

KERRUNCH™



MAYHEM AND MONSTERS IN THE GAME OF FANTASY FOOTBALL
FOR 2 PLAYERS AGED 8 TO ADULT

Why is the average game of Kerrunch a mind-mangling spectacle of fun and fear? Because while trying to get the ball from one end of the pitch to the other, an awful lot of tripping, kicking, kneeling or punching goes on. So too, do the banned practices of hitting an opponent, jumping on a prone player, setting the opponents on fire, putting poisonous barley water in the opponents' refreshment barrel, turning the ball invisible, or even wearing the wrong colour sweatbands!!

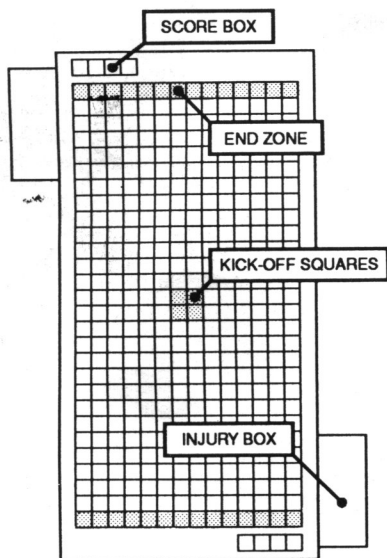
All these tactics may go against the letter of the law in Kerrunch, but they certainly add spice to the action. The teams taking part argue that any means justify scoring those elusive touchdowns and winning the game.

OBJECT OF THE GAME

The object of Kerrunch is to be the first team to score three touchdowns.

SETTING UP

Put the six pieces of the pitch together as shown in the diagram below. The pieces are designed to interlock so that they don't move about while you are playing. The two injury boxes, one for each team, are placed at opposite ends of the pitch, level with the end zones.



Next, separate the models and bases from their sprues and clip them together. The spiky balls on the Elf sprue are the touchdown score markers. Place these on the zero position of the score boxes, one at each end of the pitch.

Now choose which of the two teams you want to play. If you choose the Bright Crusaders, take the Dwarf and Human models, and the Bright Crusaders' team sheet and tackle chart. If you decide to be the Darkside Cowboys, take the Orc and Elf models, and the Darkside Cowboys' team sheet and tackle chart.

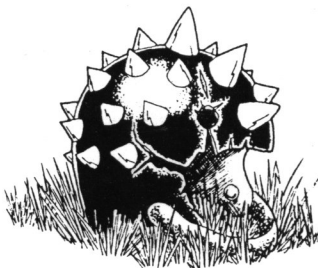
The next step is to set up the two teams in their end zones. Each model may start in any square in his team's end zone.

Now place the ball, which you will find attached to the Orc sprue, in any one of the four kick-off squares in the centre of the pitch.

Finally, roll a dice to see who has the first turn – the highest score starts.

HOW TO PLAY

Each player takes it in turn to move his players towards his opponent's end zone to try and get the ball and score a touchdown, starting with the player who won the toss. When a touchdown is scored the game stops momentarily so that injured players may come back on. The two teams then set up in their end zones again and the game restarts. The first player to score three times wins!



Each team's turn is divided up into four separate stages. These are completed in the following order, and all your models must finish one stage before you can go onto the next – for instance, you cannot move a model, throw the ball, and then go back and move another model.

1. Moving
2. Tackling
3. Passing the Ball
4. Standing up Stunned Players

MOVING

At the start of your turn roll a dice. You may move each of your models up to that number of squares. You do not have to move a model the full distance if you don't want to. For instance, if you roll a 5, you can move each model in your team 0, 1, 2, 3, 4 or 5 spaces. Note that as they are particularly nimble, Elves may move an extra 2 spaces – so if you rolled a 4, each Elf on your team may move up to 6 spaces this turn.

