

SNIP

**Pro**Rulebook.

11.





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## FAULTS

If, while performing a dribble or a tackle, a dice duel (considering all bonuses) ends up with a draw, a foul is committed and a free kick (or penalty kick) is awarded.

After the foul, coaches roll their dice again to find out:

- (i) whether the player who committed the foul receives a yellow or a red card, and
- (ii) whether the player who suffered the foul gets injured.

## YELLOW/RED CARD

1 = **direct red card**

2, 3 = **yellow card**

4, 5, 6 = **no card**

## INJURY

1 = **sever injury**: the player must be substituted

2, 3 = **minor injury**: the player is flipped for one turn

4,5,6 = **no injury**

## SET PIECES

If the foul was committed **as a consequence of a tackle attempt**, the turn of the team who committed the foul ends immediately. The Coach draws a card, and **a new turn begins for the opponent team**. Depending on what box the fault was committed, the **new turn will begin with a free kick or with a penalty kick**.

If the foul was committed **as a consequence of a dribble attempt**, the turn of the the team that suffered the foul “resets”; that team will **start its turn again, beginning with a free kick / penalty kick**.

## TAKING A FREE KICK / PASS

If, at the moment of suffering the foul, the ball carrier is on a **neutral box** (i.e.: a box without symbols nor numbers):

(i) the Coach of the team who suffered the fault decides who will be the **free-kick taker**, and places such player on the box where the foul was committed, switching boxes with the player who suffered the foul;

(ii) then, the Coach can **freely move up to 3 players of his team** around the pitch;

(iii) in turn, **the opponent Coach freely moves up to 3 players of his team** around the pitch; after doing so, he places the **padlocks**;

(iv) the free-kick taker takes the free kick **as a normal pass**, (i.e.: counting distance and marking malus, if any);

(v) the team who took the free-kick now has **two more actions to complete its turn**.

## TAKING A FREE KICK / SHOT

If, at the moment of suffering the foul, the ball carrier is on a **shot box outside the penalty area**:

(i) the Coach of the team who suffered the fault decides who will be the **free-kick taker**, and places such player on the box where the foul was committed, switching boxes with the player who suffered the foul;

(ii) the opponent coach can create a **barrier, made of up to 4 players**. The shooter suffers from **1 malus point, every two players** positioned in the barrier.

(iii) The barrier is created by placing **one player in front of the free-kick taker + one or three more players**, each one of which is to be placed on boxes standing to the left or to the right of him, in a way that guarantees **the best possible protection of the goal**.





(iv) In order to create his barrier, a Coach must prioritarily recur to strikers, then to midfielders and eventually to defenders. Each player that had to be moved to allow for a barrier player to be placed, **can be re-positioned by his Coach, wherever the coach wants**. It will be the defending team to re-position such players first; then, the attacking team will follow, re-positioning its players.

(v) the **free-kick taker shoots on goal**, calculating his shot score as follows: **dice roll + CANNON bonus** (if any) - **shot box malus - barrier malus** (= 1 point if barrier is composed of two players; 2 points if barrier is composed of four players).

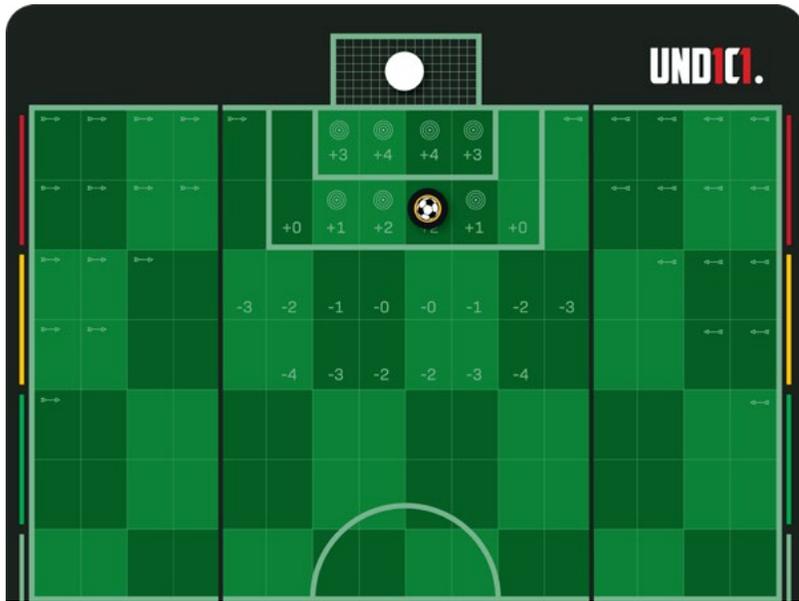
### **TAKING A PENALTY**

If, at the moment of suffering the foul, the ball carrier is on a **box (shot box or neutral) inside the penalty area**:

(i) the Coach of the team who suffered the fault decides who will be the **penalty taker**, and places such player on any of the two +2 shot boxes inside the penalty area. Any other player must be removed from the penalty area.

