



Scrimmage

A Tactical Soccer Game

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Scrimmage is a game of coaching and outwitting your opponent. You and your opponent find yourselves vying for the position of lead coach of a premier football team. In this endeavor you have each been told to draft the members of the team and hold a scrimmage. Which of you will come out on top?

In this PDF you will find everything you need to play a game of Scrimmage.

- 22 Tokens representing 12 players
 - 2 Goalies
 - 1 red and 1 blue each of
 - 3 Forwards
 - 4 Midfielders
 - 3 Defenders
- 1 Ball Token
- 10 Yellow Card Tokens
- Rules and charts

You will also need

- 2d6, one for each coach
- Scrap Paper and Pen/Pencils for keeping score, goal shots, and tracking turns.
- Scissors, potentially also glue and cardboard.
- The will to have a good time!

Play

- A game is played in 2 halves of 10 turns each
- A game proceeds as follows:
 - Drafting
 - Setup
 - Alternating Turns
 - Half Time
 - First and Second coach switch designation
 - They keep the same teams
 - Alternating Turns
 - End
- The Coach whose team scored the most points wins
- In the event of a tie continue alternating turns until one coach has more points.

Players

- Each coach will draft players for their team
- Each player has a class that dictates their skills
 - These skills affect a players ability to perform certain game actions.
- Each coach will have 6 players on their team
 - 5 Fielders and 1 Goalie.

Setup

- Players place their players on the field
- Each player must have at least one player within the center circle
- The second Coach's player within the circle starts with the ball
- No player may start in the center hex (the one with the white dot in the middle).
- All of a Coach's players must be on that coach's side of the field.

Skills

- Intercept
 - Allows Player to Intercept
- Pass
 - Automatic success to Player ahead of passer
 - No penalty to rear passes
- Receive
 - Automatic success from Player ahead of receiver
 - No penalty to rear receivers
- Shoot
 - +1 to Shots on the goal
- Tackle
 - Allows player to move and Intercept 2 hexes away
- Steal
 - +1 to Steal
- Save
 - Attempt to stop shot that goes through occupied hex
- Goalie
 - Attempt to stop attempted shot through adjacent hex
 - + 1 to Save

Turn

- Each player may take an action
- Coaches alternate activating their players
 - The First Coach goes first each turn
- A turn is done when both coaches have activated, or passed on, each of their players

Drafting

- Each player gets one goalie
- Players roll to decide who picks first
- Players then take turns drafting their players from the **10** available players

Actions

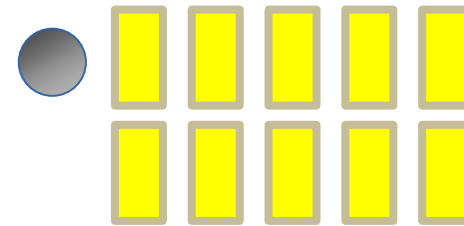
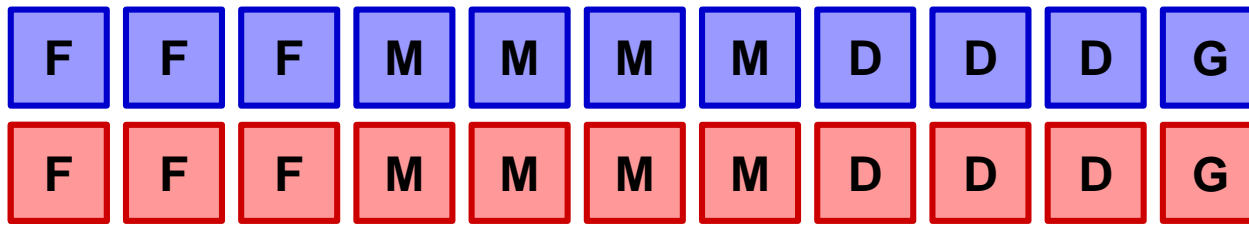
- **Move**
 - Move player up to 2 hexes
- **Pass**
 - Attempt to pass the ball to another player
 - Passes to the rear are made at a -1
 - Receiving player must roll on the success table
 - Receptions from the rear are made at a -1
- **Steal**
 - Attempt to steal the ball from an adjacent player
- **Intercept**
 - Attempt to Intercept a pass that moves through an adjacent hex
 - Attempt to Intercept a pass to an adjacent player
- **Foul**
 - Attempt a foul against an adjacent player
 - Gives a +1 to steal or intercept rolls (declare before rolling)
 - Player rolls a die,
 - 5+ the foul succeeds
 - 3-4 the foul fails
 - 1-2 the player is caught and given a card
- **Shoot**
 - Make a shot on the goal
 - Coaches each write down Center, Left, or Right on a scrap of paper
 - Attacking coach is declaring target hex
 - Defending coach is declaring Goalie hex
 - Both coaches reveal at the same time
 - Defending coach moves goalie to that hex in goal
 - Roll on the Shoot table
 - F is a failure
 - D is a Deviation
 - Roll 1d2
 - On a 1 deviate 1 hex left
 - On a 2 deviate 1 hex right
 - S is a success, the shot goes through the targeted hex
 - Players rolls to save based if passed through hex is adjacent or occupied

