

HELVETIA Cup rules



DeLuxe

To win the cup it is quite common to see some teams get reinforcements. Some players from far-off lands bring their ancestral techniques onto the pitch to spice up the game. They are called Heroes... Unfortunately these mercenaries do not serve the weakest. They serve the highest bidder!

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

HERO RULES

The use of HEROES is optional.

DURING A SINGLE MATCH

Remember, during a single match each coach must choose 1 goalkeeper, 4 players and 2 substitutes (with a maximum of 1 captain per team). However, if you decide to play using HEROES, then each coach can have «1 captain and 1 hero» or «2 captains» amongst their 7 players. There cannot be more than one captain or one hero on the pitch for each team. Heroes are chosen using a draft. The coach who chooses the first hero is determined at random. The second coach then chooses another hero from those still available. Coaches do not have to choose a hero, in which case they can have two captains amongst their 7 players.

DURING COMPETITIONS

During competitions, heroes are mercenaries available for one match. They can be hired by bidding. After having chosen the three POWER cards in their deck, each coach can choose a hero. The coach who chooses first is determined at random. To hire a hero, all you need to do is use one or more POWER cards, the sum of the levels of these cards must be greater than or equal to 3. If the second coach wants to hire the same hero, he can use the equivalent of 4 levels of power cards. The first coach can then outbid, etc. If the second coach wants to hire a different hero, he must use the equivalent of at least 3 levels. Each coach can have «1 captain and 1 hero» or «2 captains» amongst their 7 players. However, there cannot be more than one captain or one hero on the pitch at the same time for each team. At the end of the match, the selected heroes do not stay in the team. Eventual penalty cards, injuries and fatigue have no impact on the next matches.

Heroes!

Heroes are exceptional players who can be included in a standard HELVETIA Cup team. In principle they have their own specific powers. This DeLuxe box introduces you to the first two heroes.

THE GENIE

The genie is a balanced player who is more of an attacker.

GENIE POWERS: When the Genie is on the pitch you can use one of his BOOSTS to re-roll your D20 whenever you are allowed to roll this dice.

HERO CARD: «Magic lantern» can be used for 1 of the following actions:

- to disallow an opponent goal
- Add 6 minutes to the clock
- Cancel the effect of one of your opponent's POWER cards

MEDUSA

The Medusa is a balanced player who is more of a defender.

MEDUSA POWERS: A player who misses a tackle on the Medusa is petrified (place a marker on their player card) until the next time the ball changes hands. A petrified player can neither move nor carry out technical actions.

MEDUSA SPECIFIC LEGEND CARD: «Medusa's serpents» Use this card when the Medusa is substituted by another player: each opponent player on the pitch loses a BOOST (if they have at least one).

RULES FOR HERO CARDS

The use of these cards is optional. If you decide to play without the cards, then ignore the HERO cards. If you play using a hero, you are not allowed to use the LEGEND cards.

DURING A SINGLE MATCH

A team can have 3 cards (2 POWER and 1 HERO or 3 POWER). The coach draws 5 POWER cards. After having looked at them he decides whether to choose his hero's HERO card. In this case he only keeps 2 of the five POWER cards, otherwise he keeps 3. The POWER cards are laid face down in front of the coach. The HERO card is placed face up.

DURING COMPETITIONS

If a hero has been hired the HERO card replaces the team's LEGEND cards (you cannot use team LEGEND cards when you hire a hero). The POWER cards still available after bidding are laid face down in front of the coach. The HERO card is placed face up.

NEW CARD

NEW CARD - ITEM

A new type of card, the ITEM card, is added to the POWER, LEGEND and HERO cards. An ITEM card can be assigned to a player on the pitch at kick-off or at half time. It is then placed just beneath the player card. It remains in play as long as the player is playing unless otherwise stated (another rule, team rule, etc.). An ITEM card cannot be assigned to a captain or a hero unless otherwise indicated. A player can only be assigned one ITEM card. At half-time ITEM cards can be assigned to another player. ITEM cards can be obtained using the traditional method using a challenge or through training. You can also try to steal them from your opponent during the match using the «Silk gloves» ITEM card. The stolen card is then placed in your deck and you can use it for your next match.

The new Ogre and Vampire teams have ITEM cards. Furthermore, three new standard cards that can be used by all Helvetia teams are ITEM cards. During competitions, ITEM cards are used in exactly the same way as POWER cards.

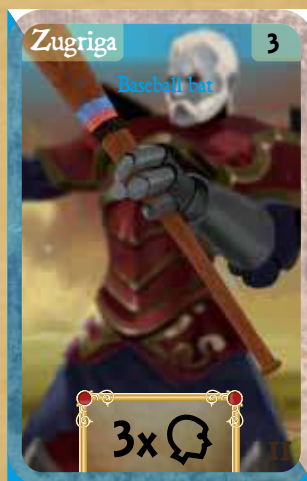
ACQUIRING CARDS

Coaches can get POWER or ITEM cards either through diligent training, or through courage by succeeding certain challenges during matches. If a coach manages to succeed the challenge or decides to use his training sessions to obtain a new technique, then he can add the corresponding card to his deck of POWER or ITEM cards for the rest of the competition. At the beginning of a match, the coach can choose 3 POWER or ITEM cards from his Deck.

- TRAINING A coach has three training sessions between each competition match. The card level indicates how many training sessions are needed to obtain the card and add it to the deck.

CHALLENGE Before the match, a coach can choose a POWER or ITEM card which is not in their deck and attempt to complete the challenge during the match. If the challenge is successful, he gets the card and adds it to his deck. Like LEGEND cards, the challenge is placed face up on the table before the match starts.

Text in red are challenges



The holder of the Elastic can attach it to a player who is on the same hexagon (place the card over his player card). The Elastic prevents this player from shooting. The Elastic cannot be stolen when attached to a player. You recover the Elastic at the end of the match.

Do 3 headers



These gloves can be used to attempt to steal an object from an opponent on the same hexagon. A D20 roll less than or equal to 10 is needed. Only one object can be stolen per match. It is added to your deck for the next matches.

Finish the match with two players with zero BOOST



Allows the player to have two BOOSTS more than his basic physique. Be careful, if CabelMak is taken away from the player, the player loses his extra BOOST cards. If CabelMak is assigned to a new player at half-time, the new player gets 2 extra BOOSTS.

Steal 3 times