(ii) Each player that needs to be moved out of the box, **can be re-positioned by his Coach, wherever the Coach wants**. It will be the defending team to reposition such players first; then, the attacking team will do the same;

(iii) the penalty works as a normal shot on goal, but the viper bonus does not count. On the contrary, players with an **“R” letter** printed on their chip, enjoy **an extra +2 bonus, on top of their dice roll and +2 shot box bonus**.



WHEN TAKING A PENALTY KICK, THE PENALTY KICK TAKER MUST BE PLACED ON ANY OF THE +2 SHOT BOXES INSIDE THE PENALTY AREA.  
PENALTY SCORE: DICE ROLL + 2

## TAKING A FREE KICK / CROSS

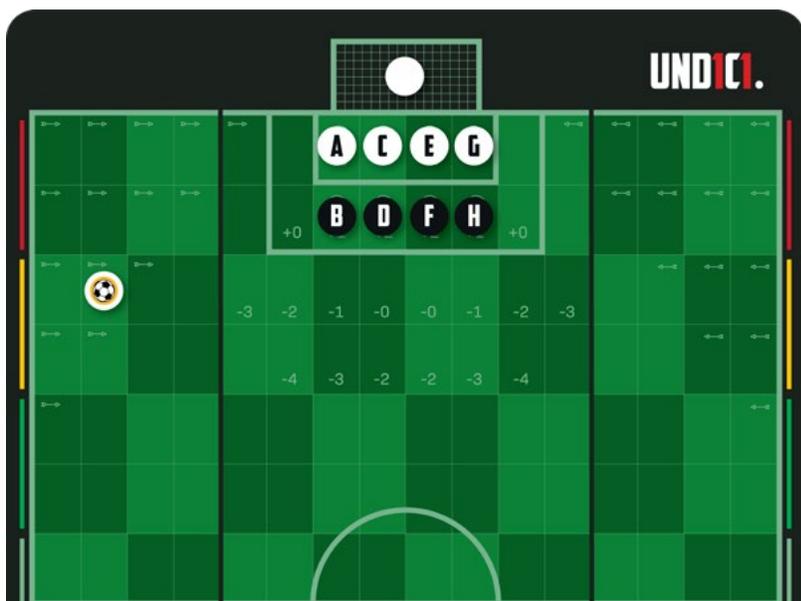
If, at the moment of suffering the foul, the ball carrier is on a **cross box**:

(i) the Coach of the team who suffered the fault decides who will be the **free-kick taker**, and places such player on the box where the foul was committed, switching boxes with the player who suffered the foul;

(ii) then, Coaches can bring **up to 4 players as jumpers on the cross**. The defending team, will place up to 4 jumpers on the 4 header boxes in front of the goal. The attacking team will position its jumpers in the remaining header boxes.

(iii) Each player that had to be moved away from a header box in order to free up space for a jumper, **can be re-positioned by his Coach, wherever the Coach wants**. It will be the defending team to reposition such players first; then, the attacking team will do the same;

(iv) the free-kick taker must consider his **ARCHER** bonus, if any, and simply **sum it to the dice roll result**.



Outcome of the free-kick:

**1, 2** = the ball is contended between **player A and player B** (the players standing closest to the free-kick taker);

**3, 4** = the Coach chooses whether the ball is contended between **A and B**, or between **C and D**;

**5, 6** = the Coach chooses whether the ball is contended between **A and B**, between **C and D**, or between **E and F**;

**7, 8** = the Coach chooses whether the ball is contended between **A and B**, between **C and D**, between **E and F**, or between **G and H**.

(v) Once the attacking Coach declares between which players he wishes the duel to take place, **both Coaches roll their dice, and sum the result to the ARIES bonus of their player**, if any.

