

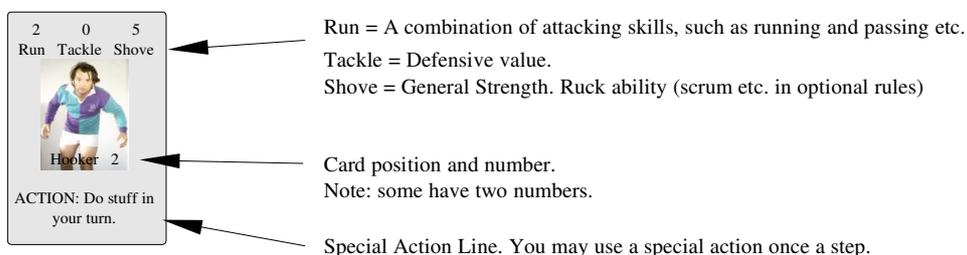
OBJECT AND BASIC OVERVIEW.

Go Forward Rugby aims to show the basic ideas behind the game of Rugby Union. Namely keeping the ball *alive* and carrying it forward. The rules of this game are designed to be easy to understand without going into too much fine detail (see the notes on the last page). In the game only tries count. Kicking penalty goals and conversions may be added with scrums and line outs in *optional rules* later. Each players turn will vary depending on whether they have the ball or do not. Each player has their own "team deck" of cards.. The Cards represent the players on the field but also have a separate bonus action printed on the bottom. Cards that are in the field of play stand in a rack that is placed on the field. Players may also hold four cards in their hand at the end of each turn.

The field is a green mat with a grid 5 squares wide (columns) by 4 squares long (rows). The white lines show the actual field and are only printed for show. The rack moves forwards or backwards on the field to show play. If the rack moves over the last line of the grid (the Try Line) a Try is scored.

COMPONENTS.

- 1 Playing field/matt.
- 1 Card rack
- 4 Markers (score, turn and ball).
- 1 Six sided dice. The one dot on the die is RED and should be read as minus one. This means a one is always subtracted from any total the dice generates.
- 2 Decks of 36 cards. (one deck for each player).



SET-UP.

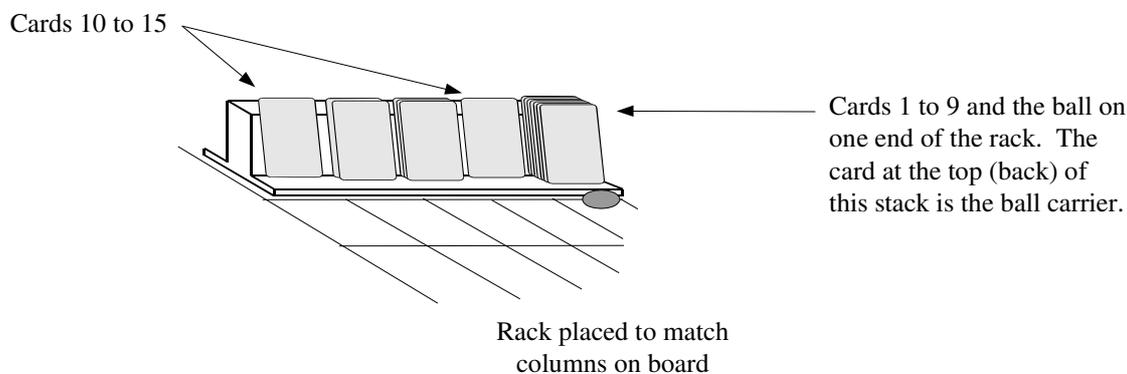
Place the Playing Field on the table so each player has a Try Line in front of them. Each player selects a 15 card starting team from their deck. This team must contain all the numbers from 1 to 15. Each player then shuffles the rest of their deck places it next to the field. This is their draw pile. Both Players now take *four* cards from the top of their draw pile for their starting hand. Players then play rock paper scissors to see who will start with the ball.