Other Important Rules

- A ball **moves through** a hex when a straight line is drawn from the center of the hex the ball leaves to the center of the hex the ball is going to pass through the hex.
- When a **Pass Fails** the ball is moved in the direction of the passed player
 - Roll a D3
 - On a 1 the ball moves 2 hexes past the target player
 - On a 2 the ball moves 1 hex past the target player
 - On a 3 the ball lands 2 hexes before the target player
 - Any player in the final hex may make a receive attempt
- When a **Receive Fails** the ball is scattered one hex ahead of the receiving player
 - Roll a D3
 - On a 1 the ball moves to the forward left hex
 - On a 2 the ball moves to the forward right hex
 - On a 3 the ball moves the direct ahead hex
- There are only **12 Players** 10 non-goalies and 2 goalies.
 - Each player gets one of the goalies
 - There are
 - 3 forwards
 - 4 midfielders
 - 3 defenders
 - Each fielder has 2 tokens
 - Coaches take the player token that matches their color, and puts the other corresponding token in the box.
- No action can be attempted more than 6 hexes away from designated target.
 - The Success Table and Shoot Table have 1-6H down the left column, this is the distance from the target in hexes.
 - The value rolled on the D6 is across the top.
- On the Tables the letters mean the following:
 - S – Success
 - F – Failure
 - D – Deviation

Other Important Rules (cont.)

- The **Goalie** can never leave the goal box or goal
 - The goal box is the 6 white bordered hexes in front of the goal.
 - The goalie can always be placed in one of the 3 goal hexes when a shot is made.
- **Cards** are given when a foul is caught.
 - On a first offense a player is given a **Yellow Card**
 - This means the player can not be activated on the next turn
 - On a Second offense a player is given a **Red Card**
 - This means the player is out for the rest of the half
 - Place a card token on the player's token for reference.
- **Forwards and Midfielders** can be on either side of the field during play.
- **Defenders** may only play on their side of the field.



Position	Skills
Forward(F)	Intercept, Pass, Tackle, Shoot
MidField(M)	Receive, Tackle, Steal, Pass
Defender(D)	Save, Tackle, Receive, Intercept
Goalie(G)	Goalie, Pass, Receive, Save

Action	Success
Steal	6
Pass	See Table
Foul	4+, caught on 1
Shoot	See Shoot Table
Receive	See Table
Save	5+ (adjacent) 4+ (occupied)
Intercept (Skill Req'd)	5+

Shoot Table						
	1	2	3	4	5	6
1H	M	D	D	S	S	S
2H	M	D	D	S	S	S
3H	M	M	D	S	S	S
4H	M	M	M	D	S	S
5H	M	M	M	D	D	S
6H	M	M	M	M	D	S

Success Table						
	1	2	3	4	5	6
1H	F	S	S	S	S	S
2H	F	F	S	S	S	S
3H	F	F	F	S	S	S
4H	F	F	F	S	S	S
5H	F	F	F	F	S	S
6H	F	F	F	F	F	S

