

FUBA 2.0 RULEBOOK PLAYTEST

VERSION 1.1.2015

This rulebook is not final 2.0 version, but draft to allow players to comments new rules and changes before the final version published. **The rulebook is NOT proofread and without final layout.** Also some examples are missing from this document.

The most important changes for previous versions are:

- Changes in turn order (2nd ball value adjustment)
- New control check system
- New movement rules
- Four and five line formations
- Playing styles
- Team manager rules
- New 2D6 special event table
- Tiredness, injuries

The rules includes much more details than the previous version, but it is not necessary to use all the rules in the game. Chapter [1.1] contains three ready-made options for different game options.

1.0 COMPONENTS

Ball die

The ball die is a round die with numbers from 1 to 6. The number on the top shows how well the controlling team controls the ball. The lower the number, the better the ball control: 1 is excellent, 6 is poor

Dice

The game contains two ordinary six-sided dice.

Game board

The game board (rubber mat) is divided into 13 areas, 4 on each side and 5 in the middle. Each area has a slightly different colour.

The centre area with the centre circle counts as one large area, despite the half way line. Also the penalty area counts as one area.

Teams

The game contains two teams. Both teams have 10 players and one goalkeeper.

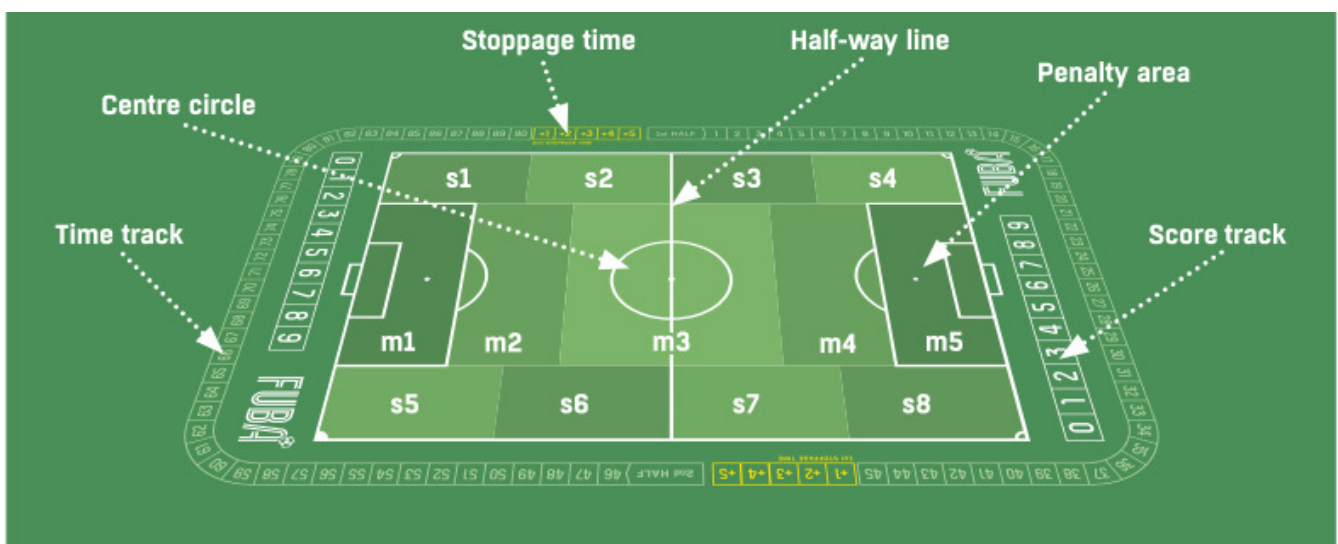
Referees

The game contains three referees: one to mark game time, two to keep track of the score.

Cards

The game contains 16+1 cards. Both teams have 8 formation cards that are used to choose formation for the team. The backside of these cards is yellow so can also be used as yellow cards.

The red card is only for fun, and can be shown to the opponent in case a red card occurs.



1.1 GAME OPTIONS

The following ready-made game options are done for help of players wants to quickly setup a game rather than have a long discussion which rules are used.

LIGHT FUBA

The following rules and chapters are not used:

- Condition pool [2.4]
- Attacking and defending midfielders [3.1.1]
- Playing styles [3.5]
- Injuries in special events [5.6]
- Player substitutions [4.9]
- Tiredness test [4.10]
- Team manager rules
- Weather rules

BASIC FUBA

The following rules and chapters are not used:

- Team manager rules
- Weather rules

PRO FUBA

All rules are used

2.0 TERMS

2.1 Player and team

In these rules “player” refers to a player piece on the game board. “Team” is used when referring to the person playing the game. The goalkeeper counts as a player unless the rules state otherwise.