Place the rack on the winners side of the halfway line on the field. The rack is divided into spaces that match the long lines (columns) on the field grid. Place the rack so these match up. The starting team is placed in the rack as follows.

Cards 1-9 (all the Forwards and the Half back) are placed at one of the ends of the rack with the ball. Some of the cards can be one of two numbers i.e. Props can be a 1 or a 3.

Cards 10 -15 are placed out to the left or right in the empty spaces on the rack. Any number of cards can be in a space on the rack. Card order in each space does not matter except the card with the ball will always be the top (back) card .

The player that does not have the ball then matches the set-up on their side of the rack, so that equal numbers of cards face each other at each space across the rack. There should always be a team of #1 through #15 on the board or rack at all times.



GAME PLAY.

The game lasts 20 turns. The player with the most Tries after 20 turns wins. Note that the score track is broken into two halves of 10. Half time comes at 10 turns. Stop play, reset the rack as described above, give the ball to the player who did not have it at the start of the game. Each turn is played in 4 steps shown below;

STEP 1/ The player with the ball (the Attacker) *must*;

i/ Play a card from their hand to attempt to carry the ball forward up the field. OR

ii/ Pass the ball and stand up or move 2 of their cards from one space in the rack to another.

The ball receiver may not be moved. Move the Rack back towards the Attackers

own Try Line if the player chooses pass the ball on two consecutive turns. If the Rack is in the last row already, do not move it as no try can be scored in this way.

STEP 2/ The player without the ball (the Defender) *may*;

Attempt to tackle the player with the ball *if carry forward was chosen in STEP 1*. OR

May stand up or move 2 of their cards in the rack.

STEP 3/ Rucks are resolved to see who gets the ball after a tackle. If the tackle was missed or there was no tackle, skip this step.

STEP 4/ Both Players draw 2 cards, check they have no more than 4 in their hand. Discard any extra cards they are holding to the bottom of the draw pile. The turn marker is moved along the track one space.

END OF TURN.

TO CARRY THE BALL FORWARD;

To move the ball forward you must have a card in your hand with a number matching the number of the ball carrier in the rack (note once again some cards count for two numbers). Discard the card in the rack and replace it with the one in your hand. The defending player may now attempt to tackle the ball carrier if they have a card opposite the ball carrier.

TACKLING THE BALL CARRIER;

To tackle the ball carrier the defender rolls a dice and adds the TACKLE VALUES on all cards they wish to use in the tackle. These cards must be in the space the ball is carried in to and are taken out of the rack and placed face up behind that space in the rack. The other player rolls a dice and adds the RUN VALUE on the ball carrier card, which is also taken out of the rack and laid behind its space. Remember the RED minus 1 on the dice. If the defender's dice roll was greater, the tackle was made and a Ruck is formed. Go to STEP 3. Otherwise the ball carrier only is returned to its space in the rack and the rack is slid forward one row on the field i.e. the ball carrier beat the tackle. Go to STEP 4.

RUCKS;

The Ruck decides who has won the ball after a tackle. Both players now take turns committing cards to the Ruck from those left on the rack *in the same column as the ball*. The player with the ball goes first. The card that was carrying the ball and any tacklers must be excluded as they are now on the ground out of play. Place these cards on the board face up in the column they are in. When both players want to commit no more cards, both players roll a dice. Add the SHOVE VALUES of all the cards your side committed. The defender must roll higher than the attacker (ball carrying side) to win the ball. Place the ball on the other side of the Rack if this happens (in the same column). If the side that won the ruck has a card left in the space that was not part of the ball carrier/tackle or ruck, that card is now the ball carrier. All cards that were committed to the ruck are placed face up *out* of the Rack behind the space they were in. Go to STEP 4.