(vi) If the **attacking player wins the duel**, the dice roll also counts for the sake of his **header score**, which must be compared to the **saving score** of the goalie. If the defending player wins the duel, the **penalty box gets cleared**, reaching the player standing closest to the duel winner, outside the penalty area. The attacking Coach draws a card and places padlocks; a **new turn begins** for his opponent.

# CORNER KICK

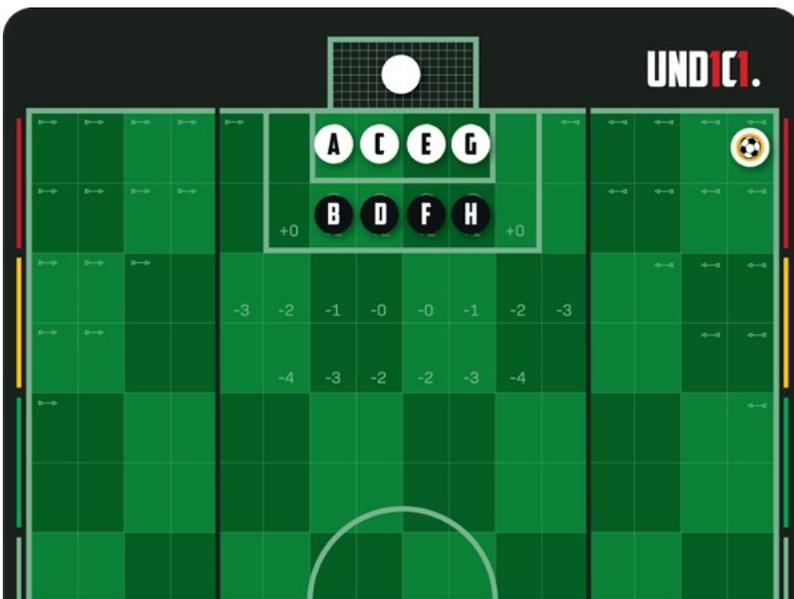
If after shot/save or header/save dice duel ends up with a draw (considering all bonuses) a corner kick is awarded. At this point:

(i) the Coach of the attacking team decides who will be the **corner kick taker**, and places such player on one of the two corner boxes of the pitch.

(ii) then, Coaches can bring **up to 4 players as jumpers on the cross**. The defending team, will place up to 4 jumpers on the 4 header boxes in front of the goal. The attacking team will position its jumpers in the remaining header boxes.

(iii) Each player that had to be moved away from a header box in order to free up space for a jumper, **can be re-positioned by his Coach, wherever the Coach wants**. It will be the defending team to re-position such players first; then, the attacking team will do the same.

(iv) the free-kick taker must consider his **ARCHER** bonus, if any, and simply **sum it to the dice roll result**.



Outcome of the corner kick:

**1,2** = the ball is contended between **player A and player B** (the players standing closest to the free-kick taker);

**3,4** = the Coach chooses whether the ball is contended between **A and B**, or between **C and D**;

**5,6** = the Coach chooses whether the ball is contended between **A and B**, between **C and D**, or between **E and F**;

**7,8** = the Coach chooses whether the ball is contended between **A and B**, between **C and D**, between **E and F**, or between **G and H**.

(v) Once the attacking Coach declares between which players he wishes the duel to take place, **both Coaches roll their dice, and sum the result to the ARIES bonus of their player**, if any.

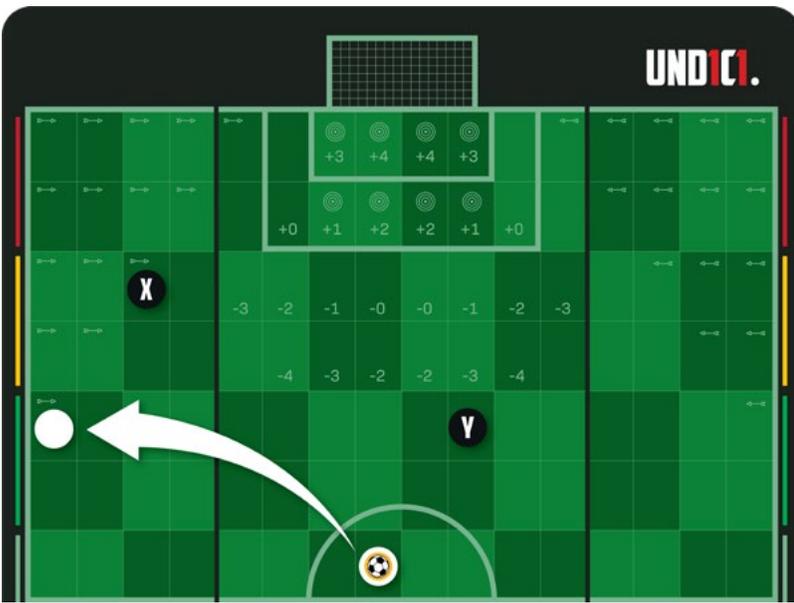
(vi) If the **attacking player wins the duel**, the dice roll also counts for the sake of his **header score**, which must be compared to the **saving score** of the goalie. If the defending player wins the duel, the **penalty box gets cleared**, reaching the player standing closest to the duel winner, outside the penalty area. The attacking Coach draws a card and places padlocks; a **new turn begins** for his opponent.