2.2 Controlling and passive team

The team controlling the ball is referred to as “controlling team” and the opposing team as “passive team”. These roles and terms are changed immediately when a team loses ball control to the opponent.

2.3 Zones

The playing area is divided to three zones: midfield, defence and attack zones. Each zone contains several areas.

2.2.1 Midfield zone

The midfield zone contains the five areas which touch the half way line.

2.2.2 Attack zone

The attack zone contains the four areas which are in the opponent’s side of the pitch and do not touch the half way line. The attack zone is also the opponent’s defend zone.

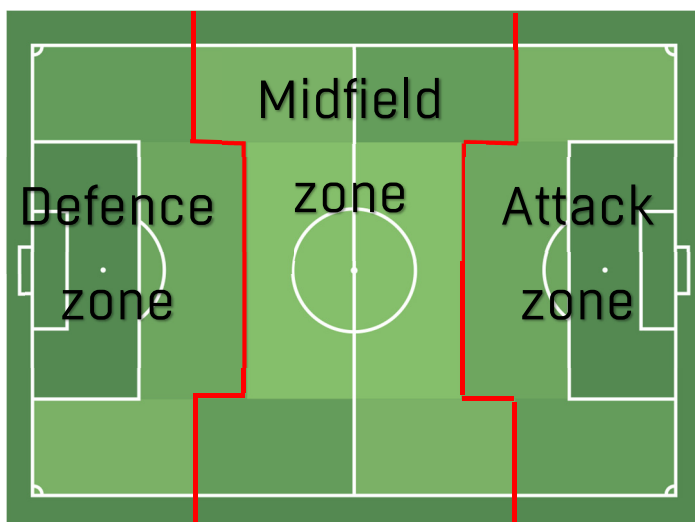
2.2.3 Defence zone

The defend zone contains the four areas which are in the team’s own side of the pitch and do not touch the half way line. The defence zone is also the opponent’s attack zone.

2.4 Condition pool

The condition pool simulates the team physical condition during the game. If team manager rules are not used, then both team has condition pool of 4.

Use dice, markers or extra players to record the pool.



3. PREPARATIONS

3.1 Select the formations

Both teams choose their formation for the game by secretly selecting a formation card. After both teams have selected their formation, cards are revealed simultaneously.

The formation consists of three numbers. These indicate how many defenders, midfielders and forwards the team has.

Example: Heidi selects 4-4-2 formation for her team. She now has 4 defenders, 4 midfielders and 2 forwards.

Teams can use any formation they want, but the ones defined in formation cards are recommended. If a team wants to use some other formation, write this formation secretly on a paper. (The total number of players must still be 10.)

3.1.1 Attacking and defending midfielders

Teams can specify any number of the midfielders as attacking and/or defending midfielders. These affects for movements in some situations, see chapter [4.7.8].

3.2 Deciding the kick-off

Both teams roll a die. The team with the higher result chooses which team kicks off the first half. That team starts as the controlling team.

3.3 Team setup process

The teams are setup in the following order:

1. The controlling team sets up its players.
2. The passive team sets up its players.
3. After the passive team setup the controlling team is allowed to move 1 or 2 players one area (i.e. they can be moved to an area adjacent to the one they are currently on).

The selected formation does not affect the way players are setup.

All setup restrictions affects also to players moved in 3rd step of the setup procedure.

This setup process is used for kick-off, corner kick, free kick and penalty kick. Additional rules apply for each of these situations.

3.3.1 Kick-off setup rules

These rules are used in addition to the setup process defined in chapter [3.3].

Kick-off takes place in the beginning of each half and after each goal. Controlling team must place two players in the middle area (the centre circle). Others can be setup in any area that is at least partly on the

team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The passive team players can be placed in any area that is at least partly on the team's side of the halfway line. The goalkeeper is placed in the team's penalty area.

The ball is placed on the centre circle with 1 as the initial ball die value.

3.4 Referee setups

One referee is setup on square 1 of the time track (on square 46 in the second half of the game). Two others are setup on the goal tracks, on square 0 of each track.

3.5 Playing styles

If the playing style rules are used in the game, then both team choose in the begging of the game either easy, normal or aggressive playing style.

Teams can choose to change the playing style in the half time and after each goal.