PASSING THE BALL;

i/ Take the ball carrier and receiver out of the rack and show them to the opposing player. Place them back where they came from.

ii/ Add the RUN VALUES of the ball carrier and the receiver. Then subtract the number of spaces along the rack you wish to pass the ball (subtract 0 if you are passing to a card in the same space as the ball carrier).

iii/ you must now roll *less* than this number on the dice to not drop the ball. Remember, the RED one on the dice is minus one (-1).

If you fail the ball is given to the opposing player who may place it on their side of the rack opposite the receiving cards space.

Possession can be given to any card in this space. If the pass is dropped go to STEP 4

TO STAND UP/MOVE A CARD;

A card can be moved any number of spaces on the rack up to its RUN VALUE. To move a card, simply take it out of the column it occupies in the rack, show it to the opposing player, then put it in a new column in the rack. A card can not be moved twice in the same turn. The card carrying the ball may not be moved to a new column on the rack (running sideways with the ball is frowned upon in Rugby). After a tackle/Ruck some cards will be lying on the field (the board) behind their space in the rack. A player can return one of these cards to the space it came from instead of moving a card.

SCORING;

If the rack moves past the last row (TRY LINE), you have scored a Try. Move your marker on the score track to show this. Go to step 4. To restart play, move the rack to the non-scorers side of halfway and give them the ball. Both players may move cards in their rack and put any cards lying on the field back in the rack. The player with the ball does this first.

SPECIAL ACTION LINES;

Players may use one Special Action on a card per Step. This can be done to the discard pile or on the Rack depending on the instruction on the card. If the action line starts DISCARD: Take the card out of your hand and put it on the discard pile. Follow the instructions on the card.

If the Action states ON RACK: apply the action while the card remains in the rack. Note that when a player carries the ball forward the ON RACK card is the one that finishes the turn on the Rack. Not the Card that is discarded from the Rack at the beginning of the STEP 1.

EXAMPLES of PLAY.

PASSING THE BALL;

A player has in their hand two centre a number 8 and a prop. The object is to carry the ball forward but they can't because the player in the rack that has the ball is the Fly Half. In the rack right next to the Fly Half is the Centre. If the player takes the "pass the ball" option, they can use the Centre to carry the ball up the field next turn.

To pass the ball add the RUN VALUE of the ball carrier (Fly Half) and receiver (Centre). Now subtract the number of spaces the ball must travel. this gives 4 (fly half) $+2$ (Centre) -1 (space) = 5 . The player must now roll *less* than a 5 on the dice or the Centre will fumble the pass. Before the dice is rolled the players may wish to discard one card from their hands with an ACTION line that applies to passing the ball. This will make then dice roll more (or less) favourable.

If the dice roll is not lower, the ball is placed on the opposing side of the rack. The opposing player can then choose which card in that space will have the ball. If there is no cards opposite, the opposing player may move one of their cards to that space as their step 1 of their turn and claim the ball.



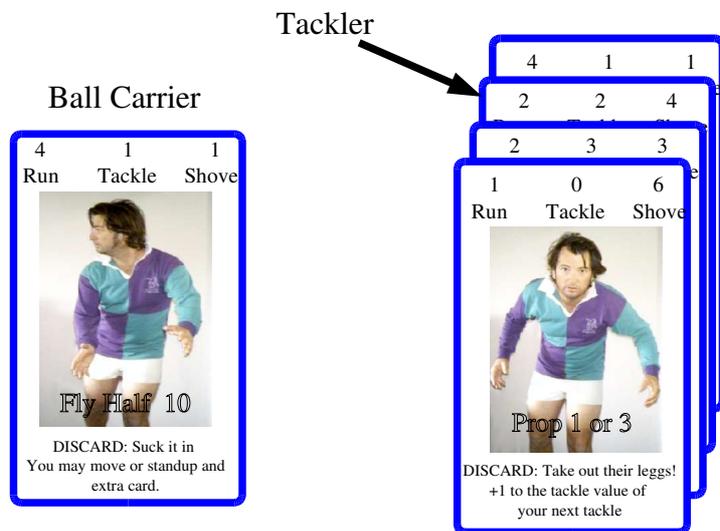
TACKLING A BALL CARRIER;

The Fly Half (10) is carrying the ball forward. The other play has four cards in the opposite side of the rack. The third card has a Tackle Value of 2 and the player chooses this card as the tackler. Note the player can include extra cards but these may not be part of the following Ruck if there is one. Given this, the tackler plays a special action from their hand "Take out their legs +1 to Tackle Value" and rolls a 2. The ball carrier rolled a 5. This gives the tackler (defender) a total of 5.

