

DREADBALL

SETUP p29

- Give each player Fan Support Card (Visitor or Home)
- Shuffle cards and place face down with event (?) counter near.
- Deal starting cards. May discard any / all for replacements.
- Place Score counter at 0, Rush at 1 and Referee on checkered hex.
- Coaches get 5 Team Action Tokens and Dice of their color
- Home then Visitor team places 6 models anywhere on their half of board. Remaining models in Subs' Bench.
- Ball launched onto pitch, Home team goes first.

RUSH SEQUENCE p32

- Start of Rush** - move rush marker (14 turns) & Launch ball if it's not in play
- Launching the Ball** - from Rushing coach's left board side, roll die: p30
- On 1-5: place on DB hex that # of spaces from side.
 - On 6: ricochets off opposite wall (roll die) 1-3: to Rushing coach, 4-6: away
 - If ball hits player, works like hitting player in Scattering the Ball
 - If Rushing team fails Catch, Rush Ends.
- Take Actions** - 5 team actions (track w/tokens) + special action cards p33
- Each player max: 2 team, 1 special, unlimited Free
- Rush Ends When** - run out of team actions / cards or players.
- Throw Strike or at opposing player or Keeper Punts
 - Drop the ball (fail pick up/catch or fall over with ball)
 - Rush does not end if you catch scatter from any above action.
- End of Rush** - move your out of play (Sin Bin) players 1 step to Subs Bench
- Move Ref = # spaces <= # in upper left of a drawn card. May not end move in colored space or move onto ball. If Event, resolve. p49

SCATTERING THE BALL p31

- Declare which direction is 1. Roll die for direction and distance.
 - If ball hits standing player from front arc, must attempt Catch if able (0 success Throw). If not able or fail, ball scatters.
 - Double on Catch allows free Run/Throw, even Non-Rushing team.
 - Knocked down players don't block ball, but scatter if stops on top.
- Hitting the Wall** - Ball bounces off the wall at a 60 degree angle. p14
- If the ball hits the wall in one of the 6 hexes with 3 sides touching the outside of the board, it bounces straight back.

SCORING AND WINNING

- Strike / Scoring** - Throw Strike within strike zone hex to its strike hex. p13
- 1 point for closest 2 zones, 3 points for farthest zone. p14
 - Bonus +1 point if scores from farthest hex in zone. p14
 - Adjust score track up or down. p16
- Winning** - If any player gets 7+ points, they win instantly. p16
- After 14 turns, highest score wins. If tie, go to Sudden Death.
- Sudden Death** - Reset rush counter, first team to score wins.
- No new players may come on field.
 - Team also wins if opponent has no Throwers. Draw if both have none.

EXHIBITION MATCHES p50

- Agree on team budget. Starter team (100mc) + extra
- Spend extra on MVPs bidding / advancements (5mc / table roll)
- May also agree to spend money on extra players.

GENERAL

- Coaching Dice** (blue) can be added to your team's dice test before rolled. Dice removed after used. p28
- Models** - may not enter hex with another model. p14
- Front Arc - anything in front half of standing model. p11
 - Threat Hexes - 3 hexes in front of standing model. p11
- Subs' Bench** - store extra players. players block if in entrance hex. p15
- Sin Bin** - injured/fouling players stored for # of turns out of play. p15
- Selecting a Random Player** - Identify eligible players & draw card. p49
- Use 1st matching player # on right. Mark w/(?) if needed. If Event, resolve
- Push Back** - Winner moves player into 1 of 3 hexes away from pusher. p36
- If all 3 hexes have models already, player does not move.
- Event Cards** - Stay active until another event (except Ball Shatters). p48
- If drawn as action, may play at any time (after current action).
 - If drawn for Fan Check, Ref Move, or Random Player, event after.
- Move / Pushed onto Ball** - try pick up if standing & able or ball scatters p42

LEAGUE PLAY

- Games** - may play 1 for league points per round. Any # for XP / \$. p52
- Pick Opponents - lowest players on league table pick first.
 - League Table - by Ranking (\$), Points (W/L), Strike Difference. p55
- Underdog** - \$ for MVP/Free Agent, = difference in team rankings. p54
- After MVP auction, for every 10mc left, roll on Free Agent Table.