Easy playing style

A team with easy playing style has following extra rules:

- -1 modifier for injury rolls
- -1 modifier for red card tests
- +1 modifier for all dice rolled in tiredness test
- -1 for number of players to move when opponent is moving first in the movement stage (i.e. number of players to move is one less than opponent moved)

Normal playing style

Normal playing style does not have any extra rules.

Aggressive playing style

A team with aggressive playing style has following extra rules:

- +1 modifier for injury rolls
- +11 modifier for red card tests
- -1 modifier for all dice rolled in tiredness test
- +1 for number of players to move when opponent is moving first in the movement stage (i.e. number of players to move is one more than opponent moved)

4. GAME TURN

Just like a real football match, the game contains two halves. Each half contains approximately 25 turns, but the exact number varies. Each turn represents 0 to 5 minutes of game time.

The game is played in turns. One turn includes actions by both teams. A turn contains eight stages that must be completed in the order shown below:

TURN ORDER TABLE	
1	Controlling team chooses target area
2	Dice rolling
3	Time
4	Control check
5	Ball movement New ball value +1 st ball value adjustment
6	Goal attempt
7	Players movement (Player substitutions)
8	2nd ball value adjustment

After the turn is completed a new turn starts unless the half ends as defined in chapter [4.3]

4.1 Controlling team chooses target area

The controlling team chooses an area where to play the ball. The chosen area can be any area where the team has a player or an area adjacent to such an area.

The team can play ball also to the same area where the ball currently is.

The chosen area is called “target area” and the area where the ball begins the turn is called “start area”.

The controlling team cannot choose a target area where it has no players and all its players in adjacent areas are offside positions according chapter 4.1.1.

4.1.1 Offside

The controlling team cannot choose a target area where the team’s player is in an offside position. The player is in an offside position if it is in an area closer to opposing team’s end of the field than the area where the opponent’s second lowest player (including the goalkeeper) is, unless the area is at least partly at the same level than the area where the opponent’s second lowest player is, or at least partly at same

level with or closer to the own end of the field than the start area.

The offside rule does not apply when:

- teams is giving goal kick
- team is giving corner kick
- target area is fully in the controlling team’s half.

4.2 Dice rolling

Both teams roll a die. Players must remember these results during the whole turn because those are used in other stages of the same turn.

If the difference of dices are 0 then special movement rules apply. See chapter [4.7.6].

If the difference of dice are 5 then both team must make a tiredness check.

4.3 Time

The time marker (referee) is moved as many squares (minutes) forward as the difference of the teams’ initial values.

Example: Heidi rolls 4 and Otto rolls 2. The initial value difference is 2 so time marker is moved 2 minutes forward.

If the time marker reaches the first stoppage time square, it stops there even if it should continue further according to the result. Stoppage time begins.

4.3.1 Stoppage time

During stoppage time the time marker is moved only one square per turn. If the difference between initial values is smaller than the current stoppage time (yellow number in the square where the time marker begins the turn), the half ends immediately. The rest of the stages are not played.

When the time marker reaches the “+5” square the half is finished at the end of turn, if not finished earlier.

Example: The time marker is on the +2 square. Heidi rolls 3 and Otto rolls 2 at the dice rolling stage so the difference of initial values is 1. This is less than the current stoppage time (+2), and the half ends immediately.

4.3.2 End of half

When the first half is finished, the second half starts. The team that started the first half as controlling team now starts as passive team and the opposing team becomes controlling team. Move the time marker referee to square 46. Repeat the team setup for kick-off (see chapter [3.3]).

When the second half is finished, the game is over.

4.4 Control check

Control check determines whether the controlling team retains ball control or loses it to the passive team. To check for ball control the controlling team's die value (rolled in stage 2) is compared for the ball value.

If the die value is higher than the ball die value, the controlling team remains in control of the ball.

If the die value is lower than the ball die value, the passive team gains control of the ball. Passive team immediately becomes controlling team and vice versa.

If the modified value of controlling team's die equals the ball die value, a special event occurs.

4.4.1 Playing to an empty area

If the controlling team has no players in the target area then the ball control is lost to the passive team if the sum of dice (thrown in the stage 2) does not exceeds the number of the players of passive team in the target area and areas next to the target area.

The team which has the ball control after the check must move one player to the area if not yet have a player in that area. The team must choose to move its closest player to the target area. The passive team can move the second closest player if the goalkeeper is the closest player.

In both cases the player is moved at the ball movement stage, but this move is reduced from the number of moves the team is allowed to make at the player movement stage.

4.4.2 Special events

If a special event occurred, the controlling team rolls two dice. See the Special Event Table to find out what happens.

