

If difference 0, then the normal movement rules are ignored. Both teams move according to the dice values at stage **7**

STOPPAGE TIME

Move to the next minute if the difference of dice is not less than the current stoppage time minute. Otherwise the half is finished.

BALL VALUES

Kick off	3
Corner kick	1
Free kick	2
Goal kick	2

GOAL ATTEMPT MODIFIERS TABLE

+1 if CT has more players than PT in the area where the ball is.

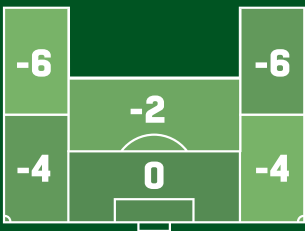
-1 if PT has more players than CT in the area where the ball is.

+1 if CT has more players than PT in the PT's penalty area.

-1 if PT has more players than CT in the PT's penalty area.

+4 if the goalkeeper of PT is not in the penalty area.

0/-2/-4/-6
depending on the area where the ball is (see picture).



1. CONTROLLING TEAM CHOOSES TARGET AREA

2.

DICE ROLLING

Both players roll D6

3.

TIME

Move the time forward by the difference of the dice.

4.

CONTROL CHECK

5.

BALL MOVEMENT

Move the ball to the new area.

Change the ball value. (new value = CT die)

6.

GOAL ATTEMPT

(optional)

CT rolls D6

Goal if D6 + modifiers > ball value ▶ **S** ▶ **1**

Corner kick if D6 + modifiers = ball value ▶ **S** ▶ **1**

Otherwise goal kick ▶ **7**

7.

PLAYERS MOVEMENTS

Team with lower initial die value moves first.

If equals, then passive team moves first.

MOVEMENT OPTIONS

FORWARD MOVEMENT:
Number of forwards directly forward (**double moves**)

DEFENCE MOVEMENT:
Number of defenders directly backwards (**double moves**)

MIDDLE FIELD MOVEMENT:
Move any direction, but not to highest or lowest position by straight move.

The **controlling team (CT)** maintains the control of the ball if CT die plus modifiers is higher than the ball value.

If the result is less than the ball value, then the control of the ball is changed to the **passive team (PT)**.

If the result equals, then check **SPECIAL EVENT TABLE**.

CONTROL CHECK MODIFIERS TABLE (CT DICE)

Initial 6 target area (each)

+1 if CT has more players in the area than PT.

+2 if CT has at least twice as much players in the area than PT.

-1 if PP has more players in the area than CT.

-2 if PP has at least twice as much players in the area than CT.

Distance

-2 each area between the initial and the target area.

SPECIAL EVENT TABLE

Roll D6:

1... Yellow card for CT.
Free kick for PT
(Roll for red card) ▶ **S** ▶ **1** or **6**.

2... Free kick for PT ▶ **S** ▶ **1** or **6**.

3... No moves for CT ▶ **5**.

4... No moves for PT ▶ **5**.

5... Free kick for CT ▶ **S** ▶ **1** or **6**.

6... Yellow card for PT
Free kick for CT
(Roll for red card) ▶ **S** ▶ **1** or **6**.

S TEAM SETUP PROCESS

1. Controlling team sets up
2. Passive team sets up
3. Controlling team has option to move up to 2 players.