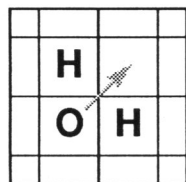
You can move a model in any direction, including diagonally and backwards, as long as there isn't a standing model in the way. A stunned model may be moved through, but a model may not finish its move in the same square as a stunned model. Moving diagonally is a special case and is explained below.

If this is the first turn after a touchdown or at the beginning of a game, you must move all of your models out of your end zone. You can re-enter it later if you wish.

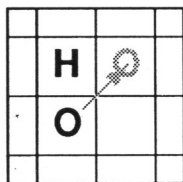
If a model moves through a square containing the ball he may pick it up and then continue with the rest of his move.

Moving Diagonally

A model may not move diagonally if he is trying to move between two opponents.



BLOCKED DIAGONAL:
MODEL CANNOT MOVE



CLEAR DIAGONAL:
MODEL CAN MOVE

DIAGRAM KEY: O – ORK H – HUMAN

TACKLING

If one of your models finishes his move in a square adjacent to one of the other team's models he may tackle him. Each of your models may make one tackle per turn if he is in a position to do so.

- A) Look at your team sheet to see how many tackle dice your model rolls. Hold that number of dice about 30cm above the combat tray (the box lid) and drop them into the centre square. Dice that land on a line between two squares count as being in the square that holds the greater part of the dice. Any dice that bounced out of the box have missed. If any dice land in a 'Hit' square the tackle is successful.
- B) Remove any dice that have landed in a 'Miss' square. The highest number on the remaining dice is compared with the opponent's race on your tackle chart to find the result of the tackle.

No Effect: Your opponent managed to beat off your attack and remains standing.

Stunned: The attack caught your opponent off-guard and has stunned him. Place him on his back in the square where he was standing. A stunned model can't do anything until he stands up at the end of his team's turn.

Injured: You have caught your opponent with a very nasty blow. The model is removed from the pitch and put in your teams' injury box. An injured model has a chance to get back into the game every time a touchdown is scored.

Killed: Ouch! That has hurt your opponent enough to take him out for good. Remove the model from the pitch – he takes no further part in the game.

Dropping the Ball

If you tackle a model that is carrying the ball it will scatter from that model's square – see *Scattering the Ball* on the next page for instructions on how to handle this.

Tackling a Stunned Model

Because a stunned model is lying on the ground and cannot defend himself, when you tackle a stunned model and get a 'Hit' result you automatically injure him – put him in his team's injury box.

PASSING THE BALL

After completing all of your team's tackles, if one of your models has the ball he may attempt to pass it to one of his team-mates.

Look on your team sheet to see how many passing dice the model with the ball gets. He may attempt to pass the ball to any model on the pitch. You must say which model he is passing to before rolling the dice in the tray. Once you have decided who will receive the pass, roll the dice.

A 'Hit' result indicates the pass was successful – place the ball on the base of the model who caught the ball.

A 'Miss' result indicates the pass failed – the catcher couldn't keep hold of such an awful delivery and dropped the ball nearby. Roll for scatter.

SCATTERING THE BALL

To find out where the ball scatters if it is dropped, take a dice and drop it into the tray, imagining that the centre square is the square on the pitch where the catcher is standing (if it helps you can actually place the model in the tray, facing the same direction as he was on the pitch). The square the dice lands in is the square on the pitch where the ball ends up.

If the ball scatters into a square containing another model, that model gets the ball. If the space is empty, a model may pick up the ball simply by moving into or through that square.

STANDING UP STUNNED MODELS

At the end of your turn you may stand up any of your models that have been stunned. They may do nothing else this turn except stand up, look around and work out what happened!

SCORING A TOUCHDOWN

You score a touchdown in one of two ways: by moving a model with the ball into your opponent's end zone or by passing the ball successfully to one of your models already in your opponent's end zone.

When you score a touchdown move your touchdown marker along one space. If that was your third touchdown you have won!

Recovering Injured models

Once a touchdown has been scored the game stops temporarily while the medics try to bring some of the teams' injured members back into the game.

