is awarded.

## REFEREE ROLLS

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A Referee Roll is made to see whether your team gets penalised for any attempted Foul Play.

**To make a Referee Roll do the following...**

### 1. Roll both dice. If the total number rolled is....



**Equal to or less than 5** - The offence goes unseen by the Referee. **Continue your turn.**



**6 or more** - The Referee awards your opponents a Penalty Kick from that spot. **Your turn ends.** See Penalty Options below.

## YELLOW CARD

---

If you fail your Referee Roll you can choose to re-roll it. If you fail it again your player will be given a Yellow Card. He must then be removed from the game for ten minutes (5 Turns) after which he may return on the next Scrum, Line-out, 22m Drop-out or Kick-off.

## THE ADVANTAGE RULE

---

Very often Foul Play is deliberately used to prevent the opposition from scoring. The Referee can delay awarding of a Scrum or Penalty if he feels the opposition team could gain a greater advantage from their current turn.

The opposition team can choose to play their following turn as normal and, at the end of their turn decide whether they wish to take the Scrum/Penalty on the original spot or continue the game as it stands.

## PENALTY TRY

---

If you are awarded a Penalty within the opposition 22m area, your team could be awarded a Penalty Try!

To receive the Penalty Try you must prove that you would definitely have scored a Try if the Foul Play had not been committed. You may make use of any of your Pressure Play cards to prove that the Try would have been scored but no dice roll may be made to prove the point.

If you can prove you would definitely have scored then the Penalty Try is awarded. The conversion is automatic so your team will receive 7 points.

## PENALTY OPTIONS

---

If a Penalty is awarded to your team, it can be used in one of the following ways...

**KICK FOR TOUCH** - Kick the ball into Touch and also receive the Throw in at the Line-out! See below.

**PENALTY KICK** - You can choose to Kick for Poles and a potential extra 3 points! See below.

**SCRUM** - Have a Scrum where the Penalty is awarded. Your team will have the Throw into the Scrum.

## PENALTY KICK FOR TOUCH

---

When a Penalty is awarded to your team, you can choose to Kick for Touch and receive the Throw in at the Line-out!

- ➔ Place your Kicker and ball on the spot where the Penalty was awarded.
- ➔ Place the Ball on the Touch Line up to 10 Spaces away.

**To Kick the ball follow the steps below...**

1. **Find the Player's Kicking Skill on the Skill Chart.**
2. **Roll both dice and add the numbers.**
3. **If the total rolled is...**



**Equal to or less than his Kicking Skill** - Your player's Kick is successful. **Your team is awarded the Line-out.**



**More than his Kicking Skill** - You Miskick the ball. Use the Miskick rules to determine where the ball lands. **Your team is still awarded the Line-out.**

## PENALTY KICK AT POLES (3 POINTS)

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When a Penalty is awarded to your team, you can choose to Kick for Poles and add potential extra 3 points!

- ➔ Place your chosen Kicker and ball on the Penalty spot.
- ➔ Count the number of spaces from the ball to the Target Space under the Poles. This distance is how far the ball needs to be Kicked to be successful.
- ➔ If your player is able to achieve the required distance, place the ball on the Target Space under the Poles. (See Fly-Half Special Skill)

**To Kick the ball follow the steps below...**

1. **Find the Player's Kicking Skill on the Skill Chart.**
2. **Roll both dice and add the numbers.**
3. **If the total rolled is...**



**Equal to or less than his Kicking Skill** - Your player's Kick is successful and you can add 3 points to your teams score. **The game is restarted.**



**More than his Kicking Skill** - The Kick misses the Poles. You receive no points. **The game is restarted with an opponent 22m Drop-out.**





### PENALTY KICK AT POLES

A Penalty is awarded to your team. The distance required to make the kick is 13 spaces, so the Fly-half uses a Pressure Play Card to add an additional 3 spaces. With the kick within reach he rolls a 6 on the dice and scores the extra 3 points! The game is restarted!

### THE 'DOUBLE 6' RULE

If you roll a double '6', your player is pressured into making a costly error. Check the Actions below to see the results of his error.

*If your player was rolling for a...*

**GATHER** - Your player fumbles and Knocks-on. Leave the ball where it is. A Scrum is awarded to your opponents where the ball is. **Your turn ends.**

**PASS** - Your player fumbles the ball and knocks it on! Place the ball on a space directly in front of him.

➔ If there is a teammate in that space then a Penalty is awarded instead of the Knock On.