If a free kick is given to either team (results 1, 2, 5 or 6), the game continues according chapter [5.1] with a new setup.

4.5 Ball movement

The ball is moved to the target area and placed next to a controlling team player. If ball control was changed in the previous stage and the target area does not contain any players from the new controlling team, this team now moves the closest player to the target area. If goalkeeper is the closest player, team can move the next closest player instead.

4.5.1 New ball die value

The ball die value is changed. The new value is the die roll value of the team that started the turn as

controlling team. The value is adjusted according the modifiers in the 1st ball value adjustment table.

The ball value is not adjusted beyond 1 or 6.

1 st ball value adjustment table	
$\pm x$ (max ± 3)	Number of the passive team's players in the (target) area – number of the controlling team's players in the (target) area.
+2	for each area between the start and target areas (only for 1st ball value adjustment).
-1	If the (target) area contains only the controlling team's players

If the target area does not contain any player, then the ball value is only adjusted by the distance.

4.5.1 New ball value if control check failed

After failed control check the adjustment is done for the ball, but without distance modifiers. If there were no players of the controlling team and thus a player is moved to that area it is counted for the adjustment.

SPECIAL EVENT TABLE	
2	Injury roll for PT [5.6]. Red card test for CT with +2 modifier. If failed, then free kick for PT.
3	No moves for passive team
4	-1 for the ball value
5	Free kick for CT. Yellow card for PT if target area fully in PT's side
6	Free kick for CT. Yellow card for PT.
7	No moves (except the move to target area if no players of CT)
8	Free kick for PT. Yellow card for CT.
9	Free kick for PT. Yellow card for CT if target area fully in CT's side
10	Failed control check, ball remains in the start area.
11	No moves for controlling team
12	Injury roll for CT [5.6]. Red card test for PT with +2 modifier. If failed, then free kick for CT.

4.6 Goal attempt

The controlling team can attempt to score if it has the ball in any of the six areas that are fully on the passive team's side of the pitch.

If the controlling team decides to try scoring a goal, the team rolls a die and adds the modifiers defined in the Goal Attempt Modifiers Table.

If the modified die value exceeds the current ball die value, the team scores a goal. The ball is moved to the centre circle and new team setups for kick-off are carried out according to the setup process rules in chapter [3.3]. The scoring team becomes the passive team.

If the modified die value equals the current ball die value, a corner kick occurs. See chapter [5.2].

If the modified die value is lower than the current ball die value, the shot is a miss. The game continues with a goal kick. See the rules for goal kick in chapter [5.3]. The passive team becomes the controlling team and vice versa.

GOAL ATTEMPT MODIFIER TABLE	
+1	if the controlling team has more players than the passive team in the area where the ball is. (1) (2)
-1	if the passive team has more players than the controlling team in the area where the ball is. (1) (2)
+1	if the controlling team has more players than the passive team in the passive team's penalty area. (1) (3)
	if the passive team has more players than the controlling team in the passive team's penalty area. (1) (3)
-2/4/6	depending on the area where the ball is (see picture).
+4	if the passive team's goalkeeper is not in the penalty area.

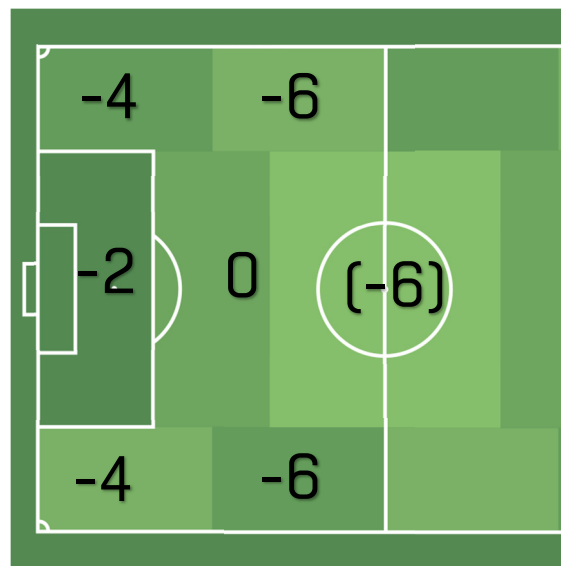
- (1) Passive team goalkeeper is not counted in.
- (2) The modifier is not counted if the goal attempt is made from the penalty area.
- (3) The players in offside positions are not counted

4.6.1 Difficult goal attempt

The team can attempt a goal even if the die result required to score is more than six. The team rolls a die according to goal attempt rules. If the result is 6, the team rolls again. The team scores a goal if the second die roll is also 6. Otherwise the shot is a miss.