Both players roll a dice for each model in their injury boxes.

- | | |
|------------------|--|
| 1, 2 or 3 | Still Recovering. The model remains in the injury box. |
| 4, 5 or 6 | Fighting Fit. The model may re-enter the game. |

Restarting the Game

After both teams have checked to see which injured models have recovered, set up the teams in their end zones again.

Place the ball on one of the four kick-off squares and restart the game. The team who has just scored the touchdown goes second.

WINNING

The first team to score 3 touchdowns wins.



Produced by **GAMES WORKSHOP**

Games Design: Andy Jones

Cover Illustration: Fangorn

Games Workshop, Kerrunch, Citadel Miniatures and the Citadel Castle are trademarks of Games Workshop Ltd.

All artwork in all Games Workshop products and the images contained therein have been produced either in-house or as work for hire. The exclusive copyright on the artwork and the images it depicts is the copyright of Games Workshop Ltd.

Copyright © 1991 Games Workshop Ltd. All rights reserved.



KERRUNCH



ORCS & ELVES

ORCS

Orcs are big, tough and brutal. They don't care for passing the ball. They prefer to put on lots of spiky metal armour and force their way through to the end zone.

Most players don't get in their way – it's not that healthy to try and stop a charging Orc once he gets going.

Special Rules

Orcs never pass the ball - once they've got it they don't let it go.



Tackling
4 Dice

Passing
—

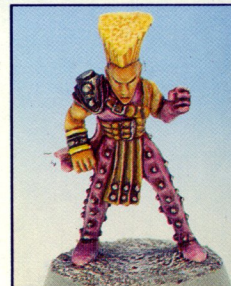
ELVES

Elves are nimble and quick, fast on their feet and great at passing the ball. Unlike Orcs, Elves prefer to pass the ball as soon as they get it, and then dash to another position.

Unfortunately, to achieve such speed Elves can't wear armour – if an Elf is tackled he usually comes off worst!

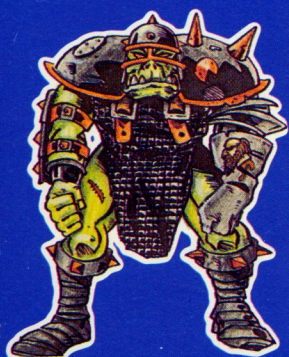
Special Rules

Elves are so quick they can move an extra 2 spaces each turn.



Tackling
1 Dice

Passing
3 Dice



DARKSIDE COWBOYS

The Darkside Cowboys are one of the roughest, meanest teams in the Kerrunch League.

The Darkside Orcs are big and ugly, and love to gang up on their opponents and jump up and down on them with their metal boots. Many observers agree that the Darkside Orcs often forget that the game has anything to do with the ball at all!

The Darkside Elves are just as bad – and dead sneaky. They seem to be able to slip past the opposition and appear just where they are least expected.

All in all, the Darkside Cowboys are a very hard team to beat, presenting a real challenge to anyone in the Kerrunch league.



DARKSIDE COWBOYS TEAM SHEET

Kerrunch Board 5

Copyright © 1991 Games Workshop Ltd.
All rights reserved.



DARKSIDE COWBOYS TACKLE CHART

When resolving a tackle, compare your best 'hit' result against the opponent's race on the following table.



	ORC	ELF	DWARF	HUMAN
1	No Effect	Stunned	No Effect	No Effect
2	No Effect	Stunned	No Effect	Stunned
3	No Effect	Injured	Stunned	Stunned
4	Stunned	Injured	Stunned	Injured
5	Injured	Injured	Injured	Injured
6	Killed	Killed	Killed	Killed

Kerrunch Board 1

Copyright © 1991 Games Workshop Ltd. All rights reserved.



KERRUNCH



DWARFS & HUMANS

DWARFS

If you want to field a team that has every chance of winning you could do worse than have a few Dwarfs in the side.

