

COUNTER ATTACK

THE FOOTBALL STRATEGY GAME

RULES OF PLAY

**THANKS TO:
KICKSTARTER BACKERS, FRIENDS AND
SUPPORTERS WILL BE LISTED HERE**



WELCOME TO COUNTER ATTACK!

It's the 2-player football strategy game for serious football fans.
Alongside these instructions, inside the box you will find:

- 1 pitch
- 35 player cards
- 4 referee cards
- 22 game pieces (2 teams of 11, including the goalkeepers)
- 1 ball piece
- 1 distance stick
- 2 die
- 2 sand timers

LENGTH OF A GAME

Counter Attack takes about 10 minutes to set up. The game works best as 2 halves of 45 minutes, like a real game of football!

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GETTING
STARTED

YOUR SQUAD

A good football manager needs a grasp of tactics and strategy, a dash of luck and a squad of quality players! Let's have a look at the players who will make up your team.

OUTFIELDERS



In many match situations, you will add a dice roll to your player's attribute to create a *combined score*.

PACE

Determines how many hexes the player can move in a *Movement Phase*.

HIGH PASS

Roll a combined score of 8 or higher to make a successful high pass.

SHOOTING

If your combined score is higher than the goalkeeper's combined saving score then you have scored a goal!

DRIBBLING & TACKLING

If a defender attempts a tackle, your combined dribbling score is used against the defender's combined tackling score.

YOUR SQUAD...CONTINUED

HEADING

Used in a duel against defenders competing for a header, or against a goalkeeper's combined saving score if making a headed attempt at goal.

RESILIENCE

When your player is fouled, roll the dice. If the dice roll is equal to or higher than the player's resilience attribute then you have sustained an injury!

GOALKEEPERS

AERIAL ABILITY

Used in a duel against an attacker competing for a header. If the attacker wins the duel a goal has been scored!

DRIBBLING • PACE • RESILIENCE

See Outfielder card.

SAVING

See Shooting for Outfielders! If the goalkeeper wins the duel, roll the dice again to determine the outcome - either a catch or pushed behind for a corner.



REFEREES

At the start of the game, select one of the referee cards at random to decide who will officiate your match.

LENIENCY

This rating determines whether or not they will book a player following a foul.

Following a foul, roll the dice. If the dice roll is higher than the value shown on the card, the player receives a yellow card!



PICKING YOUR TEAM

Before you begin a match you need to pick your teams. A team squad is made up of 14 players: 1 goalkeeper, 10 outfield players and 3 substitutes. Here's one way you can decide team squads:

GOALKEEPERS

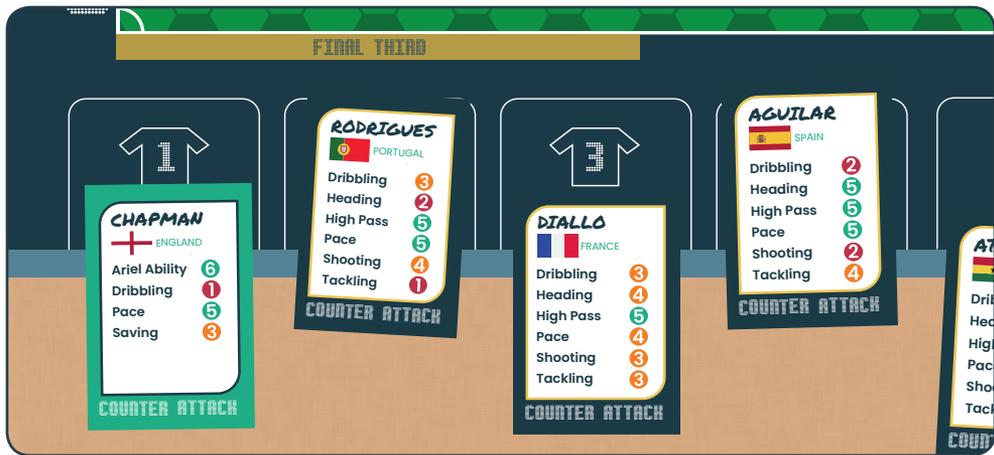
Place the goalkeeper cards face down and get you and your opponent to select one goalkeeper each.

OUTFIELD PLAYERS

Shuffle the cards and place 4 of them face up. You choose 1 of these cards, your opponent chooses next. You then pick 1 of the remaining cards and your opponent takes the final card. Repeat this process with the rest of the player cards, taking turns with who picks first. Continue until you both have 13 outfield players.