1=Human Jack	3=Human Striker	5=Forge Father Guard
2=Human Guard	4=Veer-Myn Striker	6=Orx Guard
 - Free Agents - may take any/all rolled. No XP, roster limit applies.
- Between Match Sequence** p56
1. **Man of the Match** - Team (both on tie) w/ most Fans: random player who played and is alive gain 1 XP. No award if game was tie. p56
 2. **Results** - W:2pts, L/T:1pt. Score 7=W:3/L:0, Note Strike difference. p57
 3. **Player Advancement** - Mark as occurs in game. p57-58
 - Gain 1 XP - Scoring 3/4 strike, Injuring 3+ hits, Man of the Match.
 - Advance - spend XP = to next rank (player max 1 rank / game). Player value +5mc / rank.
 - Roll on Table - matching role or spend coach die for coach table.
 - Table Maxed - choose another role table.
 - Invalid Result - choose another from same table.
 - Max Game Value - 3+ & max 1 gain per. (Strength, Speed, Skill)
 - Abilities - may not have same Ability more than once.
- | STRIKER | JACK | GUARD | COACH |
|------------------------|------------------------|----------------------|----------------------|
| 1.Roll | 1.Running Interference | 1.Can't Feel a Thing | 1.Lucky/Really Lucky |
| 2.Jump | 2.Strength | 2.Does This Hurt? | 2.Can't Feel a Thing |
| 3.A Safe Pair of Hands | 3.Speed | 3.Keeper | 3.Grizzled |
| 4.Backflip | 4.Skill | 4.Steady | 4.Backflip |
| 5.Skill | 5.Choose | 5.Strength | 5.Str., Speed, Skill |
| 6.Choose | 6.Choose Any S/J/G | 6.Choose | 6.Choose |
4. **Team Revenue** - Roll 1d per league point earned + 1d per 10 team rankings lower than opponent before game. Add sum to cash. p59
- Dead Player - lose unspent & game XP. buy (base \$+1d mc) or sell (5mc)
 - Buy New Players - Max 14 players, Each role max # = 2x starting #.
 - Buy Cards (10mc) & Dice (6mc) - Max 1 each / game. Max 7 each p61
5. **Team Ranking** - MVPs/Free Agents don't count. p61
- Players(base \$ +5mc / rank) + Cards(10mc) + Dice(6mc) + unspent cash
- MVPs** - auction available MVPs after next round games assigned. p60
- Minimum Bid - cost listed (minimum) or cost last round. Start bidding w/ last owner or random. If no bids, cost -2mc next round.
 - Available for all games in next round. Roster limit applies.

TEAM / MVP STATS p66-75

	M	Str	Spd	Skill	Arm	\$	#	Notes
Humans - Start with: 1 Coaching Dice, 2 Cards								
Guard	5	4+	4+	4+	4+	10mc	x2	
Jack	5	4+	4+	4+	4+	8mc	x3	
Striker	5	4+	4+	4+	5+	10mc	x3	
Orx and Goblins - Start with: 1 Coaching Dice, 1 Card								
Guard	5	3+	4+	5+	4+	13mc	x3	Orx
Jack	5	5+	3+	4+	4+	9mc	x5	Goblin
Veer-Myn - Start with: 0 Coaching Dice, 1 Card								
Guard	6	4+	3+	5+	4+	12mc	x2	
Striker	6	4+	3+	5+	5+	11mc	x6	
Forge Fathers - Start with: 1 Coaching Dice, 1 Card								
Guard	4	3+	5+	4+	4+	13mc	x3	Steady
Jack	4	3+	5+	4+	4+	9mc	x3	
Striker	4	3+	5+	4+	5+	9mc	x2	
MVPs p76-82								
Buzzcut	G	6	2+	4+	5+	4+	11mc	Grizzled, Can't Feel a Thing
Number 88	J	8	4+	2+	4+	4+	8mc	Mind Like Water, Jump
John Doe	G	4	3+	4+	5+	4+	8mc	No OG Gotcha!
Reek Rolat	G	5	3+	3+	6+	4+	9mc	V Can't Feel a Thing
Lucky Logan	J	6	4+	3+	3+	4+	8mc	H Really Lucky
Slippery Joe	S	5	5+	3+	4+	5+	7mc	OG A Safe Pair of Hands, Jump, Roll
Gorim Ironstone	S	5	3+	4+	4+	5+	8mc	FF Grizzled, Steady
Enforcer	G	7	3+	3+	4+	4+	10mc	Jump, Backflip

