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# Kappa and Brawler - Star Player

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by shiro

## Background

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One day Kappa's squig hunting gang heard of a terrible disaster, a giant squig had taken a liking to the local brew and was holed up in the brewing caves drinking all the precious liquid and snacking on any goblin foolish enough to try and evict him.

By the time Kappa and his gang arrived many squig hunters had already entered the cave never to be seen again!

Naturally, Kappa and his fellows weren't too keen on entering, but the promise of a lifetime's supply of fungus ale if they succeeded, and the prospect of a beer shortage if they didn't get rid of the squig, motivated them into action.

They found the beast slumbering after a recent meal of goblin washed down with plenty of ale.

While his gutless chums held back gibbering in fear Kappa sneaked up to the slumbering giant of a squig and looped a rope round one of its many protruding horns, unfortunately as he did so the beast awoke and seeing the goblins surrounding it, it flew into a drunken rage!

In its anger it hadn't even noticed the lone goblin standing paralysed in fear right beside it. Unfortunately for Kappa his leg got caught in a loop of rope as the squig charged the hapless goblins and Kappa was dragged along behind it.

As the terrified goblins ran from the cave, the giant squig came barrelling out after them knocking over goblins right and left. Kappa had managed to get a footing and was riding the great beast, clinging on for dear life, injured goblins scattered in terror while Kappa struggled to control the creature!

But the best he could do was hang on to the bucking creature until finally the recently consumed beer made its way to the beast's tiny brain and it dropped to the floor in a drunken stupor.

Kappa thought that was the end of it, and his gang were about to dispatch the sleeping squig when a watching Blood Bowl coach approached, impressed by the havoc and destruction they had caused he offered Kappa and the squig a contract on the spot!

In their first match alone the newly named Brawler the squig ate 13 players (unlucky for some!) Most were from his own team, he was an instant crowd pleaser!

And so began the Blood Bowl career of Kappa and Brawler.



## The Miniature

Before creating Kappa and Brawler for the competition I'd been converting a nameless squig hopper for my team, I didn't think I could finish the mini in time so decided to do an illustration instead. Having done the illustration I'm probably going to remove the snotling being crushed into the mud on my mini and replace it with a barrel like in the illustration, I'll also add the ball to Kappa's hand.

Sorry the mini isn't finished, I hope you like seeing it anyway.

I used The Red Gobbo model and the new Gobbla model to make it.



## Stats and Rules

| ★ Kappa and Brawler ★  |                              |
|--|------------------------------|
| Squig Hopper   |                              |
|    | <b>MOVEMENT</b><br><b>D6</b> |
|  | <b>STRENGTH</b><br><b>5</b>  |
|  | <b>AGILITY</b><br><b>2</b>   |
|  | <b>ARMOUR</b><br><b>8</b>    |
| <b>SKILLS</b><br>Disturbing Presence<br>Frenzy<br>Stand Firm<br>Leap<br>Fan Favorite | <b>TRAITS</b><br>None        |
|  | <b>SPECIAL</b><br>None       |
|  | <b>TEAMS</b><br>Goblin       |
| <b>180,000 GOLD PIECES</b>   |                              |

You can see the stats and skills for Kappa and Brawler in their Star Player card on the left, here's why I gave them the stats and skills that they have.

Before each match Brawler the squig is plied with plenty of extra strong fungus ale, (Kappa probably has a bit to steady his nerves too!) this doesn't have quite the same effect as it does on a Fanatic, as a squig has a stronger constitution than a goblin, but it does make him a bit tipsy!

To reflect this I've given him a lower agility score than a standard Squig Hopper!

An inebriated squig doesn't feel much (if any) pain, because of this I've increased his armour value.

Also due to his large consumptions of fungus ale Brawler has rather bad breath which means he has the Disturbing Presence skill

Not much stops a drunken raging squig once it gets moving so as a result Brawler has the Frenzy skill

On the other claw, if a drunken squig decides to stay put it's very hard to move him, and being a rather large squig other players tend to bounce off him when he decides to stay put, to reflect this he has the Stand Firm skill

Like all squig hoppers Kappa and Brawler also have the Leap ability. (Though making a drunken squig leap is a risky option!)