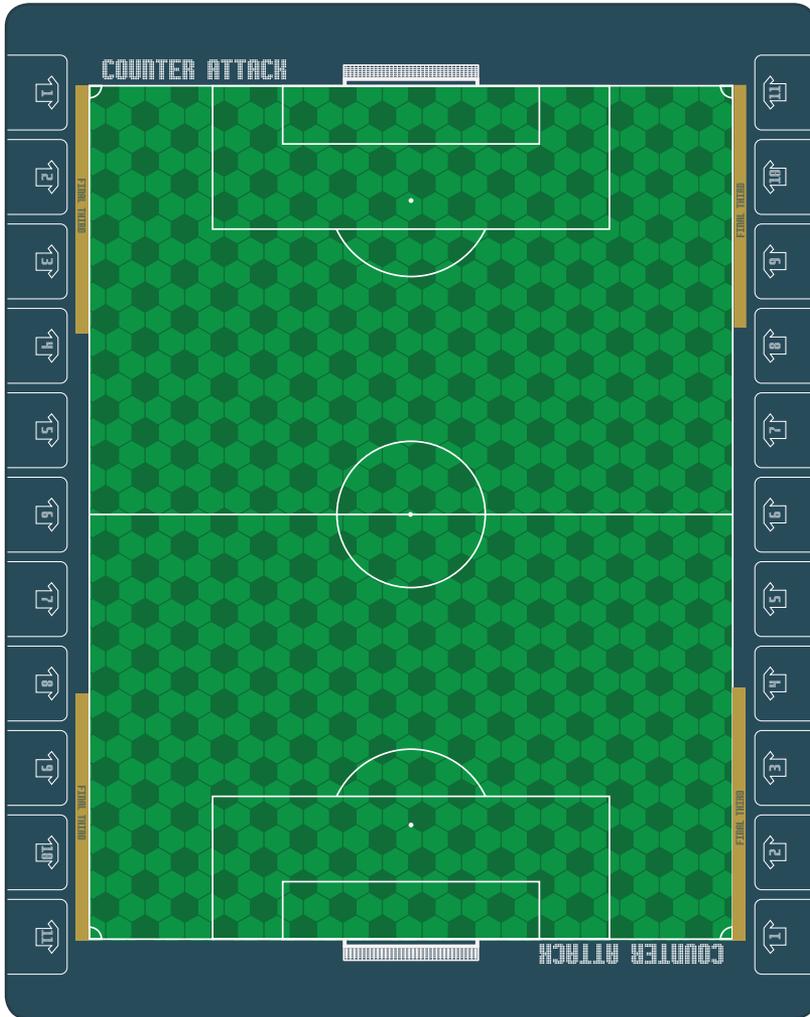
Now it's time to decide which 11 players will make up your starting teams, and who will be your 3 substitutes. Allocate a squad number 1-11 to each starting player and place them in their corresponding spaces at the sides of the pitch.

Place your players at the edge of the pitch. During a movement phase, keep track of which players you have moved by sliding them up. Reset them at the end of the movement phase.



THE PITCH

The pitch is made up of hundreds of hexes. During the game you'll move your players from hex to hex as you pass, dribble, shoot and score!



THE FINAL THIRD

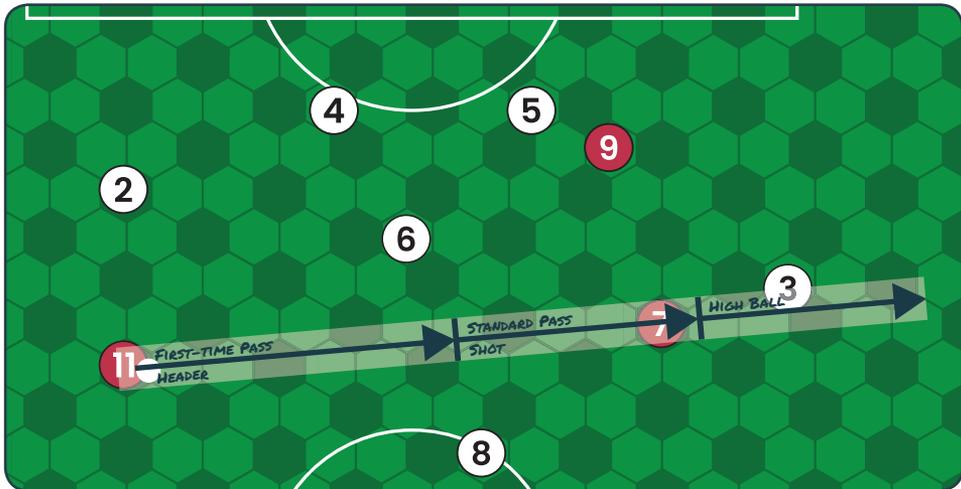
If the ball is in one final third and a move has come to an end, all players in the opposite final third get a free move of 6 hexes each.