ABILITIES p62-65

- A Safe Pair of Hands (S/J)** +1 to Catch inaccurate pass (scattering ball or 0 success Throw)
- Back Flip (Any)** Auto pass Stand Up action as if Doubled.
- Can't Feel a Thing (Any)** +1 success on Armour Checks.
- Does This Hurt? (J/G)** Treat Stomp as a Slam for move/adjacent bonus. Still a Foul.
- Gotcha! (Any)** Causes -2 Threat instead of -1. Failed Evades away from player don't move.
- Grizzled (Any)** -1 for Slams against this player.
- Jump (S/J)** 2 hex move part of run/sprint (counts as 2 movement and no Evade Check), 1st hex must have player. See Actions.
- Keeper (G)** Role change to Keeper, type of Guard. Still Guard, unless specifically says otherwise. 3+ Armour. May Pick up Ball or Catch at -1. Punt action - place ball anywhere on field, ball scatters twice, Rush Ends.
- Lucky (Any)** Once per rush, player may re-roll one dice.
- Mind Like Water (Any)** Always responds to Slams with Slamback (using Speed) and rolls same # dice as Slammer.
- Really Lucky (Any)** Replaces Lucky. Lucky per action now.
- Roll (S/J)** If target of Stomp, treat normal Dodge as Double.
- Running Interference (J/G)** May use once per match, see Actions.
- Steady (J/G)** Not knocked down by Slam. Still pushed/armor check



Action	Role	Test	Modifiers	Outcome / Notes
DICE TESTS p26				
⊖ = Reaction		#d: Roll # dice	+/- dice for modifiers + coaching dice?	(1) test - need 1 success. (x) test - need > opponent roll
S = Striker		>=stat: success		(123) test - need 1 1st time, then 2 for next, etc.
J = Jack		6: roll extra die	ignore acting player's & target's threat	Double - 2x needed successes Opponent rolls 0 - need 1+
G = Guard				

Movement Actions p34,41,42

RUN	SJG	Move # hexes = Movement, turning freely. May Dash. Must Evade if move out of threat hex
SPRINT	SJG	Move # hexes = 2x Movement, straight forward. May turn 1 hex side per Movement point. May Dash. Must Evade if move out of threat hex
⊖ DASH		Dash - move 1 extra hex, then test.
⊖ EVADE		Evade - after move out of enemy threat hex.
⊖ JUMP*	SJG	Jump - uses 2 move, 1st hex player. No Evade p63
* Req. Ability		0/1/2 - fall down in hex moved to. If ball carrier - ball scatters and <i>Rush Ends</i>
		1/2/3+ - success
⊖ PICK UP BALL	SJ	3d Skill (1)
		-1 per threat (max -2) -1 if Sprinted -1 if Keeper +1 if Striker
		0 - ball scatters. <i>Rush Ends</i> 1 - pick up ball, action ends. 2+ - Also free Run/Throw action.

Slam / Steal Actions p35-37

SLAM	JG	3d Strength (x)	-1 per threat (max -2) +1 if moved adjacent +1 if Guard	Target may Dodge (front/rear) or Slamback (front)
J may move 1 G may Run				Draw - players turn to face each other Win - push back (may follow up), players face each other if follow up, vacated hex if not Double - Also knock down & Armour Check.
STEAL	SJ	3d Speed (x)	-1 per threat (max -2) +1 if Striker	Target may Dodge (front/rear) or Slamback (front)
J may move 1 S may Run				Draw - players turn to face each other Win - ball scatters. Double - Stealing player takes ball.
⊖ SLAMBACK	JG			see Slam
⊖ DODGE	SJG	3d Speed (x)	-1 per threat (max -2) -1 if knocked down +1 if Striker	Win - turn any way; enemy turns to face Double - Also free 1-hex move (even if down)
⊖ ARMOUR CHECK	SJG	3d Armour	+1 if Guard	Hits = Slam winner successes - loser successes Reduce Hits - by 1 per Armour success Out of Play - 1 turn per hit. 4+ hits: player killed. Fan Check - for injuring team if 3+ hits.