While they may not be much good at a running game, and can't pass a ball to save their lives, the Dwarf Bright Crusaders are determined, good in a tackle, and vital members of the team.

Special Rules

Dwarfs aren't much good at throwing the ball – so they don't bother.



Tackling
3 Dice

Passing
—

HUMANS

The Human members of the Bright Crusaders provide their side with a killer combination of agility, toughness and skill.

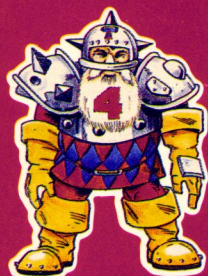
While they can't compare with their Dwarven comrades for sheer strength and willpower, they can run fast and throw the ball accurately.

What's more, they don't mind helping out in the thick of the action when the going gets tough.



Tackling
2 Dice

Passing
2 Dice

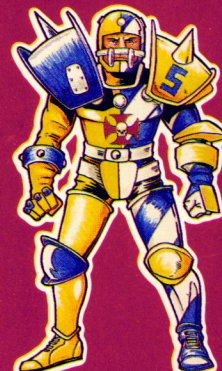


THE BRIGHT CRUSADERS

The Bright Crusaders are the 'nice guys' in the Kerrunch League and are everyone's favourite team. Their strip is bright and colourful, their manner is cheerful, and they play the game by the rules.

Don't be fooled by mere appearances however, as under their friendly exterior the Bright Crusaders are one of the toughest teams in the League. Very few teams have tangled with the Bright Crusaders without being severely mauled and subjected to a humiliating defeat.

What is really surprising about such matches though, is that – no matter how hard they've played – the Bright Crusaders always manage to finish the game looking just as fresh as when they started.



BRIGHT CRUSADERS TEAM SHEET

Kerrunch Board 6

Copyright © 1991 Games Workshop Ltd.
All rights reserved.



BRIGHT CRUSADERS TACKLE CHART

When resolving a tackle, compare your best 'hit' result against the opponent's race on the following table.



	ORC	ELF	DWARF	HUMAN
1	No Effect	Stunned	No Effect	No Effect
2	No Effect	Stunned	No Effect	Stunned
3	No Effect	Injured	Stunned	Stunned
4	Stunned	Injured	Stunned	Injured
5	Injured	Injured	Injured	Injured
6	Killed	Killed	Killed	Killed

Kerrunch Board 2

Copyright © 1991 Games Workshop Ltd. All rights reserved.

RECOVERING INJURED PLAYERS

Every time a touchdown is scored roll a dice for each model in the injury box.

- 1, 2 or 3: Still Recovering. The model remains here.
- 4, 5 or 6: Fighting Fit! The model may re-enter the game.

INJURED

BRIGHT CRUSADERS

Kerrunch Board 4

Copyright © 1991 Games Workshop Ltd. All rights reserved.

RECOVERING INJURED PLAYERS

Every time a touchdown is scored roll a dice for each model in the injury box.

- 1, 2 or 3: Still Recovering. The model remains here.
- 4, 5 or 6: Fighting Fit! The model may re-enter the game.