THE DISTANCE STICK



The distance stick shows you how far you can pass, head and shoot. Hold the stick directly over the player who has the ball.

The distance stick is also used to judge whether or not your intended pass can be intercepted, or whether your shot can be deflected. Refer to the passing and deflection rules to learn more!



*Red 11 has the ball and wants to make a standard pass to Red 7.
The distance stick tells us that a standard pass is possible.
We also learn that the path of the ball does not travel through a White player or within any White player's zone of influence, so the pass cannot be intercepted.*

THE ZONE OF INFLUENCE

Every player in Counter Attack can affect what happens on the pitch in the space immediately surrounding them. We call this area the Zone of Influence. Here's how it works:



7 THIS IS THE HEX OCCUPIED BY THE PLAYER

- No player can move through this space
- A standard pass is intercepted if it travels through this space
- If a shot travels through this space, roll a 5 or 6 to make a deflection

X THE 6 SURROUNDING HEXES

- If an attacker dribbles into this space, roll a 6 to win a tackle
- If a pass travels through this space, roll a 6 to make an interception
- If a header is attempted in this space, your player can attempt to win the duel
- If a shot travels through this space, roll a 6 to make a deflection

X 2 HEXES AWAY

- If a header is attempted in this space, your player can attempt to win the duel but with a **-1 dice penalty**

WHAT NEXT?

The team in possession of the ball is referred to as the attacking team, while the other team is the defending team.

When in possession of the ball, you have a number of options. The table below shows you what action you can take following your last move. Your previous move is listed in the vertical column.

IF YOUR LAST MOVE WAS ONE OF THESE...

...YOUR NEXT MOVE CAN BE ONE OF THESE!

	Movement phase	Standard pass	First-time pass	High pas	Long ball	Header	Snapshot	shot
Successful tackle	✓	✓	✗	✓	✓	✗	✓	✗
Movement phase	✓	✓	✗	✓	✓	✗	✓	✓
Standard pass	✓	✗	✓	✗	✗	✗	✓	✗
First-time pass	✓	✗	✗	✗	✗	✗	✓	✗
High pass	✗	✗	✗	✗	✗	✓	✗	✗
Long ball	✓	✗	✗	✗	✗	✗	✗	✗
Header	✓	✓	✗	✗	✗	✗	✓	✗

PLAYTODS THE GAME

IF YOU ARE NEW TO THE GAME...

Counter Attack is a game with infinite possibilities.

It makes sense to start with the basics and build up the complexities as you become familiar with the rules. If you are playing for the first time, you might like to do the following:

- **KEEP THE QUICK REFERENCE GUIDES CLOSE BY**
- **DON'T USE THE SAND TIMER**
Don't use it during the first half
- **STICK TO STANDARD PASSES AND LONG BALLS**
Keep advanced moves for your next game
- **DON'T LET THE GOALKEEPER MOVE**
- **DO USE EVERY OTHER RULE!**



THE TROPHY REPRESENTS AN ADVANCED MOVE!

MOVEMENT PHASE

A movement phase represents a split second on the football pitch. The attacking manager can start a Movement Phase after every action *except a high pass*. One Movement Phase can follow another if the attacking manager wishes.

Each player has a pace attribute which corresponds to movement. A player with pace of 6 can move up to a total of 6 hexes during a Movement Phase. Players cannot move through teammates or opposition players.

During a Movement Phase, follow the 4-5-2 sequence:

- Step 1** Attacking manager moves 4 players
- Step 2** Defending manager moves 5 players
- Step 3** Attacking manager moves 2 new players, up to a maximum of 2 hexes each



KEEP THE GAME MOVING BY USING THE SANDTIMER TO HASTEN EACH MANAGER'S MOVES. IF THE TIMER RUNS OUT BEFORE THEY'VE MOVED THEIR PLAYERS, TOUGH!

During the Movement Phase, if the player in possession of the ball moves the ball past an opponent (within 1 hex), the defender can steal the ball if they roll a 6. That defender only gets 1 opportunity to steal the ball in any one Movement Phase.