$2(\text{Tackle Value}) + 1(\text{card}) + 2(\text{dice}) = 6$ and the Ball carrier $4(\text{Run Value}) + 5(\text{Dice}) = 9$

This means the tackler misses the ball carrier and the Rack is slid forward one space.

The tackler is left out of the rack on the board and may be stood up as per the rules at a later time in the game. The ball carrier still has the ball and remains in the rack. Note that if a special action "Angle Runner" is on the card, it may be one space to the left or right in the Rack. If the dice roles were different and the tackle was made (greater total). Then the ball carrier and any tacklers are taken out of the rack and may not be used in the following Ruck.



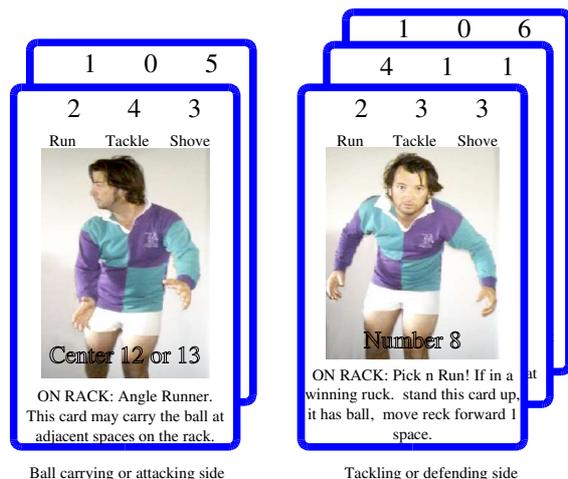
THE RUCK;

Lets assume the tackle was made. The cards shown to the left are opposing sides of the Rack in the ball column. Both players could put their hands face down (hidden) on the table and pick up the cards in the on the rack, just to make things easier.

The attacker plays his card with shove=5, the defenders side plays their shove=3. Attacker plays shove=3 (their last card), defender plays shove=6. Defender could now play shove=1 but decides not to so it will still be in the rack after the Ruck. Attacker rolls a 4 and the defender rolls a 6. Attacker has shove total of $5+3+4(\text{die roll})=8$. Defender has $6+3+6(\text{die roll})=15$ and wins the ruck. The Defender takes the ball and will be the attacker on the next turn. If the die roll had gone the other way the attacker would still have the ball, but would need to move a card into the column, or stand a card in the column up next turn to claim it.

Also since the "Number 8" card in the winning side has the Special

Action line "Pick n Run!", the winning side may move the rack forward and the "Number 8" is stood up and has the ball. All the other cards that were played in the Ruck are out of the Rack face up on the board in the column they were in. They can be placed in the Rack in later turns.



A ROUGH GUIDE TO RUGBY;

by Andrew Muhling

While this Go Forward Rugby was designed with the Rugby fan in mind, I would like to think that it holds some enjoyment for those that have barely seen the game. So if you be one of these, here's a few background notes. I should point out that the Rugby Law Book is many pages long. These notes are not.

Rugby is played on a field 100x69 meters (roughly) and the aim of the game is to carry the ball forward past the opposing teams Try line and place it on the ground. The opposing team can stop the ball carrier by pulling them to the ground. This is called a tackle, and the laws provide that this be done in a *reasonably* safe and sporting way. Given this, it is nice to now that if *reasonably* safe and sporting has too many kilograms attached too it at any time, you may pass the ball to some one else. This pass may not be in a forward direction, so generally the pass will be roughly sideways. Passing along way backwards is rare as the aim of the game is to go forwards.