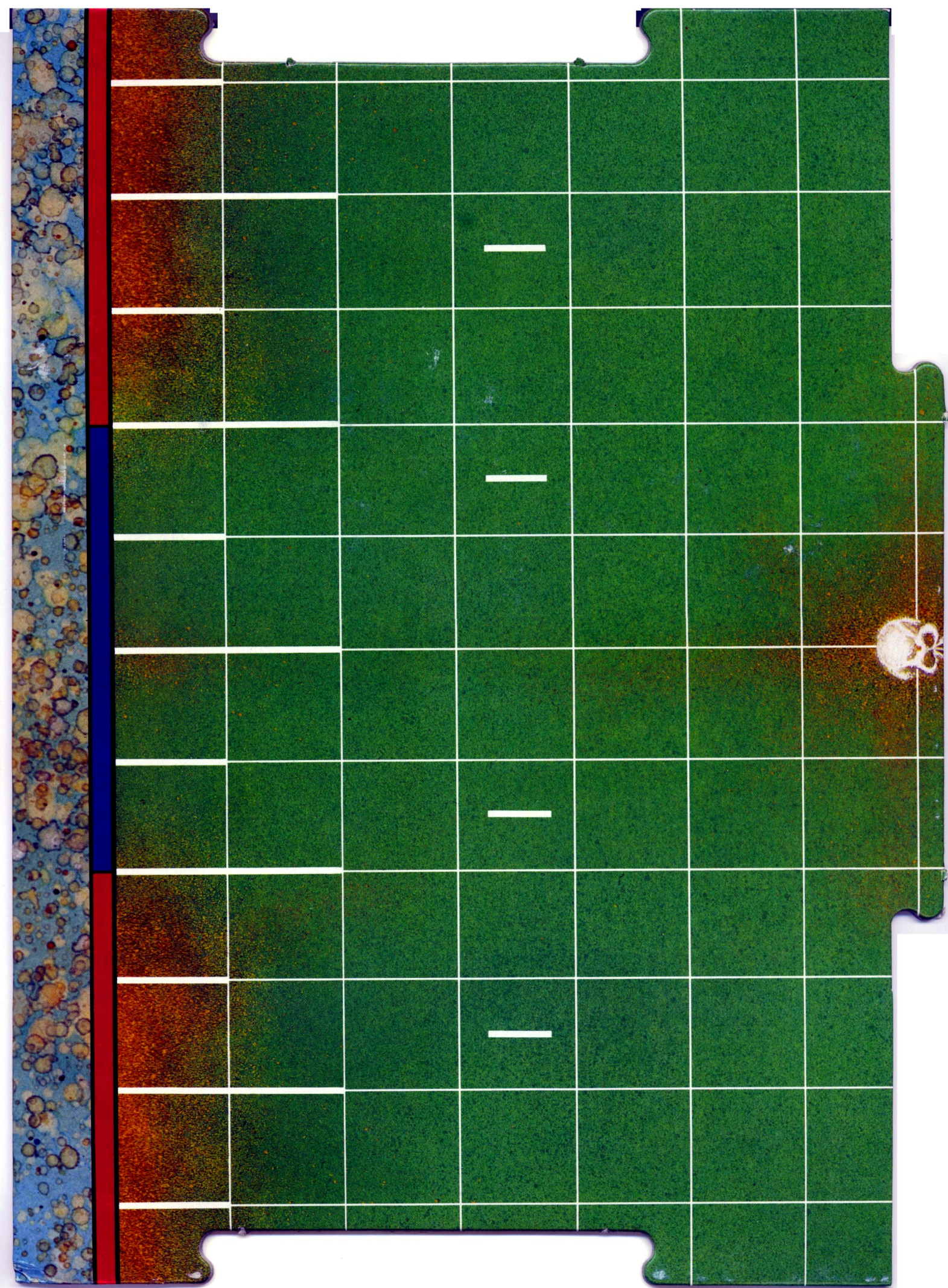
INJURED

DARKSIDE COWBOYS

Kerrunch Board 3

Copyright © 1991 Games Workshop Ltd. All rights reserved.