Actions during the Movement Phase

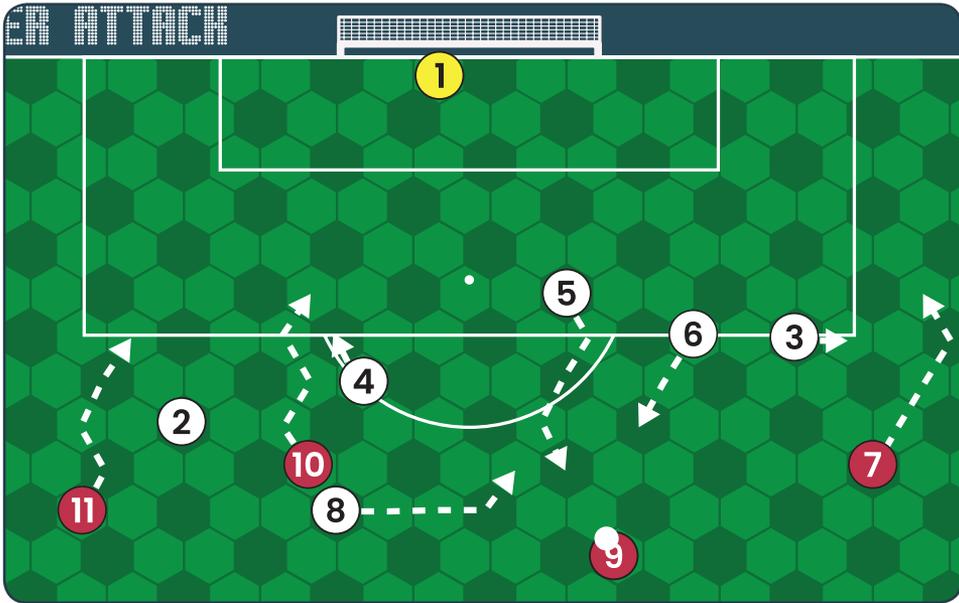
You cannot make a pass during the Movement Phase – you need to wait until the phase has ended. However, you can take a snapshot during a Movement Phase if your player dribbles the ball into the box.

If a defender moves a player within 1 hex of the ball, a tackle can be attempted. Pause the sand timer while making the tackle.

REMEMBER...

Goalkeepers can also move during the Movement Phase.

MOVEMENT PHASE...CONTINUED



*Red 9 has possession of the ball. The Red team moves first.
Players 11, 10 and 7 are all moved according to their pace attribute.
A 4th player (not shown) is also moved.*

*The White team then moves players 8, 4, 5, 6 and 3.
In doing so, Red 10 and 7 are now in offside positions.
No player was close enough to make a tackle on Red 9.*

*Now the attacking team moves 2 more players up to 2 hexes each.
The players who move in this moment cannot have previously moved.
Red 9 is a potential candidate to move...*

PASSING

There are 4 types of pass:

- Standard pass
- Long ball
- First-time pass
- High pass

To calculate the potential passing distances, use the distance stick. The markers on the stick show you how far each pass can travel. Hold the stick over the player in possession of the ball and point it in the direction you'd like to pass.



FIRST-TIME AND HIGH PASSES ARE CONSIDERED ADVANCED MOVES. WHY NOT FAMILIARISE YOURSELF WITH THE OTHER MOVES, THEN GIVE THESE A TRY?

STANDARD PASS

A standard pass travels low along the ground. The pass cannot travel through an opponent (refer to the zone of influence). If the path of the ball comes within 1 hex of a defender, that player can roll a 6 to intercept.

LONG BALL

A long ball can be made to any position on the pitch, but it cannot land within 5 hexes of any of your teammates. Continue play with a *Movement Phase*. Attacking team moves first.

However, if an opponent is within 1 hex of the player making the pass and directly in the path of the long ball, the pass cannot be made.

FIRST-TIME PASS

A first-time pass can only be made after a standard pass. First-time passes are short. They can be used to catch out a tight defence, but be aware that a defender can make a move to intercept the pass.



Following a first-time pass, each manager can move 1 player 1 hex. If the defender moves into the path of the ball, roll a 5 or 6 to intercept. If the defender comes within 1 hex of the ball, roll a 6 to intercept.

PASSING...CONTINUED

HIGH PASS

Decide where you want to pass to. Use the distance stick to judge whether the pass is possible. Place the ball on that hex. If an opponent is within 1 hex of the player making the pass and directly in the path of the high pass, the pass cannot be made. Immediately following a high pass, each team gets to move 1 player up to 3 hexes to get into position to head the ball. Reposition those players now.