A player may kick the ball forward. But any member of their team that is in front of them when they kick the ball must remain out of the play. Most of the time this means when you kick the ball forward the other team will end up with it. So it's usually only done to get the ball away from a bad situation. I've left Kicking (mostly) out of the GF Rugby's basic rules as it is not in the *spirit* of the game. Before we leave Kicking I should mention that after scoring a try, a team may attempt to score two extra points with a kick. Once again, not in the basic rules (maybe later). But back to carrying the ball forward. Players will usually carry the ball forward with a sort of damn the torpedos attitude. So it's likely they will get grabbed by a defending player in an attempt to pull them down. The player carrying the ball need only let go of the ball when he is brought to the ground. If you can stay on your feet, you struggle on for all your worth, but you must let go of the ball when you are brought to the ground. At this point any player on their feet may pick up the ball and carry on going forward. Generally there will be more than one player on the scene and just picking up the ball off the ground where the tackled player has left it is not that strait forward. What happens in this case is called a Ruck. This is where players try to shove opposing players away from the ball. Basically grab a couple of team mates and form a human bulldozer. the more players in the bulldozer the better it will push. Take note that if too many team members join the bulldozer/Ruck there will be no one left to pick up the ball when you push the other team away from the ball. This is important as players in the Ruck may not pick up the ball. While the Ruck is being contested, players from both teams must stay on their own side of it. So you can not sneak around the other teams side if they are pushing your team back and pilfer the ball when it comes out. Any body who ends up on the ground due to the tackle or falling over in the ruck may not play at the ball with out first standing up again.

If the ball becomes trapped under bodies in the ruck play is stopped by the Referee and the game is restarted with a Scrum. This is where both forward packs (number 1 to 8) lock together and try to push each other away from the ball. It's like a very organized Ruck. The referee will decide who had the advantage before play stopped, i.e. the ball, and allow a member of that team to feed the ball into the Scrum. A scrum is also used to restart play when a player accidentally fumbles the ball forward i.e. Drops the ball. Because the team who feeds the ball into the Scrum usually gets it back, Scrums are more or less just implied in the GF Rugby because the ball just goes to the opposing team if you fail to make a pass die roll and Rucks can never trap the ball.

If the ball goes out of the field of play a Line out is used to bring it back in again. Line outs are very complicated and should only be attempted by Lawyers and Doctors. Because the ball never leaves the field of play in GF Rugby we need no line outs, luckily.

Here's a clue on how they work in the real game. Like Soccer the team not in possession of the ball before it went out of play throws it back in. Both teams form a line either side of where the ball is to be thrown and players jump to contest it. The player throwing the ball must throw it strait down the middle of the two lines but may choose how far they wish to throw it. This gives the team throwing the ball in a small advantage, which they should have because they weren't the silly buggers that let it go out of play. There are loads of special rules about where everyone can stand and how many people you can put in the two lines. Like I said, Doctors and Lawyers.

So what if someone breaks one of the Laws? Well that's a penalty. There are a few things you can do if you have been awarded a penalty. If you are close enough to the goal posts and you have a good kicker you may kick the ball (off the ground) though the goals for a 3 point score. Or you can choose to Kick the ball out of bounds as far up the field as you can and also get to throw the ball in from the following line out as a special bonus. These are the two options you will see most of the time. No one Breaks any of the Laws in GF Rugby (except the nigle card) so we can leave penalties out of the basic game also.

There is much more to the very interesting game of Rugby, but if you have a handle on what I've describe above, you'll have most of the major ideas at hand. GF Rugby tries to show the basic idea of carrying the ball forward, organising your players across the field in defensive or attacking patterns, Tackling and then winning possession of the ball in the following Ruck. I believe these are the real essence of the game. Adding all the whistles and bells may come later, but I believe it would have made the basic board game too complex and slow to play.