## THROW-INS

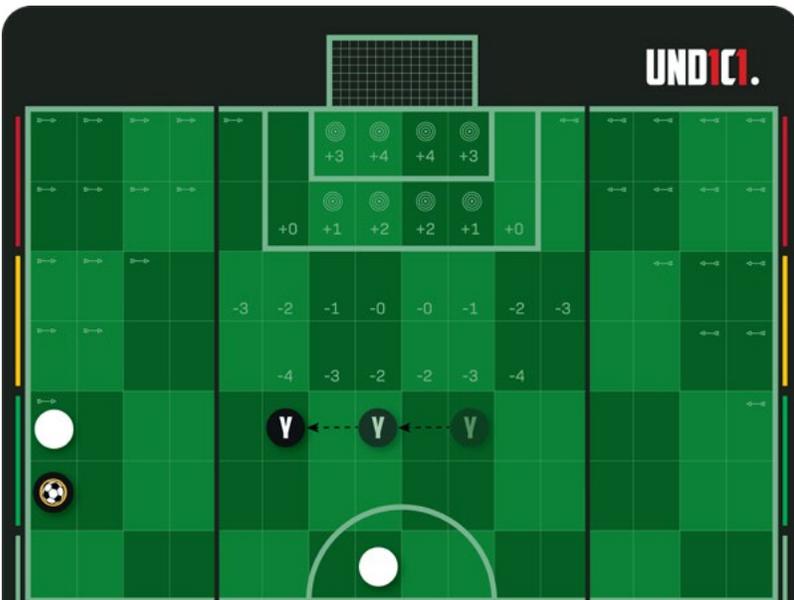
When a pass is made to a player positioned on a quadrant alongside a side line, if the pass is missed, **the ball goes out of bounds**. The turn of the team who missed the pass ends immediately; the Coach can only draw a card and place the padlocks. The opponent Coach starts a new turn with a throw in. To perform a throw in, the Coach:

(i) places one of his players in a box standing next to the one occupied by the opponent who was supposed to receive the pass, **alongside the side line, for a throw-in**.

(ii) then, he carries out **up to two single movements**, which he can only use to bring a teammate closer to the throw-in taker.



IF THE PASS IS MISSED THE BALL GOES OUT OF BOUNDS.



PLAYER X GOES NEXT TO THE OPPONENT THAT WAS SUPPOSED TO RECEIVE THE PASS. PLAYER Y CAN BE MOVED TWICE TO GET CLOSER TO PLAYER X.

**(iii)** At this point, **the opponent team can carry out up to two single movements.**

**(iv)** The throw-in works **like a pass**, with only two differences:  
 - the ball cannot be passed more than two quadrants away  
 - the **PLAYMAKER** bonus is not effective. A throw-in **counts as one action**. So after a successful throw-in, a Coach has two additional actions to carry out, to complete its turn.

## MARKING

When marking on a pass, players with a **GLADIATOR** ability count double, while players with a **BLACK GLADIATOR** ability count triple.

When marking on a cross, players with an **ARIES** ability count double. Players with a black **BLACK ARIES** ability, count triple.

**On crosses, goalkeepers count as marking players.** When marking on a cross, goalkeepers with a **PAW** ability count double. Goalkeepers with a **BLACK PAW** ability, count triple.

## GOALKEEPERS

A goalkeeper can **leave the goal at any time during a match** - but he can never move outside of the penalty box.