4.6.2 Goal keeper not in the penalty area

If the passive team's goal keeper is not in the own penalty area, then the controlling team can make a goal attempt also in the area with the centre circle. The area modifier is -6.



4.7 PLAYER MOVEMENTS

The movement of players simulates how teams change positions according their tactics, rather than movements of individual players. 4.7.6 is an exception and simulates the quick situations.

In the movement stage both teams move their players. The team with smaller die value in stage 2 moves players first. If both teams roll the same initial values, passive team moves first.

The team which moves first chooses the number of players to move according. The maximum possible number of players to move depends the target area chosen in the stage 1:

- If the target area is in the team's defence zone then the team can move as many players as it has forwards.
- If the target area is in the team's attack zone then the team can move as many players as it has defenders.
- If the target area is in the middle field zone then the team can move as many players as it has midfielders. n

The team move lasts can move then up to same number of players than the team moved first. If the first team did not make any moves, then the second team can move one player.

The second team formation does not limit the number of moves.

The number of moves can be divided between defence movements, midfield movements and forward movements as the team wants, but the team cannot make more same type of movements than it has that type of players in its formation. I.e. team cannot make more defence movements than it has defenders.

Example: If the team plays with formation 4-4-2 and the target area was in a midfield area, then team can choose for example to make 4 midfield movement or two midfield movement and two forward movement. The team cannot choose to make one midfield movement and three forward movement, because it has only two forwards.

4.7.1 MIDFIELD MOVEMENT

In a midfield movement a player can move one area to an adjacent area to the one they are current on. The midfield movement cannot be directly backwards.

4.7.2 DEFENCE MOVEMENT

In a defence movement a player can move straight backward one or more areas. No sideways movement is allowed. The defence move must stop an area

where the opponent team has more players (before the moving player enters to the area).

4.7.3 FORWARD MOVEMENT

In a forward movement a player can move straight forward one or two area. No sideways movement is allowed. The forward move must stop an area where the opponent team has more players (before the moving player enters to the area).

4.7.4 Movement restrictions

A player cannot be moved to an offside position. The player can be moved to an area that is at least partly at the same level than the area where the opponent's second lowest player is (including the goalkeeper). This restriction does not apply if the player is moved straight backward.

A player cannot be moved if it is an area where the opponent has at least twice as many players. Fee movements ignore this restriction.

4.7.5 Free movements

All players, except goalkeepers, that have not yet moved and are in an area touching either end of the pitch, can be moved one area straight away from that edge. These moves are carried out after the team has completed all of its ordinary moves (either defense, midfield or forward movement). A player using free movement cannot move to an area where the ball is.

4.7.6 Quick movements

If the difference between dice values was 0 the team moving last follows the same restrictions in number of moves than first team rather than the number of first team chose.

4.7.7 Moving with ball

The ball can be moved with a moving player in the movement stage if the player starts from and moves only in areas where there are no opposing team's players.

4.7.8. Controlling team's player with ball

The controlling team must always have at least one player in the same area with ball after the team has finished its moves.

4.7.9 Attacking and defending midfielders

If team has specified attacking or defending midfielders, those apply in the quick movements [4.7.6]. Attacking midfielders are counted as attackers and defending midfielders are counted as defenders when the number of players to move are determined. When the players are moved, both are counted as normal midfielders.

Example: The team is playing with 4-2-3-1 tactic where 3 players are attacking midfielders. The target area is in the attack zone and dice difference 0. Then team can make 4 moves (because attacking midfielders are counted attackers). The team can still make only one forward movement, because in the movements the attacking midfielders are counted as ordinary midfielders.

4.8 2nd ball value adjustment

At the end of turn the ball value is adjusted again according the player numbers in the target area. The modifiers are shown in the table below.

The ball value is not adjusted beyond 1 or 6.

2 nd ball value adjustment table	
$\pm X$ (max ± 3)	Number of the passive team's players in the (target) area – number of the controlling team's players in the (target) area.
-1	If the (target) area contains only the controlling team's players

4.8.1. Pressing

If the ball value was 6 before the 2nd ball value adjustment and the ball value would be adjusted over 6, then the controlling team loses the ball control immediately. The new value for the ball is the number of players of the new passive team.

4.9 PLAYER SUBSTITUTIONS

A team can perform a player substitution three times in a game. The substitution is made in a movement stage after the team has finished its moves (but before the opponent moves if the team moves first).