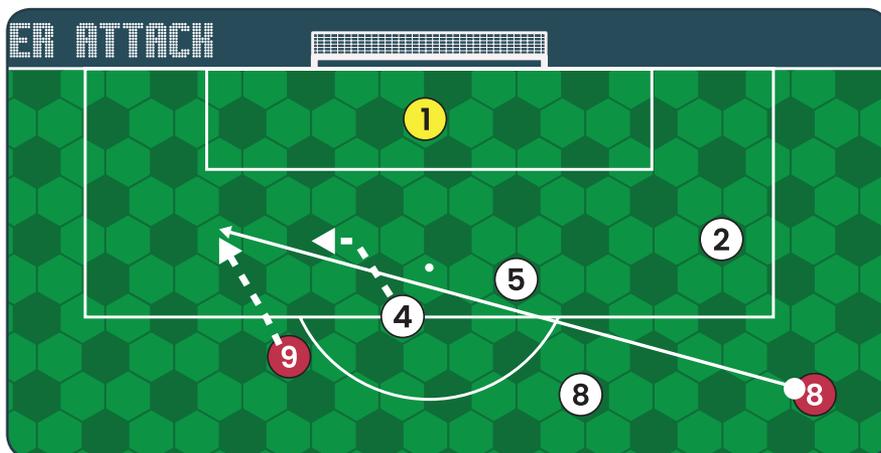


Roll the dice and add the roll to your player's high pass attribute. A combined score of 8+ is necessary for an accurate high pass.

THE OUTCOME...

If the high pass is inaccurate, the pass goes to the defender nearest the intended target. That defender must head the ball. Opponents can challenge for it if they are within range.

If the high pass is accurate, you must now head the ball. See *Heading* to learn how to make a header.



*Red 8 wants to cross the ball into the box for Red 9.
Red 9 moves 3 hexes after the high pass has been made.
White 4 also moves 3 hexes.*

*White 4 cannot quite reach Red 9 but can still challenge for a header with a -1 dice penalty.
Red 8 rolls the dice and combines the dice roll with the high pass attribute.
A score of 8+ is accurate. Red 9 and White 4 now challenge for the header.*

TACKLING & DRIBBLING

A tackle can be attempted if a defender moves within 1 hex of the player with the ball during a *Movement Phase*.

Tackling is a duel between the defender and the attacker:



- In the event of a tie, both players re-roll the dice
- If the defender rolls a 1, the attacker can play on, or claim a foul

If the attacker's score is higher than the defender's, the tackle was unsuccessful. The attacking player can now be repositioned in any hex surrounding the defender. Multiple defenders can attempt a tackle in any one *Movement Phase*.

If the defender's score is higher, the tackle was successful and ball possession changes. The defender's manager can choose to switch the position of the two players. Play resumes.

REMEMBER...

The defender does not need to make a tackle.

You can leave your defender in position to block potential passes and shots. If the player with possession of the ball subsequently attempts to run into the defender's *Zone of Influence*, the defender can steal the ball by rolling a 6. That defender only gets 1 opportunity to steal the ball during any single movement phase.

FOUL!

When making a tackle, if the defender's dice roll is 1 then a foul has been committed.

The attacking manager then has to roll the dice to determine whether their player has been injured. The attacking manager can decide whether to take the *Set Piece*, or continue play. Even if the attacking manager chooses to continue play, the defending manager must still roll the dice to check if the player is booked.

INJURIES

The attacking manager rolls the dice. If the dice roll is equal to or higher than the player's Resilience attribute then the player is injured.

An injured player's pace is reduced by 2 for the remainder of the match. Place an injury token on that player's card. The manager can always substitute the player if they wish when play stops.

BOOKINGS

To check for a booking, roll the dice. If the dice roll is equal to or higher than the referee's Leniency value, the player receives a yellow card!

If a player receives a yellow card, place a yellow card marker on the player's attribute card. If a player receives a second yellow card, that player then receives a red card and has to immediately leave the pitch, never to return in that match. That player's team finish the rest of the game with one player fewer.

SHOOTING

You can shoot at goal if the player with the ball is within acceptable distance of the goal (use the distance stick to judge). All shots are deemed to be accurate, but defenders can block the ball (see *Deflecting/Blocking Shots*). Shooting is a duel between the player taking the shot and the goalkeeper:



- Shots from outside the penalty area receive a **-1 dice penalty**.
- Snapshots receive a **-1 dice penalty**.

REMEMBER...

- The maximum penalty is **-2**
- In the event of a tie, both players re-roll the dice.
- If the attacker's score is higher, **a goal has been scored!**

!! GOAL !!

SHOOTING...CONTINUED

If the keeper's score is higher, roll the dice:

PUSHED OUT FOR A CORNER



BALL HELD



If the ball is held, possession changes hands to the goalkeeper's team. Before the goalkeeper kicks the ball, any players who are in that goalkeeper's final third gets a free move of up to 6 hexes. The goalkeeper's team moves first.

The goalkeeper now kicks the ball to any hex on the pitch, excluding those in the opposite final third. This kick is accurate. It can be followed by a *Header* or a *Movement Phase*.