Kappa and Brawler are popular among their own fans and also the fans of the opposing team on account that Brawler blocks, tramples and eats his own team-mates as often as he does opposing team members, therefore he has the Fan Favourite skill.

As Kappa and Brawler earn Star Player points they can choose new skills from the General, Strength or Physical categories.

I couldn't find Squig and Squig Hopper rules on the Specialist Games website and since you need to know them to play with a squig hopper I've copied them here for convenience. (No copyright infringement intended ^^")

## General Squig and Squig Hopper rules

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by Phil Lowles (taken from the Citadel Journal #11)

Squigs may only play for Goblin teams. The Goblin team must hire a team of Squig Hunters to use Squigs in his team. They have no effect on the game but they are the only Goblins who know how to handle a Squig. Usually with a big club to the Squig's head, here is the new Goblin team list with new added Squigs.

| GOBLIN TEAMS  |          |    |    |    |    |        |  |
|---|----------|----|----|----|----|--------|--|
| Qty.  | Position | MA | ST | AG | AV | Cost   | Skills                                 |
| 0-16  | Goblin   | 6  | 2  | 3  | 7  | 40,000 | Dodge, Right Stuff, Stunty             |
| 0-3   | Squigs   | D6 | 4  | 3  | 7  | 50,000 | Frenzy, Razor Sharp Fangs, Thick Skull |
| Team Rerolls: 60,000 GC each  |          |    |    |    |    |        |  |
| Squig Hunter Band: 50,000 GC (cannot by Squigs without a band of Squig Hunters) |          |    |    |    |    |        |  |

### Squigs Special Rules

A Squig must be moved before anything else on the Goblins' team and an illegal procedure is called if another player is moved first, unless there is a Fanatic with ball and chain. In this case move the Fanatic first and then the Squigs. Squigs move using the throw-in template just like the Goblin Fanatic with Ball and Chain. Roll a D6 to see how far the Squig moves first and then position the template in the direction you want him to go in and roll a dice. Do this for every square of movement the Squig has.

Just like the fanatic the Squig does not have a tackle zone and he never has to make a dodge roll to leave a square adjacent to an opponent because nobody would be stupid enough to try and stop a rampaging Squig. A Squig can however, be blocked by an opposing player if any would be so insane to do so. A Squig is injured as normal and unlike the fanatic does not always injure himself when he falls over.

When a Squig moves into a square which is occupied, friendly or enemy – Squigs do not care, then he will make a block. To move into the same square as a player the Squig must first be adjacent to him and when he rolls to move the template must indicate that he will move into the opposing players square. This does not count as the team's blitz action. The Squig can keep moving and blocking as many times in one turn as it has movement or until he is knocked over. Note that a Squig has the *Frenzy* skill and follows up and Blocks again as per normal for *Frenzy*. A Squig cannot assist blocks but other players may lend assists as normal.

If a Squig moves into a square occupied by a prone player then the Squig will foul them, friendly or otherwise. They can be sent off as normal by rolling a double. Only one foul may be made a turn so should a Squig attempt to foul a prone player after the teams foul has been used this turn then the prone player will be pushed back one square away from the Squig menace.

When a Squig is getting up from being knocked down you must roll for how many squares the Squig will move first. If there is insufficient movement to get up he cannot get up. (No, this does not count as a turnover at all.)

A Squig cannot do anything with a football. This includes throwing, catching, handing off or anything! So if the ball ends up in a square with a Squig occupying it then roll a D6 and consult the table to see what happens to the football.