When team makes substitution it can choose one of the following option:

- Change position of one player in its formation. The changes takes effect at the beginning of the next turn.
- Remove one yellow card. One of the player with yellow card is taken off from the pitch to avoid red card.
- Change a fresh player to the field. Roll two dice and multiply the result by 10. If the result is higher than current playing minute, then add two dice for team's condition pool. Otherwise add one die.

4.10 TIREDNESS TEST

In every turn when time is moved 5 minutes forward (dice difference = 5) both teams must check if their players get tired. Both teams make own test.

Team must roll a die from its condition pool. The die result is multiplied by 10. If the result is higher or equals to the current minute of the game (after current turn stage 3) then team passes the test. If the result is lower than another die is rolled and multiplied by 10 and added to the result. Procedure is repeated until the test is passed or team run out of condition dice.

If the team does not manage to pass the test, then it suffers tiredness. One player is removed from all of its positions in formations.

Example: The current game minute is 78 and teams must make tiredness test. The team rolls first 5, which would be 50 and not enough to pass the test. Team rolls another die and result is 3. So total dice score is 8 (5+3), which is 80 after multiplied by 10. The result is higher than 78 and team passes the test, but losed two dice from its condition pool.

Example: If team with 4-4-2 start suffer tiredness, then the formation would be 3-3-2.

If team fails later another test, then the tiredness effect is doubled. Two players are then reduced from each position of the formations. Later failed tests do not have effect anymore.

5. SPECIAL SITUATIONS

5.1 FREE KICK

The team awarded a free kick immediately becomes (or remains) the controlling team.

When a free kick occurs the ball is moved to the target area of the current turn. If the target area was the penalty area of the opposing team, a penalty kick is taken instead of free kick. See chapter [5.3]

The ball die value is adjusted to 2.

The teams carry out a new setup according to the setup rules in chapter [3.3] taking into account the free kick setup rules in chapter [5.1.1].

The controlling team can choose to continue the turn from stage 6 if the team decides to attempt to score a goal. If the team decides not to attempt this, a new turn starts.

In both options the starting area (where the free kick is given) is not counted in when calculating the modifiers.

The controlling team giving free kick can choose start area as a target area only if there are at least two players from the controlling team.

If the start area is chosen as target area the target area modifiers are applied as normally (even the area is not counted when calculating start area modifiers)

5.1.1 Free kick setup rules

These free kick setup rules are used in addition to the setup process rules defined in chapter [3.3].

One player must be placed in the area where the free kick will be given. Others can be setup without restrictions.

The passive team must setup at least one player in an area that is closer to their own goal line than the area from which the free kick will be taken (if possible).

5.2 CORNER KICK

When a corner kick occurs, the teams carry out a new setup according to the setup rules in chapter [3.3] taking into account the corner kick setup rules in chapter [5.2.1].

The ball die value is adjusted to 1.

After the setup a new turn starts and the game continues at the stage 1.

The starting area is the area where the corner kick is given. This area is not counted in when calculating the modifiers.

5.2.1 Corner kick setup rules

These corner kick setup rules are used in addition to the setup process rules defined in chapter [3.3].

One player of the controlling team must be placed in corner to give the corner kick. Others can be setup without restrictions.

Once the corner kick is given (ball movement stage) the player who gave the kick is placed inside the pitch, in the area where the kick was given. The player continues the game normally.

5.3 GOAL KICK

Goal kick takes place in penalty area. The ball is placed there and the ball die value is adjusted to 1.

After this the turn continues normally. The starting area (penalty area) is not counted in when calculating the modifiers for the control check.

The opposing team's players are not allowed to disturb the goalkeeper.

The team giving the goal kick may choose to give it fast or slow. If the kick is given slow, one extra player movement stage is carried out at the beginning of the turn. The controlling team moves first.

5.4 YELLOW AND RED CARDS

If a team gets a yellow card and already has one or more before, the team must roll a die. If the die roll result is lower than the number of yellow cards team has (including the latest one), one of these will be considered a red card. The team must immediately remove one player from the game.

Red cards have no effect on formations, as selected in chapter 3.1.

5.5 PENALTY KICK

When a penalty kick occurs, the teams carry out a new setup according to the setup rules in chapter [3.3] taking into account the penalty kick setup rules in chapter [5.5.1].

5.5.1 Penalty kick setup

The team taking the penalty kick (controlling team) sets up the ball and one player on the penalty spot. The passive team sets up the goalkeeper to the goal line.

No other players can be placed or moved into the passive team penalty area.