Other Actions p40,48

STAND UP	SJG	3d Speed (1)	-1 per threat (max -2) +1 if Striker	1 - stand up and turn any way. 2+ - Also free action (not Sprint)
BUY CARD		Draw card, max draws per Rush = # of cards on team roster. No hand limit.		
⊖ FAN CHECK		Do After - a 3/4 point strike, Double on strike, injuring player for 3+ turns. Draw Card - place under fan support card, with fans (red dots) sticking out. If 3+ fans - turn cards face down and get a coaching die. If Event, resolve.		

Throw Actions p38-39

THROW STRIKE		Xd Skill (1)		STRIKE - target must be in front arc. 0 - ball scatters from target. <i>Rush Ends</i> 1 - adjust score track. <i>Rush Ends</i> 2+ - (or score 3+ points) Also do Fan Check.
PASS AT PLAYER	SJ	3d: 1-3 hex range 2d: 4-6 hex range 1d: 7-9 hex range	-1 per threat (max -2) -1 if moved -1 target is Strike hex +1 if Striker	PASS - target must be in front arc & able to Catch. 0 - Inaccurate Pass, attempt Catch 1 - Accurate Pass, attempt Catch
J may move 1 S may Run		A clear (no standing models), shortest path to target is required.		AT PLAYER - target must be in front arc & Dodges if Thrower in front arc (vs. 0 if back). Win - push back, target faces vacated hex, ball scatters from vacated. <i>Rush Ends</i> Double - Also knock down and Armour Check.
⊖ CATCH	SJ	Xd Skill (1) X=throw successes X=0 on scatter	-1 per threat (max -2) -1 if Keeper +1 if Striker	Ball must come (via throw or scatter) from front arc 0 - ball scatters from target. <i>Rush Ends</i> 1 - catch ball, action ends. 2+ - Also free Run/Throw action.
⊖ DODGE	SJG	3d Speed (x)	-1 per threat (max -2) +1 if Striker	Draw / Win - Ball scatters from target. <i>Rush Ends</i> Double - Also free 1-hex move & turn any way

Fouls p44-46

DISTRACT THE REF	SJG	3d 4+ test (x)	+1 if Guard	Draw / Win - Ref only on this player until Rush end Do Ref Check w/ -1d (no eye) Double - As Draw/Win, but no Ref Check.
⊖ REMAIN CALM	Ref	3d 4+ test (x)	-1 per threat (max -2) from distracting team	Win - do Ref Check against player Double - player thrown out for rest of game
SUCKER PUNCH	JG	Start a Slam action in the front arc of target, but Slam from the back.		
STOMP	JG	Slam a knocked down player, but may not move. Target Dodges. Double - target makes Armour Check. Any other result - turn to face target.		
STALL	SJG	If player in opponent entrance hex, may Call Foul on him after any actions by his team.		
SNEAK	SJG	If team has > 6 players on field, may Call Foul after any actions by that team. Ref can be within 7 of any player on team. Random player out of play on Ref Check success		

Actions Done on Opponent's Turn p42-43

RUNNING INTERFERENCE	J	Requires ability or card to use. Player running interference may not have the ball. During opponent's Rush, may interrupt any action (max 1 interrupt per action) & do a Slam. If Slam successful, action ends, otherwise target may resume action.		
CALL FOUL		If called by opponent during/after foul and before next action, Ref Check done after action.		
⊖ REF CHECK		1d 1-3	+1 if Ref <= 7 spaces	Sum all dice < 4; player out of play # turns = sum. 4+ sum: out for game.