A Scrum / Penalty is awarded to your opponents on the spot where the ball is. **Your turn ends.**

**KICK** - The ball is sliced off the side of his boot use the Charge Down or Miskick rules (Whichever is relevant), but double the Distance. **Your turn ends.**

**REFEREE ROLL** - Your player is giving the ultimate punishment - the Red card! He is removed from the field for the rest of the game. **Your turn ends.**

**TELEVISION MATCH OFFICIAL (TMO)** - Your player is judged to make an illegal double Movement when scoring the Try. A Penalty Kick is awarded to the opposition on the 5m line directly back from where the Penalty took place.

**TOUCH JUDGE** - Furious with his inability to keep the ball in play, the Tackled player pushes his Tackler to the floor. The Referee awards a Penalty to the opposition in-line with the Tackle and on the 5m line.

## RUCKS

A Ruck occurs when a player is Tackled and players from both teams rush in and attempt to Gather the ball.

When at least one player from each team occupies a Protection Space on their side of a Tackle player then a Ruck has been formed.

### PROTECTING THE RUCK

Once a Ruck is formed players can fight off opposition players and 'Protect' the ball from being Gathered.

In a Ruck, the 6 spaces surrounding the Tackled player become known as 'Protection Spaces'. Any of your players standing in the 3 Protection spaces on your side of the Tackle player will Protect against opponents in the 3 spaces on your opponents side, and visa versa.

Any opposition player that is already standing in, or Moves into, a Protected space will automatically be 'Tackled' by your closest Protecting player. Immediately turn both players Grounded and continue play as normal.



### PROTECTING THE RUCK

No.1 has been Tackled and is Grounded with the ball. No.3 is standing in a space on his side of the Tackle, he is now considered to be protecting the Ruck. If No.8 Moves into a Protection Space both players will be Grounded and a Ruck is formed.

### SECURING THE BALL

Gathering the ball from an opposition Ruck is never easy. All those twisted bodies, flying boots and dust makes it really difficult for the opponent to Gather the ball.

➔ Any opposition player attempting to Gather the ball from your Ruck must roll less than their Ball Skill.

### ★ SCRUM-HALF - CLEARING THE BALL

The Scrum-half is responsible for clearing the ball from

the Ruck and very rarely gets involved in one. His job is to wait for the Ruck to be Protected - then Gather and Pass the ball to his waiting team mates.

If all the opposition players in the Ruck are Grounded and all the Protection spaces on your side of the Ruck are occupied, then the Scrum-half may gather the ball from any of the 3 rear spaces.



### SCRUM-HALF RULE

In this Ruck, your team has filled all their Protection Spaces and successfully Grounded all opposition players. Your Scrum-half can now gather from any spaces directly behind the Ruck.

### WHEN IS A RUCK OVER?

A Ruck ends as soon as the ball has been Gathered. Once ended, all rules pertaining to the Ruck are no longer valid.

If the ball is not Gathered from the Ruck within 2 attempts from either team (A,B,A,B), then the opposition team will be awarded a Scrum where the ball is.

## OFF-SIDE

### TACKLE & RUCK - CLEANING OUT & ROLLING AWAY

Tackle and Rucks are some of the most tightly contested situations in rugby. Ball possession comes down to split second timing. Players will use every trick in the book to try and slow down your team's possession.

For this reason Referees monitor the area around the tackled player very closely.

### CLEANING OUT - STANDING PLAYERS

Often in rugby there are situations where your opposition players are Standing on your side of the Tackle or Ruck. This can prevent your team from getting to the spaces required to Gather the ball or protect a Ruck.

In this situation you can Clean Out the players by simply Moving your player into the space they are occupying and pushing them backwards to an empty adjacent space.

A Referee Roll must be made against any player...

- ➔ If there are no empty adjacent spaces for them to be Cleaned Out to and are effectively trapped!
- ➔ If during their turn the Standing player/s make no attempt to Move onto their side of the Tackle/Ruck.

The Penalty, if awarded, will be taken where the Ball is.



### TACKLE - CLEANING OUT

Your No.4 has Tackled the opposition No.12. The opposition No.2 is standing on your side of the Tackle. He is effectively limiting your teams options for Gathering the ball or Protecting the Ruck by occupying that space. No.10 can Clean Out No.2 by Moving onto the space occupied by No.2 and pushing him backwards to an adjacent empty space. If there are no empty adjacent spaces a Referee Roll must be made.



### RUCK - CLEANING OUT

Your No.1 has been Tackled and a Ruck has formed. The opposition No.2 is standing on the wrong side of the Ruck and is blocking your team from Gathering the ball or Protecting the Ruck from that space. Your No.3 can Clean Out No.2 by Moving onto his space and pushing him to an adjacent empty space.