5.5.2 Shooting a penalty kick

The goalkeeper hides a die behind the hand and secretly chooses option for the goalkeeper:

- 1: Goalkeeper will guess to left
- 2-5: No guess
- 6: Goalkeeper will guess to right

After the goalkeeper has made the decision, the shooting player chooses and announces the target: left, middle or right.

The goalkeeper reveals the die. The shooting player rolls a die to check if the penalty is successful. A goal is scored if the die result is the same or higher than the value shown in the table.

If the penalty kick fails, the game continues with a goal kick. The passive team becomes the controlling team immediately after the failed penalty kick.

Example: Heidi's team gets a penalty kick. Otto decides his goalkeeper will guess to left and secretly chooses 1 for the s her player will shoot to left. According to the table she needs to roll 2+ (2, 3, 4, 5 or 6) to score. She rolls 1, failing the penalty kick. Otto's team becomes controlling team and the game continues with a goal kick.

5.6 INJURIES

If team suffers an injury it must remove one player from the game immediately. Then it makes an injury roll, D6, with following effects:

- 1: The player returns the game in the beginning of next turn's movement stage. Player is placed to the area with the centre circle.
- 2: The player is off from the game next turn. Then it returns the game in the beginning of the following turn's movement stage. Player is placed to the area with the centre circle.
- 3: The player is off from the game two following turns. Then it returns the game in the beginning of the following turn's movement stage. Player is placed to the area with the centre circle.

4-6: The player cannot return to game.

The team can choose to make immediately a player substitution after injury roll if not already made three substitutions.

FUBA TEAM MANAGER

Team Building

Teams are built by using team level points (TL). The recommend value is 15, but players or competition organisers can freely choose any other value.

Team level points are used to develop teams according the following rules.

COACH LEVEL

The team must choose the level of the coach between 0-10. Before game team can choose as many team tactic cards as the coach level is. Check the separate lists for tactic options. The coach levels costs as many TLs as the level is.

Tactics are not public information and kept secret until used during the game (see team level rules). Each chosen tactic can be used once during the game (team can choose more than once same tactic)

Coach level	Cost (TL)	No. of team cards
0		0
1	1 TL	1
2	2 TL	2
3	3 TL	3
4	4 TL	4
5	5 TL	5
6	6 TL	6
7	7 TL	7
8	8 TL	8
9	9 TL	9
10	10 TL	10

TEAM GENERAL LEVEL

Initially team general level is 1. The team can choose to spend up to 5 TL points to improve its general level. Each point increase the level by one according the following table

Team's general level	Cost (TL)
1	
2	1 TL
3	2 TL
4	3 TL
5	4 TL
6	5 TL

Playing team tactic cards

Team can choose to play a team tactic in a turn when its die roll value is lower or equal than the team's die rolled in the stage 2.

Each team tactic can be played once during a match.

FORMATIONS

Each team chooses one formation as a basic formation. That does not cost any TL points. Team can spend TL points to learn more formations. Each extra formations cost 1 TL.

The team must choose one of its formations at the beginning of the game. The chosen formation can be change during the match by player substitutions (the new formation can be different than any of team's basic formations).

TEAM'S PHYSICAL CONDITION

The initial level for a team's physical condition is 1. The team can choose to spend TL points to improve the level. Each extra level costs 1 TL.

Each level gives one dice for your condition pool. See chapter [x.x].

Physical condition	Cost (TL)	No. of dice for the condition pool
1		1
2	1 TL	2
3	2 TL	3
4	3 TL	4
5	4 TL	5
6	5 TL	6
7	6 TL	7
8	7 TL	8
9	8 TL	9
10	9 TL	10

TEAM'S HEALTHCARE (?)

The health care level affects for injury rolls. There are three level of the healthcare: average, good, excellent. The initial level is average and the better levels costs TL points.

Healthcare	Cost (TL)	Injury test modifier
Average		
Good	1 TL	-1
Excellent	2 TL	-2

SKILLED PLAYERS

Team can choose to buy skilled players. A skilled player is chosen according the following steps:

1. Choose the position: defender, midfielder or attacker.
2. Choose the skill in the list
3. Choose the level of the player (1 to 6).
4. The costs of the player is 1 TL + the level of the player.

For example the player in previous example affects in turns when die results in stage two was 3-3 or 5-5. Thus a player with more levels has bigger probability to affect the game.

Position

A skilled player must be either defender, midfielder or attacker. Defender skills takes only effect if the target area was in a defence zone, midfielder if in the midfield zone and attacker if the attack zone.

