



HELVETIA Cup rules









Vampire

Zugriga is a land of power and profits.

The Vampires team has won the HELVETIA Cup many times before. Strongly hierarchical and deceptively strong, the Vampires are not that tough, but they should be approached with caution. Their motto: «One for all and all for me!»

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

Special rule when using team dice (following a tackle)

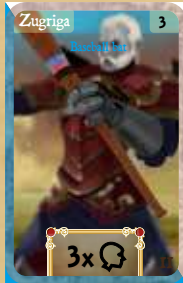
When the Vampire coach rolls the team dice and gets the «VAMPIRE LOGO»  , the opponent gets a yellow penalty card . This applies both to when the Vampires coach tackles  (the opponent gets a penalty card for simulation) and to when he is tackled  (the opponent gets a penalty card for the foul). This applies on top of the dice's colour ( penalty card) or number ( injury) effects.



POWER cards

The specific cards of de Zugriga

Text in red are challenges



The bat can be used for an overhead shot without the -4 penalty.

Do 3 headers

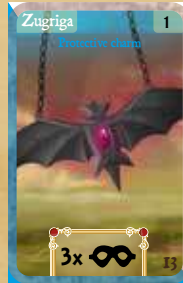
ITEM!



The holder of this card does not have their skills reduced by half when they have no more BOOST.

Finish the match with two players with zero BOOST

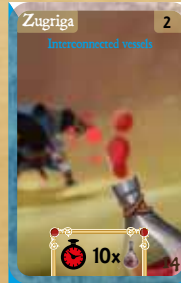
ITEM!



The player with the defence amulet loses a maximum of 1 BOOST if they suffer an injury.

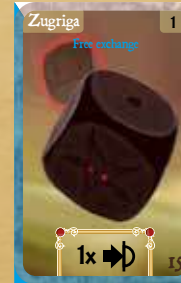
Steal 3 times

ITEM!



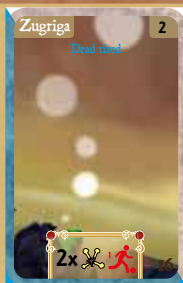
Used to steal a BOOST from an opponent if both players are on the same hexagon. The player cannot have more BOOSTS than his physique allows. The excess BOOSTS are lost.

Finish the match with at least 10 BOOSTS on the pitch



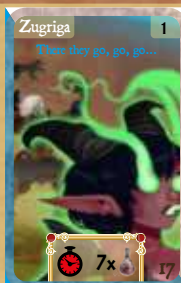
To be used following a roll of the team dice, swap the team dice and apply the results.

Being called off-side once



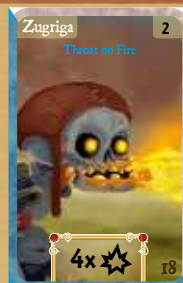
To be played during the move phase. If an opposing player is on one of the hexagons adjacent to the goalkeeper, that player loses two BOOST markers.

Injure at least 2 opponents



When the opposing player uses a BOOST, Siphon allows to add a BOOST to any team player on the pitch.

Finish the match with at least 7 BOOSTS on the pitch



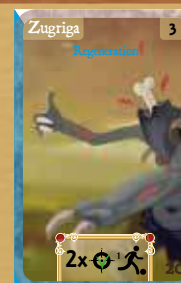
To be used when you are tackled, the player who tackled loses two BOOSTS.

Tackle four times during the match



To be used before your opponent's move phase. You can move all opposing players by one hexagon except the goalkeeper.

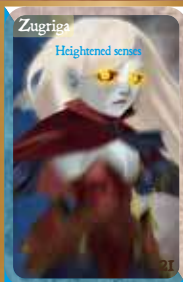
Score a goal with a header



One of your players can recover three BOOSTS, a player can't have more BOOSTS than the maximum for their physique.

Score 2 goals with the same player

The LEGEND cards of Zugriga



In injury time the goalkeeper can choose an extra goal hexagon until the end of the match.



Finance can be used at all times to add a goal to the tomat in exchange for 5 BOOSTS taken from the team players who are on the pitch.



Each player can only use one BOOST per move phase.



Players are protected from injury for the whole match following a tackle.