### ROLLING AWAY - GROUNDED PLAYERS

As per the Crash Tackle Basic rules, Grounded players can not stand up if they are next to the ball. So any Grounded players lying on the wrong side of the Tackle or Ruck must then attempt to Roll Away instead.

To Roll Away, the Grounded player/s can 'Move' one space to any empty adjacent space instead of Standing. This should give them the opportunity to Stand at the end of their next turn.

A Referee Roll must be made against any player...

- ➔ If there are no empty adjacent spaces for them to Roll to and are effectively trapped!
- ➔ If during their turn they make no attempt to Move

onto their side of the Tackle/Ruck.

The Penalty, if awarded, will be taken where the Ball is.



### TACKLE - ROLLING AWAY

The opposition No.12 has Tackled your No.4. Both their No.1 and No.12 are Grounded on the your side of the Tackle. They must both make an attempt to Roll Away at the end of their turn or each risk a Referee Roll.



### OFF-SIDE AT THE RUCK

A brutal Ruck has formed and an Off-side situation occurs. The Off-side lines form across the width of the field behind the last Grounded player on each teams side of the Ruck. No.11 and No.2 are ahead of their Off-side lines and both Off-side.



### RUCK - ROLLING AWAY

A Ruck has formed around your Tackled No.1. The opposition No.12 has found himself Grounded on the wrong side of the Ruck. He must make an attempt to Roll Away at the end of his turn or risk a Referee Roll.

### OFF-SIDE AT THE RUCK

Once a Ruck is formed, an imaginary Off-side line forms behind the last Grounded player on each teams side of the Ruck. Any player that is further upfield than their line is Off-side.

- ➔ An Off-side player may not Gather, Pass, Kick or Tackle until he is back On-side. If they perform any of the above a Referee roll must be made immediately.
- ➔ He will be back On-side when he Moves to a space on or behind his own Off-side line.
- ➔ In your turn, any Off-side players must use available Moves to try and get back On-side. If the ball is Gathered from the Ruck and an Off-side player has not attempted to retreat, a Referee roll must immediately be made against each player.
- ➔ Penalties are taken from the centre of the Ruck.

### THE GATE

The Gate is an imaginary area directly behind each side of the Ruck. Once a ruck is formed, any player that enters the ruck must do so by stepping on one of the gate spaces before entering. Any player that enters from a space other than the gate will need to make a referee roll to see if he is penalised!



### RUCK - THE GATE

The green team needs to contest the ruck - they must enter the ruck through the area known as 'The Gate'. No.3 runs straight onto the gate and then into the ruck. No.8 must run backwards onto the gate and then into the ruck!

### KICKING - OFF-SIDE

When your player Kicks the ball, any of your team mates that are ahead of the Kicker at the time of the Kick are considered Off-side.

- An Off-side player may only Move directly backwards. He can not Gather, Pass, Kick or Tackle until he is back On-side. If they perform any of the above a Referee roll must be made immediately.
- An Off-side player will be put back On-side when...
  1. They Move to a space in line with or behind the Kicker.
  2. An On-side team mate moves in line with or past him.
  3. If an Opponent Gathers the ball.
- During your turn you must make an attempt to get your players back On-side.
- If your turn ends and there has been no attempt to get those players On-side, a Referee roll must immediately be made against each offending player.
- Any Penalty awarded is taken from where the ball was Kicked.

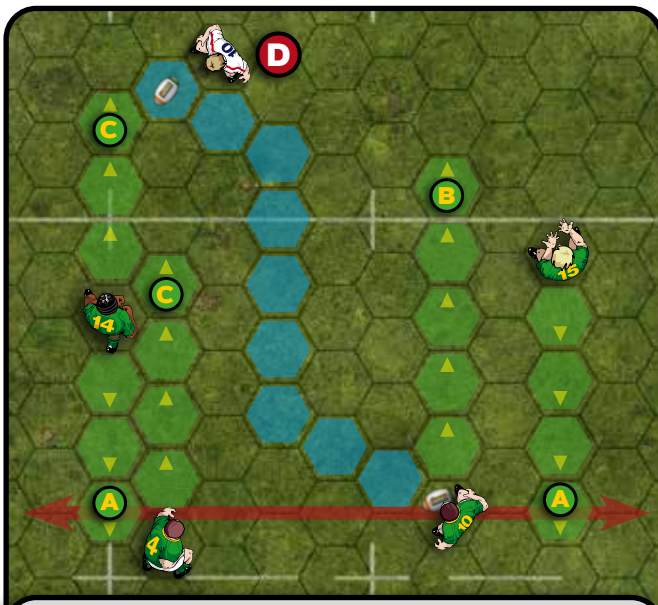
# THE FINAL WHISTLE

Crash Tackle has been designed to bring all the thrills and excitement of rugby to your table top. Although some rules have been simplified and altered to make Crash Tackle more enjoyable, we are convinced that Crash Tackle is as close to rugby as a board game can get.