Miss	HIT	Miss
HIT	HIT	HIT
Miss	HIT	Miss



HOME

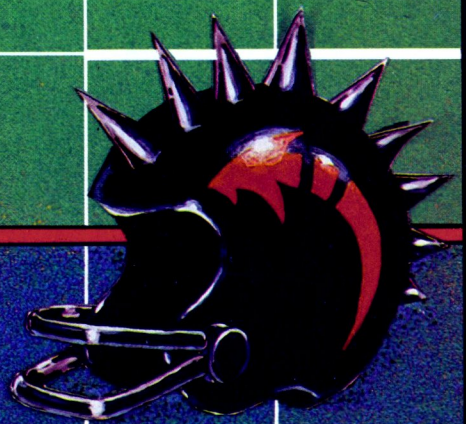
HOME TEAM

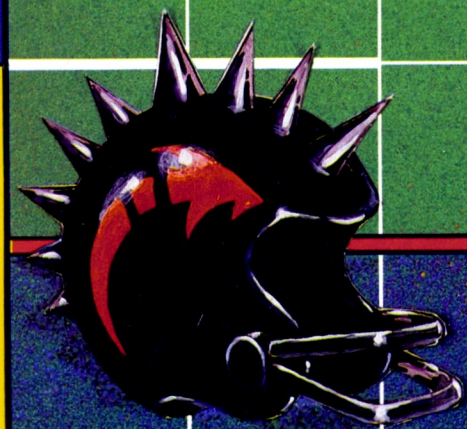
0

1

2

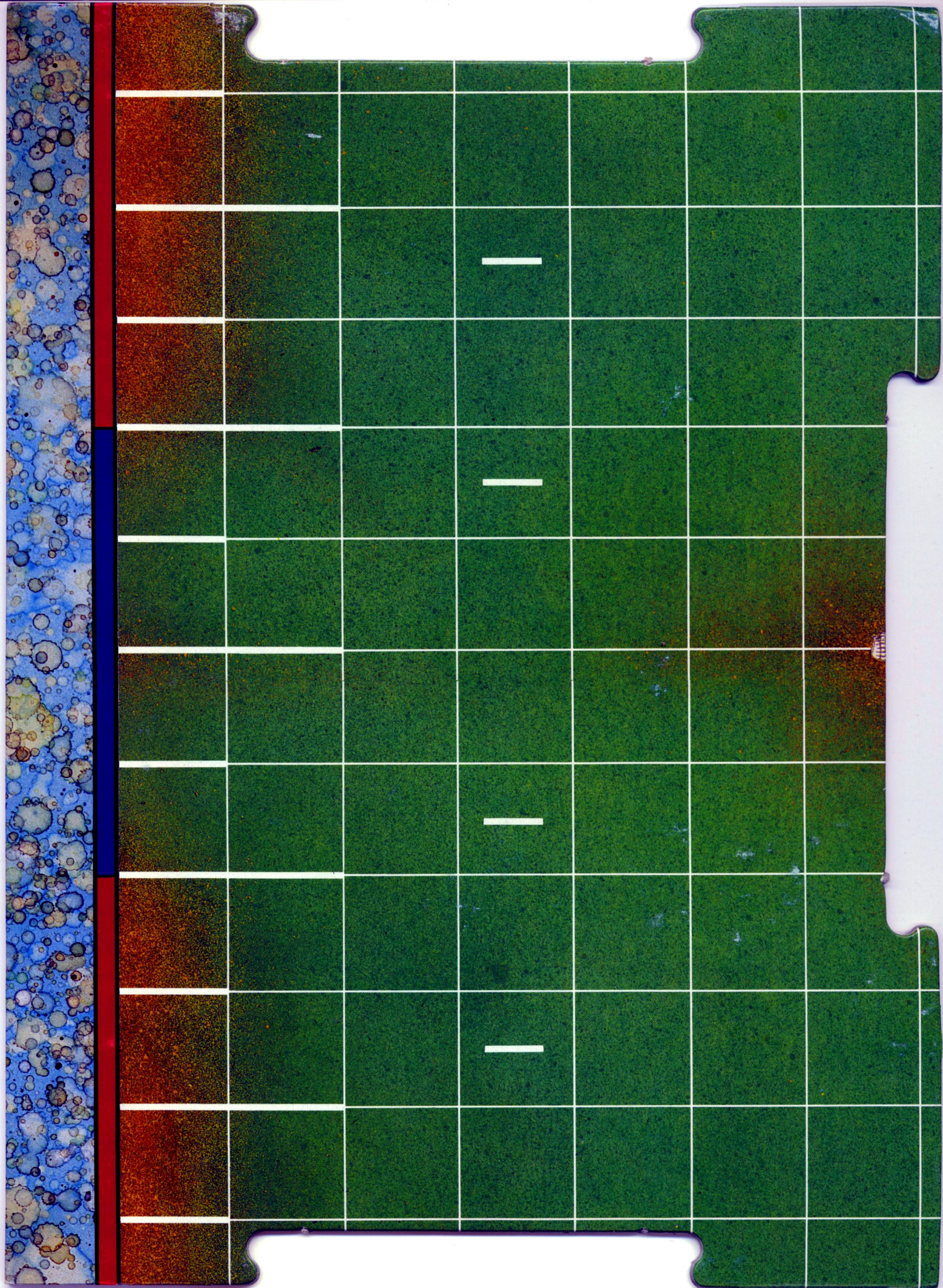
3



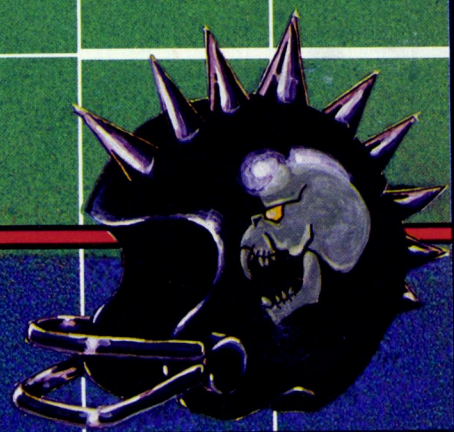


END 2

**BLOOD
BOWL**



ZONE



AWAY TEAM

0

1

2

3



END

**BLOOD
BOWL**

								
13	14	15	16	1	2	3	4	5
TROLL	TROLL	TROLL	TROLL	L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN
								

								
6	7	8	9	10	11	12	13	14
L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN	L.GOBLIN	OGRE	OGRE
								

					
15	16	17	18	19	20
OGRE	OGRE	TROG.	TROG.	TROG.	TROG.
					

							
1	2	3	4	5	6	7	8
DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF
							

						
6	01	11	21	31	41	51
DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF	DARK ELF
						

					
01	11	21	31	41	51
