



# HELVETIA Cup rules



## Ogres

**Grisa is a mountainous land!**  
The Ogres are friendly.  
They have a very strong team spirit but their strength and love of others are often a problem for the opposing team. In fact seeing Ogres gobble up a piece of their opponent is not a rare sight. Before winning, the opponent needs to stay in one piece!

**This is an expansion box. It needs the standard HELVETIA Cup box to be played!**

### Special rule when using team dice (following a tackle)

When the Ogres coach rolls the team dice and gets the «OGRE LOGO» , the opponent loses 1  boost. This applies both when the Ogre coach tackles  and when he is tackled . This applies on top of the dice's colour (   penalty card) or number (  injury) effects.



# POWER cards

## The specific cards of Shura

Text in red are challenges



If the player is on the same hexagon as an opponent player, he can punch him. The opponent player loses a BOOST, there is a foul and the team dice are rolled.

**Do not get any penalty cards**



When trying a header wearing the spring boots, the defender cannot clear when he is on the same hexagon.

**Make a max. of 1 change**



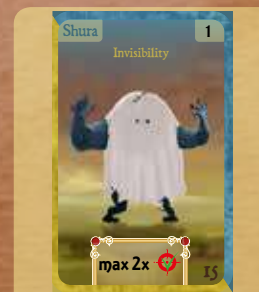
The holder of the velcro can follow the player on the same hexagon when he moves. This even works when BOOSTS are used.

**Get one penalty card**



Aggression of a fallen player, the fallen player must roll the injury dice as many times as he has BOOSTS. There is no foul.

**Tackle 5 times**



Allows to move a player one hexagon (without using a BOOST) once the defending team has finished its move.

**Have a maximum of 2 goals scored against one's team**



All the players in a hexagon adjacent to the holder fall - there is no foul. To be played after the move phase.

**Shoot three times**



The goalkeeper can use one BOOST to have three extra markers to make his save.

**Have a maximum of 1 goal scored against one's team**



Allows to shoot from any hexagon on the pitch with the penalties from the centre zone. The goalkeeper can choose two goal hexagons.

**Shoot 4 times**



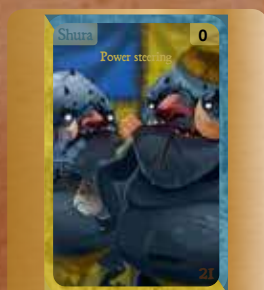
Can «eat» the opposing player if they are on the same hexagon. The opposing player must then roll the injury dice twice, there is a foul and the team dice must be rolled for a possible penalty card.  
**Injure at least two opponents using the same player**



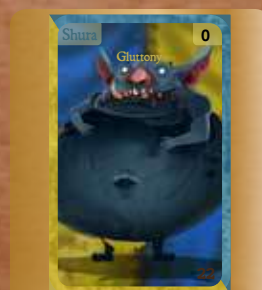
The boots are used to move three extra hexagons during the move phase.

**Use 5 BOOSTS during a move phase**

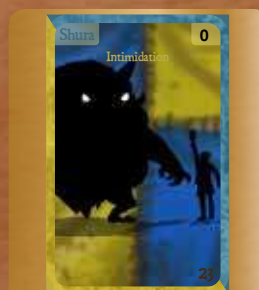
## The LEGEND cards of Shura



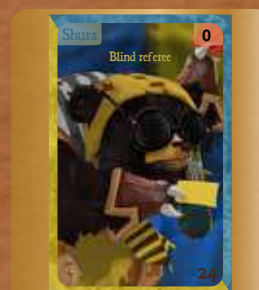
Allows to play using two captains until the 35th minute. You must then substitute one of them with another player.



If an opponent is on the same hexagon as an ogre, the ogre can eat him. He loses all his BOOSTS and must be substituted immediately. Use green.



If the opposing player is injured during a tackle, the Ogre player who did the tackle does not get a penalty card whatever the result of their team dice.



For a missed tackle in the 16m zone, the ball bounces according to the D20 result. Both of the players on the hexagon fall. There is no foul. The team closest to the ball becomes the attacker.