The millions of variations of Moves makes every game of Crash Tackle unique. Situations may arise that are not covered in this Training Guide. Visit our web site at [crashtacklerugbygame.com](http://crashtacklerugbygame.com) where you can contact us about rule queries and new tactics, tips and updates.

Thank you for playing Crash Tackle and we hope that you have as much fun playing it as we did making it!

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## OFF-SIDE AT KICKS

The Fly-half Kicks the ball upfield. An Off-side line is created in line with the kicker. Players No.14 and No.15 are ahead of this line and considered Off-side. To get the players back On-side...

- A** No.14 & 15 Move back until they are on or behind the line.
- B** No.10 Moves upfield and past No.14 & No.15.
- C** No.4 runs past No.14 and then No.14 Moves past No.15.
- D** An opponent Gathers the ball.

# SKILL CHART

	MOVEMENT SKILL	BALL SKILL	KICKING SKILL
<b>FORWARDS (1-8)</b>	5	8	4
<b>BACKS (9,10,12,13)</b>	7	8	8
<b>WINGS (11, 14)</b>	9	5	5
<b>FULLBACK (15)</b>	8	9	8

## TIPS AND TACTICS

The world of Rugby is a competitive one and we wouldn't feel right sending you into it without a few tips and pointers! So here are some basic tactics on how to get the most out of your team. As you play Crash Tackle you'll learn a lot more, but these should help get you on the road to glory!

### USING YOUR PLAYERS

Each type of player in your team has a specific roll to play and they will perform well in certain circumstances and poorly in others. Knowing your players limitations will greatly improve your team's chances of victory.



**FORWARDS:** These are the tough guys in your team and are built for making the hard yards! The Forwards are best used as a pack as they have a small Movement Skill. They work best when charged at defenders, forcing the Tackle and creating gaps for your faster players to exploit.



**BACKS:** The Backs combine good Ball, Kicking and Movement skills making them fast and reliable on attack. Use these guys in the mid-field when the opposition Defence has been broken down by the Forwards. Their speed and handling will make short work of any gaps in the Defence allowing them to get behind the opposition and gain valuable ground!



**WINGS:** They say there is no counter for speed and with these guys you'll understand why! The Wings are used out wide to simply run the ball toward the Tryline as far and as fast as possible. Their low Ball Skill is their downfall so always try to use them as the last link in your attack. Avoid using them to Kick, Gather or Pass, just give 'em the ball and watch them run!



**FULLBACK:** This player is the most highly skilled player in your team and is a vital piece in Defence and attack. He should spend most of the game patrolling the empty field behind your team. His Ball Skill and Movement means you have a reliable and fast defender to sort out any deep attacks or kicks that may come your way!

### CREATING GAPS

A Gap is a hole in your players defence that allows your ball carrier to get past without being Tackled. If your opponent is defending well there should be no Gaps in his defence. If this is the case you need to create the Gaps using your players! The only way to do this is to run your ball carrier at the defenders - it sounds crazy, but by doing this you force the defenders to Tackle and become Grounded. Grounded players can not Tackle. This creates gaps! Now all you have to do is Gather the ball and run with it!

### GOING FORWARD

The only way to really put pressure on your opponent is to keep advancing. Try to get your team moving the ball Forward and past it's last position! This will get you behind your opponents defence and force them backwards. Kicking is the easiest way to get the ball upfield, but you risk losing possession (and if you are not holding the ball - you can't score!). This leaves you the other option - Moving with the ball. You can only Move a limited number of spaces every turn, so try and make these count. The best way to do this is to try and run as straight as possible.

### OBJECTIVES

#### IF YOU HAVE THE BALL:

Possession means you can score! Every turn try and gain as much ground as possible, this will bring you closer to the Tryline and hence closer to scoring! You will probably have to run into some defenders to do this - don't be afraid, its all part of the game. Remember to make the breaks, force the errors and to take your chances!

#### IF YOU DON'T HAVE THE BALL:

If you don't have the ball then you need to have patience! There is nothing you can do except Move your players around setting up your defence and making Tackles. Your aim is to try and apply pressure and this forces errors. You do all of this by setting up some of your players next to the ball carrier so they can Tackle him in his turn. The rest of your team needs to be set up to make sure there are no gaps. They also have to be placed in positions where you think your opponent is going to try and attack.

**THE MORE YOU PLAY CRASH TACKLE THE BETTER YOU WILL GET! SO KEEP TRAINING, GLORY AWAITS!**