Level

The player level must be one or more. Each level costs one TL point. For each level the player can mark one number from 1 to 6.

For example a player with two level can mark 3 and 5.

Player skills affects only in turns when die roll difference is zero (i.e. both players rolled a same number) and the skilled player has the marked number which equals the die result.

TEAM BUILDING EXAMPLE

A team has 15 TL points to spend. It chooses a level 2 coach, general level 3, physical condition 4 and average healthcare. The team trains two different formations to start the game and buy two skilled players.

EXAMPLE TEAM (15 TL points)	Level	Cost (TL)	Details
Coach level:	2	2 TL	Left side attack, Offside trap
Team's general level:	3	2 TL	1
Team's physical condition:	4	3 TL	2
Team's healthcare:	average	free	3
Formations:	2	free	4 – 5 – 1
		1 TL	4 – 4 – 2
Skilled players:	2	4 TL	Attacker: Dribbling: 1, 2, 4
		3 TL	Midfielder First touch: 2, 3

LIST OF PLAYER SKILLS

The following skills are for example. Larger list will be published later.

Dribbling

Can be used by a controlling team only

The player can move with the ball even the area contains opponent players. If using forward or defend movement, the player can move only one area.

First touch

Can be used by a controlling team only

-1 for ball value in 1st ball value adjustment

Crossing

Can be used by a controlling team only

The distance modifier is halved (-1 per area) in 1st ball value adjustment if the start area was in the zone corresponding to the skilled player. The target area does not matter.

Shooting

Can be used by a controlling team only

+1 modifier for goal attempts

Sprinting defender

Can be used by a passive team only

If the target area is in the passive team's defence zone without any passive team's players the team can make one defence movement before ball movement.

Sprinting attacker

Can be used by a controlling team only

If the target area is an empty area in the controlling teams attack zone, then before ball value adjustment the team can make one forward move.

Goalkeeper's openings

Can be used by a controlling team only

-1 for ball value in the 1st ball value adjustment in goal kicks.

Goalkeeper's communication

Can be used by a passive team only

Failed control check if the target area is the passive team's penalty area.

Tackling

Can be used by a passive team only

If the controlling team would get a free kick as a special event, the event is ignored. Also a possible yellow card is ignored.

Free kick specialist

Can be used by a controlling team only

+1 modifier for goal attempts which are made directly from free kicks.

Penalty kick specialist

Can be used by a controlling team only

The player can roll two dice when giving penalty kick and choose to ignore one of those. The normal cost of the skilled player is ignore and this skill costs 2 TL. The player can use this skill any penalty kick during the game time and once in the penalty shoot-out.

Goalkeeper: penalty kick specialist

Can be used by a passive team only

The opponent player must roll two dice when giving a penalty kick and the goal keeper can choose which one to ignore. The normal cost of the skilled player is ignore and this skill costs 3 TL. The player can use this skill any penalty kick during the game time and penalty shoot-out.

If the opponent has penalty kick specialist giving the penalty kick, then one die is rolled as in normal rules.

LIST OF TEAM SKILLS

The following skills are for example. Larger list will be published later.

Offside trap

Can be used by a passive team only

The control check fails automatically if the target area is closer to the passive team's edge than the area where the second lowest player of the passive team. The target area must be fully in the passive team's side of the pitch.

Left side attack

Can be used by a controlling team only

If the target area was in the left side of the controlling team, then the controlling team can move one of its player free to the target area from the adjacent area.

Right side attack

Can be used by a controlling team only

If the target area was in the right side of the controlling team, then the controlling team can move one of its player free to the target area from the adjacent area.

Midfield pressing

Can be used by a passive team only

The pressing rule 4.8.1 applies also in the first ball value adjustment if the target area was in the midfield.

Aggressive pressing

Can be used by a passive team only

The pressing rule 4.8.1 applies also in the first ball value adjustment if the target area is the attack zone of the passive team.

Defence doubling

Can be used by a passive team only

Only one player of the controlling team is counted in target area in the 2nd ball value adjustment if the target area is in the defence zone of the passive team.

Short passes

Can be used by a controlling team only

-1 for ball value in the 1st ball value adjustment if the target area is in the midfield.

Trained attack

Can be used by a controlling team only

One extra player movement in the movement stage if the target area is in the attack zone. If moving before opponent, then this move is not counted to opponent number of moves.

Trained defence

Can be used by a passive team only

One extra player movement in the movement stage if the target area is in the passive team's defence zone. If moving before opponent, then this move is not counted to opponent number of moves.