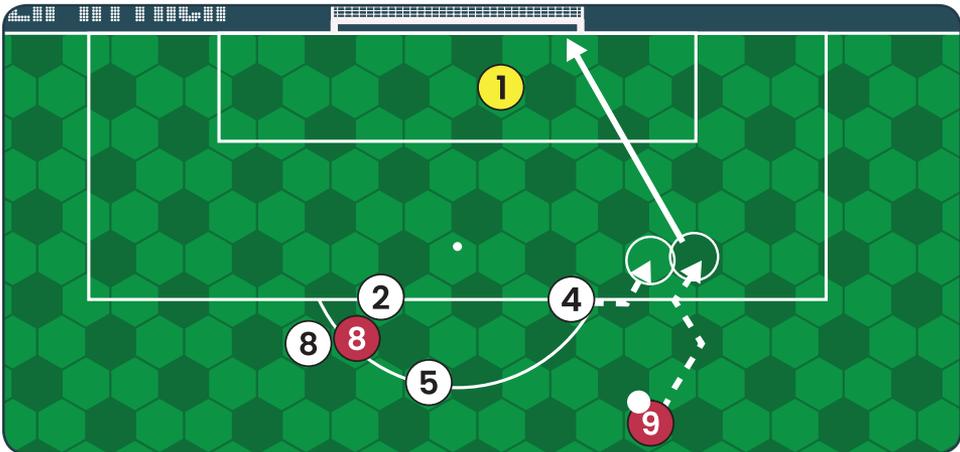
SNAPSHOTS

A snapshot sacrifices accuracy for an element of surprise. They can be taken:

- During a *Movement Phase* if a player dribbles the ball into the penalty area
- Immediately following a pass, whether inside or outside the penalty area

All the same rules of shooting apply, but the player's shooting attribute receives a **-1 dice penalty**.

Just before the snapshot is taken, 1 defender is allowed to move 2 hexes in an attempt to get in the way of the ball (see *Deflecting/Blocking Shots*).



Red 9 has the ball and runs with it into the box. Because Red 9 avoids the immediate zone of influence of White 4, White 4 does not get to roll the dice to make a quick tackle. As soon as Red 9 enters the box, the player can take a snapshot. Hexes that are both in and out of the box are considered to be inside the box when it comes to a snapshot.

Upon making a snapshot, the defending team is allowed to move 1 player 2 hexes. White 4 is moved closer to the ball and is now in a position to roll for a deflection. If the defender fails to make a deflection, there is a dice duel between Red 9's shooting and the goalkeeper's saving. Because it's a snapshot, Red 9 suffers a -1 dice penalty.

DEFLECTING / BLOCKING SHOTS

If a defender is in the path of a shot, or within 1 hex, an attempt can be made to block or deflect the path of the ball.

- If the ball travels directly through a defender, the defender rolls the dice. Roll a 5 or 6 for a deflection
- If the ball travels within 1 hex of a defender, the defender rolls the dice. Roll a 6 for a deflection

A shot that has not been deflected continues on its intended path. Following a successful deflection, the defender rolls the dice again:



**DEFLECTED TOWARDS GOAL!
KEEPER MUST ROLL A 6 TO SAVE IT!**



DEFLECTED FOR A CORNER KICK



DEFLECTED AWAY TO NEAREST ATTACKER



DEFLECTED AWAY TO NEAREST DEFENDER



BALL STAYS AT FEET OF BLOCKING DEFENDER

HEADERS

A header must follow a high pass or a corner kick that's crossed into the box. Use the distance stick to judge how far the header can travel. There are no limits to the number of players from either team who can challenge for a header. Whether a player can challenge for the header or not depends on how close they are to the target.

Players within 1 hex can challenge for the header.

Players within 2 hexes can challenge for the header but will suffer a **-1 dice penalty**.

Goalkeepers can also challenge for a high ball if they are close enough, using their aerial ability.



HEADED ATTEMPTS AT GOAL

Headed attempts at goal cannot be blocked or intercepted by defenders, but defenders and goalkeepers can duel for the high ball (Heading vs Saving or Heading vs Aerial Ability if the keeper is trying to intercept a cross). If the attacker win the duel, **a goal has been scored!**