### SQUIGS AND THE FOOTBALL TABLE

| D6  | Result   |
|-----|--|
| 1-2 | Squig eats football. The Squig has eaten the football and the game must be restarted. The Squig is sent off and may not come back on because it is against the rules to eat the football, you know. The team that made the last kick off must kick off again.  |
| 3-4 | Squig kicks the ball. Roll for a random direction using the scatter template. The ball is kicked D6 squares in this direction. If the ball passes through a players square then they may attempt to catch the ball with a -1 to the dice roll. The ball will scatter once when it finally comes to a halt.   |
| 5-6 | Squig picks up the ball in its mouth. The Squig has got the ball between its teeth and runs around madly. Imagine this to be like a dog with a ball in its mouth. He moves as normal but cannot make a Block and cannot use his <i>Razor Sharp Fangs</i> when he has the ball in his mouth. Each turn roll a D6. On a 1 the ball has burst on his teeth and he is sent off just as in a 1-2 result above, on a 2-6 result he keeps hold of the ball and continues to run about with it, and on a 6 he drops it and the ball will scatter once. This is the only way a Squig can score a Touchdown. |

### Hiring new Squigs

Squigs cannot be hired once a league has begun. Instead you have to trust your band of Squig Hunters to seek out a new Squig for you. Once per post match sequence you may roll a D6 to see whether your Squig Hunters find you a new Squig or to see if the Squig Hunters die on their dangerous quest...

### SQUIG HIRING TABLE

| D6  | Result  |
|-----|---|
| 1   | Squig Hunters are killed in the deep caves. Remove Squig Hunters from the team roster. You must hire a new band of Squig Hunters immediately; they cannot search for a new Squig until after the next match. If you cannot afford to buy a new Squig Hunters band then all of your Squigs run off back to their cozy caves. |
| 2-3 | Hunters fail to find a new Squig. They may try again after the next match has been played.  |
| 4-6 | The Squig Hunters bring you back a great new Squig. You must pay the hiring price of the Squig to your Squig Hunters. Deduct the money from your treasury and add the Squig to your team roster. If you cannot afford this then the Squid Hunters leave along with all of your Squigs.                                      |

### SQUIG STAR PLAYERS

When your Squigs gain Star Player Points and become Star Players then you may choose skills from General, Strength or Physical. You will have to use common sense and choose skills that reflect Squigs' nature. We don't want any Squigs with *Big Hands*; Squigs do not have any arms after all.

#### Special Rules: Penalty Roll 8+

A Squig Hopper moves and blocks in exactly the same way as a normal Squig. The difference is that instead of blocking the Squig Hopper can attempt to leap over the player and continue the move on the other side of the opponent. This can be done when the template indicates the Squig Hopper is about to move into an opposing player. Make an agility roll as normal and if successful, the Squig Hopper lands in the square the other side of the opponent. This takes up two squares of the Squig's movement and if the Squig does not have enough move to make the leap then he may go for it to leap. If there is no empty square on the opposite side of the player then he will just have to block the player in his way. You can choose whether to block or to leap when the template indicated you are going to collide with another player whether it's a friend or foe.

Every turn after the Squig Hopper has moved the Goblin player must roll a dice. On a 1 the Goblin has fallen off and is automatically injured, make an injury roll. On a 2 or more the Goblin stays on the Squig and is fine this turn. The Statistic line on the Star Player card incorporates both Squig and Goblin so if one gets injured they are both injured.

If the ball ever ends up in the Squig Hopper's square then the Goblin makes a roll to see whether he catches the ball or not as usual. Do not count the +1 for picking up the ball if the Squig Hopper should attempt this dangerous stunt. If the Goblin does catch the ball then he has grabbed it before the Squig does. If the Goblin drops the ball then the Squig gets it and you must make a roll of the Squigs and the Football table as normal.

**Hiring a squig hopper** – Counts as **1** player

The goblin rider can keep the squig under control and therefore you do not need a Squig Hunters team to have a squig hopper.

| <b>Name</b>      | <b>Position</b> | <b>Cost</b> | <b>MA</b> | <b>ST</b> | <b>AG</b> | <b>AV</b> | <b>Skills</b>                                |
|------------------|-----------------|-------------|-----------|-----------|-----------|-----------|--|
| Fuggit and Biter | Squig Hopper    | 100,000     | D6        | 4         | 3         | 7         | Frenzy, Leap, Razor Sharp Fangs, Thick Skull |

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