A goalkeeper **can receive passes**, but he must be out of the goal to receive one. In case the pass is missed, then it's an **own goal**.

A goalkeeper **can tackle an opponent having ball possession**, provided that such opponent is inside the penalty box.

**PLAYMAKER** and **GLADIATOR** abilities of a goalkeeper work exactly as they do for any other player.





## CAPTAINS

Before the KICK-OFF, both coaches **select the captain of their team**, placing a **captain ring** on top of a player chip / chip holder. Twice in the course of a game, after failing a save, a shot, a header, a tackle, a dribbling, a pass or a cross, a **captain may roll the dice a second time**.

On top of this, captains are the only players who can benefit from captain cards.

# PLAYBOOK CARDS

**TRIANGLE** You can only use this if you're in possession of the ball.

**THROUGH BALL** You can only use this if you're in possession of the ball.

**CURL CUT**

**A** Roll the dice: if you roll 2 or more, pass ball from X to Y.

**B** Roll the dice: if you roll 2 or more, move X to any empty box in a quadrant bordering with Y's quadrant.

**C** Roll the dice: if you roll 2 or more, pass ball from Y to X.

**TARGET BOX** must be in empty quadrant bordering with quadrant occupied by X.

**A** Roll the dice: if you roll the (marking + distance minus) result to pass to the target box, move ball from X to the target box.

**B** Roll the dice: if you roll 3 or more, move Y to the target box.

If you roll 2 or more, move X in an L-shape to any empty box in a bordering quadrant. (**TARGET BOX**).

A player can only perform a CURL CUT if all the boxes he needs to step on in order to reach the target box are empty.

Playbook cards allow a team to perform multiple moves, spending one action only.

The UNDICT Kickstarter add-on card deck includes 6 playbook cards:

- 2 passing cards (TRIANGLE, THROUGH BALL)
- 2 movement cards (CURL CUT, SWITCH)
- 2 defensive cards (OFF-SIDE TRAP, DOUBLE TEAMING)

## USING PLAYBOOK CARDS

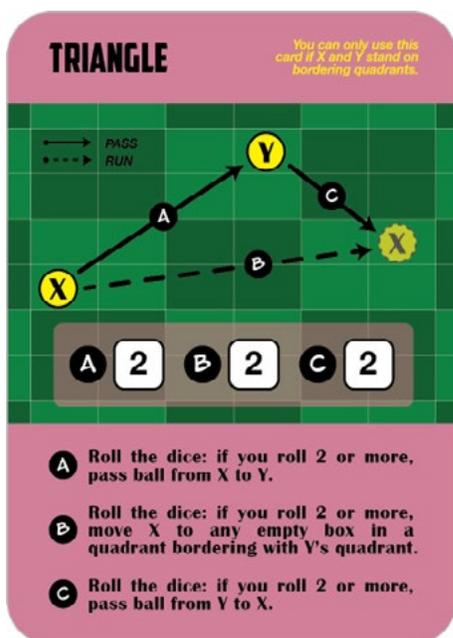
The six playbook cards are placed face-up before the match begins, and **can be used by each coach at any time during his turn**. The only playbook card that must be played during the opponent's turn is the OFF-SIDE TRAP.

To activate a playbook card, a coach must complete the dice combination indicated in the bottom of the illustration. If the coach completes the dice combination, he manages to **carry out all the moves illustrated, spending one action only**.

If, at any point in time during the playbook execution, the coach rolls lower than the required number, **his team's turn ends immediately**. At this point, he can only place padlocks.

## EXAMPLE

The TRIANGLE card allows two players to perform a triangle, spending one action only.



In order to play this card, X and Y must stand in quadrants that are close one to another, one of the players having the ball. To activate the TRIANGLE combo, the coach must roll the dice three times, and move the ball/players after each dice roll, as follows:

**1st dice roll:** if he rolls 2 or more, he passes from X to Y

**2nd dice roll:** if he rolls 2 or more, he moves X to any empty box in a quadrant close to Y's quadrant

**3rd dice roll:** if he rolls 2 or more, he passes the ball from X to Y, closing the triangle.

If the coach never fails a dice roll, he successfully carries out 3 moves (1. passing to Y; 2. moving X; 3. passing to X) **spending only one out of the three actions available in his turn.**

If, at any point in time during the combo, the coach rolls a 1, his turn ends immediately, and he can only place padlocks and draw a strategy card, before his opponent's new turn begins.



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