HEADERS...CONTINUED

HEADED PASSES

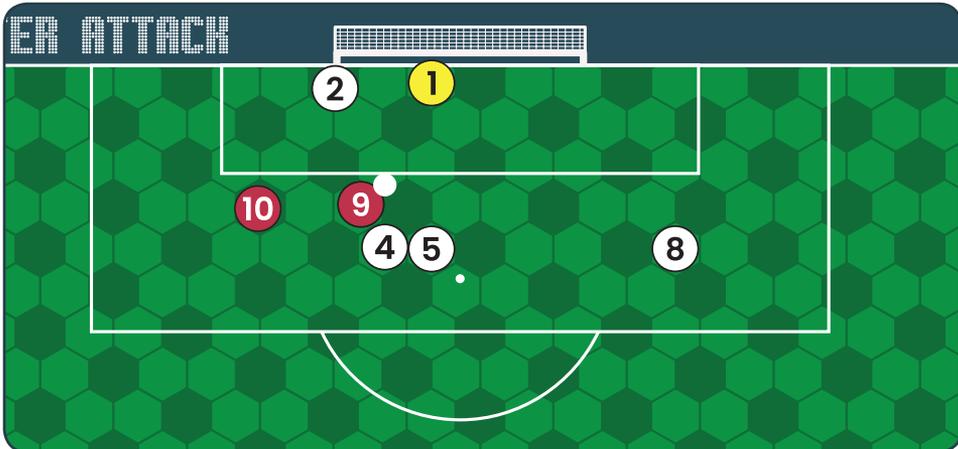
Headed passes cannot be intercepted. There cannot be 2 consecutive headed passes.

Defender Success

If the defender wins the headed duel, the ball has to be headed away. No interceptions are possible. Play resumes with a movement phase, first-time pass, long ball or snapshot.

FOLLOWING A HEADER

The players who challenged for the header cannot participate in the subsequent movement phase.



*A successful high pass has been made to Red 9.
White 4 can challenge for the header.*

White 5 and Red 10 can also challenge for the header, but they each suffer a -1 dice penalty because they are two hexes away.

*White 2 is too far away so cannot challenge for the header.
If the attacking (Red) player wins the headed duel, the goalkeeper rolls the dice and combines the dice score with the goalkeeper's saving attribute.
The attacker does not re-roll. If the attacker's combined score is higher than the goalkeeper's, a goal has been scored!*

THE GOALKEEPER

Just like any other player, your goalkeeper can be moved in a *Movement Phase*, dribble with the ball and make passes. More often than not, you'll be using your goalkeeper to make saves and intercept cross balls.

POSITIONING TO MAKE A SAVE

Your goalkeeper can dive 3 hexes in any direction when attempting a save. Be careful not to let your goalkeeper stray too far off your line or you could be in trouble! There is one exception to the 3 hex rule: if your goalkeeper has been tackled, and the attacker is closer to the goal than them, your goalkeeper cannot make a save.

COMPETING FOR A HIGH CROSS

If your opponent crosses the ball into the box, your goalkeeper can challenge to catch the ball. If the ball is aimed within one hex of your goalkeeper, then have a duel with your opponent (see *Heading* for details).

If the cross ball is aimed 2 hexes away from your goalkeeper, your combined score suffers a **-1 dice penalty**. If the attacker wins the duel, a goal is scored! If the goalkeeper wins the duel, play resumes as if the goalkeeper saved a shot (see *Shooting*).

INTERCEPTING A PASS

Your goalkeeper can intercept a pass just like any other player. If the path of the pass travels directly through your goalkeeper, then you will automatically intercept the pass. If the path of the ball takes it within one hex of your goalkeeper, roll a 5 or a 6 to make an interception.

DRIBBLING

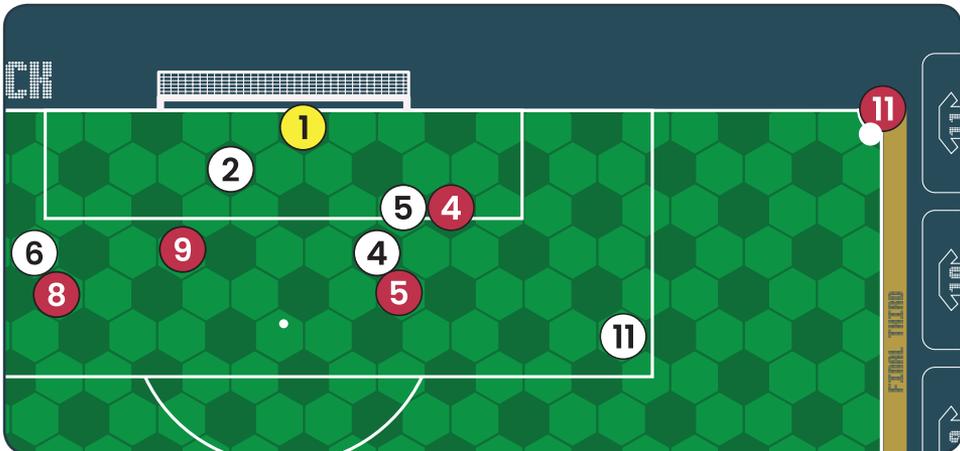
Your goalkeeper can dribble the ball just like any other player. This isn't always advised because if you get tackled...well...good luck!