HALFLING	HALFLING	HALFLING	HALFLING	HALFLING	HALFLING
					

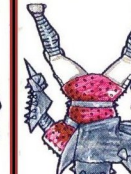
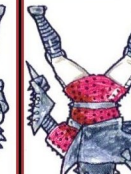
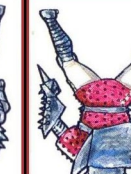
							
1	2	3	4	5	6	7	8
ZOMBIE	ZOMBIE	ZOMBIE	ZOMBIE	ZOMBIE	ZOMBIE	ZOMBIE	ZOMBIE
							

						
9	10	11	12	13	14	15
ZOMBIE	ZOMBIE	GHOUL	GHOUL	GHOUL	GHOUL	MUMMY
						

		HOME TEAM	AWAY TEAM
		HOME TEAM	AWAY TEAM

							
1	2	3	4	5	6	7	8
ORC	ORC	ORC	ORC	ORC	ORC	ORC	ORC
							

						
9	10	11	12	13	14	15
ORC	ORC	ORC	ORC	ORC	ORC	ORC
						

						
1	2	3	4	5	6	7
HUMAN	HUMAN	HUMAN	HUMAN	HUMAN	HUMAN	HUMAN
						

							
8	9	10	11	12	13	14	15
HUMAN	HUMAN	HUMAN	HUMAN	HUMAN	HUMAN	HUMAN	HUMAN
							

							
1	2	3	4	5	6	7	8
DWARF	DWARF	DWARF	DWARF	DWARF	DWARF	DWARF	DWARF
							

						
9	10	11	12	13	14	15
DWARF	DWARF	DWARF	DWARF	DWARF	DWARF	DWARF
						

