

STAR FRONTIERS™

JUGGER



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Jhugh'r: Ancient Yazirian sport

After their homeworld had been destroyed, scattered Yazirians invented the rough sport of Jhugh'r to earn their poor living by travelling from village to village and play against the local teams. Over time, it became a fixed event on many

worlds, loved by ones and hated by others. There are even rugged old spaceships with teams on board, living the life of kind-of travelling musicians, only as sportsmen.

Origins of the name, as rumours say

The Yazirian name for The Game was *Jhugh'r* (or, properly spelled, *Ya-jhu-ng-ugh'r*), the common (not scientific or proper) Yazirian name for the jugular vein of an animal. In the initial years of The Game an animal was killed for the pre-game feast by cutting it's jhugh'r before decapitating it. Humans who took to watch the sport but could not properly pronounce the name so came up with

Jugger. Resistance by the Family of One lead to Yazirians using the name Jugger as a code name to not draw the attention of Family of One representatives.

Humans seem to have had problems with pronouncing Yazirian growl forms properly, while Yazirians have little trouble pronouncing human sounds. (input by [iggy](#))

Jugger: The real-world roots



Jugger has been invented by David Webb Peoples, screenwriter of 12 Monkeys, Unforgiven, Blade Runner et al., specifically for his movie "Blood of Heroes". The movie has been released in 1989 and may be the first one that introduced a completely new kind of sport: Jugger. In the movie, a group of Juggernauts travels from village to village in a post-apocalyptic, barren world (the film has been taken in Australia), fighting for food, cockweels as money and, well, more mundane



enjoyments with the villagers. The goal of the team is to gain the attention of the League, an elite team corpus located deep underground in an aristocratic society (as it seems), residing in a bunker system.

While Jugger today is a harmless adaptation of the movie sport (see the [free factbook on Jugger at uhusnest](#)), in the film it is a brutal, bloody mess of two teams fighting for the possession of a dog's

skull as a ball equivalent. The team managing to put the skull on the stake of the opposing team wins the half, and a second half is played after a short pause.

This makes Jugger an interesting topic for Star Frontiers.

(Pictures: Blood of Heroes, © Kings Road Entertainment)

The Game

Both teams consist of 5 players, plus replacements. Each player can choose his or her spar types freely from the game fund, yet there are two restrictions:

1. Each team needs a **Qwik**. The Qwik is the only player who may carry the dog skull and put it on the opposing team's stake.
2. Each team may have a maximum of one **Chain**.

The Game gear

There are some "spars" shown in the film:

1. The **Fishhook**, a pole with a hook. +20 on pinning tests
2. The **Slasher**, a two-sided stick not unlike a Kayak paddle or a huge Q-Tip. +10 Bludgeoning.
3. The **Chain**, an usually three-chain thing of approx. 2.5 meters (?) in length. +10

Bludgeoning, all targets in range can be attacked.

4. The **Skull**, a dog skull with symbols and runes drawn on it to mark its heritage, as the ball. The skull is kept by the winning team as a trophy.
5. **Stones and metal plate**. Stones are thrown throughout the game, until a point is scored. the less stones it takes, the better the team is.

The Game adaptation for Star Frontiers

Bludgeoning damage: The blows should not injure, but incapacitate opponents. Therefore:

Jhugh'r WI equals one-tenth basic WI of the character. Example: Yaroaaaar has a WI of 64 = his JWI is 6. Would it be 65 or more, it would equal JWI 7.

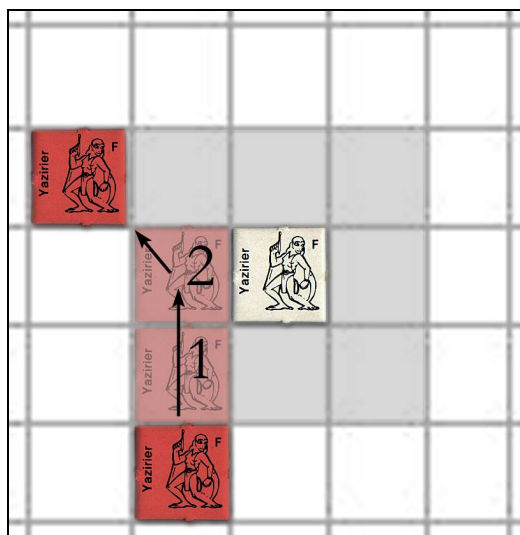
Skill: *Jhugh'r Spar* is a weapon skill category of its own. Only the Qwik may use his Brawling skill for The Game. The Skill *Jhugh'r Spar* does not add bonuses to armed combat, same as vice versa. Also, each Jhugh'r spar type has to be levelled up individually. When using another than the levelled spar type, the bonus is zero. Without even 1 level of Jhugh'r spar experience, one gets a -15% malus when using them in The Game.