SET PIECES

CORNER KICK

If a corner kick has been awarded, select a player to take the kick and position that player in the corner arc with the ball. When managers reposition their players for a corner, simply pick up and place your players wherever you like. Each manager is allowed to pick up and reposition 6 players. The attacking player moves all 6 players first.

Play then continues with a pass. The attacking manager can make a high or a low pass. A high pass can be made to any position within the penalty area (there are no distance restrictions). Corner kicks are always accurate. Following a high pass a *Header* must be attempted.



It's a corner kick to the Red team.

The Red team selects a player to take the kick and then picks up and repositions up to 6 players. The White team then does the same.

In this example, all Red players are closely marked inside the area, other than Red 9. Should a high pass be made to Red 9, White 2 would have a -1 dice penalty when challenging for the ball.

Note that if the ball is played to Red 4, both White 5 and White 4 can challenge for the header.

White 4 would have a -1 dice penalty because this player is 2 hexes away.

SET PIECES...CONTINUED

PENALTY KICK

If a foul has been committed within the penalty area (a dice roll of 1 during an attempted tackle), the attacking manager can choose to play on or take a penalty kick. With a penalty, both teams pick up and reposition all of their players. Only 2 players (the penalty kick taker and the defending goalkeeper) may be inside the penalty area.

A penalty is a duel between the attacker and the goalkeeper:



At a penalty, the keeper's score must be at least 2 higher in order to make a save!

FREE KICK

If a foul has been committed (a dice roll of 1 during an attempted tackle) outside of the penalty area, a free kick is awarded.

The attacking manager selects a player to take the kick and positions that player in the hex where the foul was committed, alongside the ball. Both managers pick up and reposition their players according to same movement pattern as at a corner kick.

There must be at least 2 hexes between any defender and the ball. The attacking team can choose to pass or shoot.

SET PIECES...CONTINUED

If the attacking manager chooses to shoot (the player has to be in shooting range), then combine the player's shooting score with a dice roll to determine the success of the shot:

- If the combined score is 9 or higher, the shot is on target. No defender can block the ball. The goalkeeper attempts to make a save (see *Shooting*)
- If the combined score is lower than 9, any defenders in the way can attempt a block (see *Deflecting/Blocking Shots*)

REMEMBER...

if your combined score is lower than 9, you can still score!

FREE KICK OR PENALTY?

If a foul is committed in a hex that is both inside and outside the penalty area, the attacker rolls the dice to determine whether a penalty is awarded or not:



OFFSIDE

You can be offside in Counter Attack! If an attacker is caught offside, play resumes with a free kick to the opposition team from the location of the offside player

SUBSTITUTIONS

A manager can make a substitution at any break in play. A player who has been substituted cannot return to the field at any point in the current match. The player who appears as the substitute takes the playing number of the one who has departed the pitch.

ENTRANCE TIME

SETTING UP A LEAGUE

So you think you're the master of tactics? Why not set up a league or tournament with other Counter Attack fans? Here are a few ideas to get you started.

SQUADS

Have each manager draft a unique squad of 15 players. Stick to that squad for every game. If you and your friends need more players, you can buy them from counterattackgame.com.

CARRY PLAYER INJURIES FROM ONE MATCH TO THE NEXT

For every player who picks up an injury, roll a dice. A roll of 1-4 means that player will miss the corresponding number of matches. Roll a 5, or 6, and your player has made a quick recovery and is match fit again!

Similarly, yellow and red cards carry over. A player who has received 3 yellow cards automatically misses the next match. A player who received a red card in the previous match automatically misses the next match.

TRANSFER MARKET

Make unused players available in a transfer market that every manager can participate in. Set values for these players and award managers for every point their team wins in the league. Managers can then accumulate points and bid to buy players in the market.

SETTING UP A LEAGUE..CONTINUED

LEAGUE / TOURNAMENT STRUCTURE

Agree on a workable structure for your league or tournament. Will you play each team twice - home and away? Are you playing the competition over 6 months, or is this a 48 hour marathon?!?

HOME & AWAY GAMES

Simulate 'home advantage' by boosting the abilities of the home team players. Give the home manager 6 temporary bonus points to be 'spent' on boosting the attributes of players in their squad. Remember..6 is the maximum!

SHARE NEWS OF YOUR LEAGUE

Tell us on Twitter or Facebook when you've played a tournament so we can share it with the world!