Example: Youl has grade 2 in Fishhook. If he plays with a Fishhook, he gains +20 to hit. if he uses a Slasher instead, he does not gain any bonus. If his opponent has no level in any Jhugh'r spar, this opponent fights with a -15 malus.

Damage: Each successful blow induces 1d10 bludgeoning damage. if JWI drops below zero, the character goes to the ground and remains incapacitated for 1d10 rounds. Critical hits (01-05) inflict both bludgeoning and real damage.

Blocking: A character trying to pass an active opponent at an adjacent square has to make a RG check minus the opponent's spar modifier to succeed, for each adjacent square he passes through.

Also, the opponent gets on free attack for each square. Results are applied immediately.



While passing through, red has to do two RG checks to move on (1 and 2) and receives an attack from white at both fields.

Pinning: Incapacitated characters may be pinned. A PC at an adjacent field may declare a pin. A

pinned PC may try to free himself after he regained consciousness. he makes an RG+STR check against his "pinner".

Scoring points: A point is scored as soon as the Qwik enters the pole field while being in pos-

session of the skull. There are two variants: Play a certain number of stones (2 or 3x100) or playing until a point is scored, which initiates the second half, starting with zero stones.

Starting a game

Each team stands in their playoff zone. Only the two Qwiks stand at the rim of the center circle, where the skull lies in the middle.

At the first stone, both Qwiks charge into the circle and try to gain possession of the skull. As soon as it leaves the circle, the enforcers may also enter the circle and attack the opposing Qwik.

Yazirian travelling teams and tournaments

Generally, only the most successful teams can finance an own spaceship for their tours. Most just book passages at low-price liners, successful ones might rent a ship from some shady rental. Since Jhugh'r never got professionalized, there are no big management structures, yet the odd Vrusk, Human or Dralasite may decide to do the paperwork for a team (ensuring that he or she always gets the better out of it, of course).

At Yazirian home worlds, Jhugh'r is an established event with a team in almost every clan worth its salt. At other worlds, "exile" Yazirian clans often maintain a team out of tradition. In any case, the travelling teams soon earn a star status among the clans and are highly respected (and eagerly waited for).

Each tournament begins with fasting and the ritual slaughter of the beast whose skull will be used as

a ball in the game. Afterwards, the skull is painted with runes and symbols according to the winning team and tournament, and if edible, the meat of the beast is prepared and eaten at a great feast. The victor gets the most delicious parts, of course, but is expected to share some of those with the old and broken of the clan. Feasts can even continue for some days.

At certain intervals, there are the Great Games at Yazirian home worlds. Only teams with an exceptional high ranking, shown by the amount and quality of skulls they can put on the table, are allowed to compete. They have to stand up against the elite player class of the homeworlds. At the legendary The One tournaments, a fearsome Sathar skull is the trophy. Gaining one of those makes a team superstars.

Other races and Jhugh'r

Humans are looked upon as softies, yet they are accepted opponents. Their innovative approach to strategy and gameplay is liked, while their general spleen to haggle over every possible, and often even impossible, rule gap is not.

Vruks somewhat naturally disqualify for The Game. Just try to get a hold on one of those big bugs or even pin him to the ground without actually knocking him unconscious ... Besides, Vrusk look upon Jhugh'r as a barbaric affair, certainly entertaining to watch but never to take

part in. And there is by far not enough profit in professionalizing it to be seriously interested.

Dralasites are even worse than Vrusk. Ever tried to pin down a pudding? Problem is, they quite enjoy the heat of the game from a humorous point of view and will always try to have a go themselves. Only the worst of teams would agree, and even that only once. As an audience, Dralasite humour goes overdrive, making them a pain for both teams ...



Basic Lineup (I am preparing a field sheet here):

		e			e
o	e		Q1(skull)Q2	e	o Stake
		e			e
		e			e

(stone counter)					

DRAFT

