



Frequently Asked Questions

Answered by the designer - Jake Thornton & the Rules Committee

This section deals with the most common or important rules questions that gamers have asked about DreadBall. Although it is called a *frequently* asked questions section that's not entirely true. Some of these questions haven't been asked at all – they've been added by me to clarify areas of the rules before they confuse people.

If you have any questions on the game rules, or if you see a post on a forum somewhere that does, then please direct them to that site so that I can deal with them all in a single document. That way questions get answered consistently and everyone gets the benefit

Corrections

Core rule book

Page 7: In the last sentence of the section on Game Terms, replace "The **player** with the most points..." with "The **team** with the most points..."

Page 36: Replace "Slam doubles opponent" with "Slam **or Slamback** doubles opponent".

Page 65: Delete the reference to Guards on the *Running Interference* ability. ***Running Interference is Jack only.***

DBX Rulebook

Page 56: Steady. – Replace the sentence "If this fails they will be removed from the pitch to recover from their injuries as normal" with "**If this fails they will be knocked down and injured as normal.**"

Errata

Mind Like Water works as written with the single change that the player uses the same stat value as his opponent to roll against as well as using the same number of dice. So, if his opponent rolls 4 dice and needs 3+, then that's what the player with *Mind Like Water* needs to roll as well. Note that Coaching Dice can be added to either side's roll and are included after their calculation of how many dice are to be used. This is the only way in which the opposing players could roll different numbers of dice.

Gotcha! – With a team to test rather than a single MVP it quickly became obvious that Gotcha! wasn't quite doing what it was supposed to do. Rather than invent a whole new skill I've just tweaked the existing one. It works as described on page 63 of the core rulebook with the following addition:

Whenever a test says that the maximum penalty for opposing players threatening the hex you are in is -2, it is treated as -2 if at least one of the opposing players causing the penalty has this ability.

Judwan – Reduce the Speed of the Judwan strikers to 4+. All other stats remain the same.

Randomising Players for Events – When an Event card is drawn that needs to be assigned to a specific player, only consider the players who are on the pitch at that moment. This avoids selecting players who are waiting on the Subs' Bench or languishing in the Sin Bin. Whilst they may logically be the subject of the event it just isn't as much fun!

Season 6 Book – Synechdoche and Karadon have the incorrect armour values. Synechdoche should be armour 4+ and Karadon should be armour 3+ to match the positional norm for DBO

FAQ

The following are dealt with in 3 steps rather than the more common 2. As well as a *Question (Q)* and an *Answer (A)* I've included a *Discussion (D)* section so that I can talk around the topic as needed. This might explain why a rule is as it is, the history of its development or the tactical implications among other things. The intention is to give you a better insight and understanding into the decisions behind the rules as well as the rules themselves.

MOVING ABOUT

Q: Can you Dash to get to the Subs bench? If so, what happens if you fail your Dash? Since there is no "penalty" for failing a Dash (no Armour roll, etc), does this mean you can always Dash for free to get on the Subs bench?

A: Yes, you can Dash to get on the Subs Bench, and yes this would mean that your final hex Dash to get off the pitch onto the Subs Bench would be without penalty.

D: Only the last hex you Dash would be penalty free, as you'd still fall over if you failed a Dash in a previous hex. I suppose this could be considered a loophole, though I can't get excited about it as people very, very rarely move players off the pitch deliberately (to put this in context, I have never played in a game where it has been done). The rules allow for you to do this as some people may get protective of experienced players, especially if their opponent is clearly out to hurt them specifically. However, in practice there are two main reasons why this doesn't happen a lot. Firstly the number of injuries generally means that you need to be moving players on, not off the pitch to keep a full team in play. Secondly, the scarcity of Team Action Tokens makes it unusual for this to be the best thing you could do with your limited resources. So, whilst you can indeed get 1 hex Dash to get into the Subs Bench without a down side, this hardly seems to be a problem.

THROWING THE BALL

Q: Can I have a friendly player on a Strike Hex when I Throw the ball at it? If so, what happens if the Strike attempt is missed? Can that player try to catch the ball (as an inaccurate Throw)?

A: Yes. A friend facing the wrong way will be struck as if he was an opponent. A friend facing the Thrower must make an attempt to catch the inaccurate Throw.

D: An intriguing conundrum here, and not explicitly covered in the rules. The ruling is based on the following logic. Firstly, you can choose to target the Strike Hex or an opposing player if they share the same space, so it would seem strange if you could not differentiate between friend and Strike Hex. So yes you can choose to either pass to your team mate or try for the points. In fact, you **must** make that choice as you can't do both at once. And yes, there will be times when you do want to Throw the ball to your friend rather than at the Strike Hex.

If you score then all is well and the game continues as normal.

If you miss then an opponent would be struck. This should also apply to a friend who does not have the Throwing player in his front arc. He cannot see the ball coming to avoid it - even if he knows it's on its way.

If the ball misses the Strike Target and the friendly player on that hex is facing the Thrower then they **must** try to catch the ball (as an inaccurate Throw). This is the closest to the normal rule. Essentially you have to decide whether it should be more like an attack or a poor pass, and given that all DreadBall players have linked headset comms built into their helmets it seems reasonable to assume that a friendly player facing the right way will know what's coming.

I wouldn't expect to see this happen much as it costs an action to get the player onto the Strike Hex on top of everything else and he only has a marginal chance to catch the ball. However, some folk are bound to try it :)

Q: Can I Throw the ball at an opposing player who is on the floor? If so, what modifiers (if any) apply?

A: Yes. The target cannot Dodge, and the normal modifiers apply to the Throw.

D: While it's a bit mean and underhand to Throw the ball at fallen opponents, it also seems to be entirely in character with the game and I can't see why you shouldn't. The rules say that a target player only gets a chance to Dodge if they have the Throwing player in their front arc. As fallen players don't have arcs they can't possibly have the Thrower in their front and so cannot Dodge. The modifiers and results apply as written with the obvious note that the target cannot fall over as they are already on the ground. They can however, be knocked back into other hexes by the force of the impact and can be required to make armour checks. As they are on the floor they have no facing so do not need to be turned if pushed back.

Q: If you injure your opponent's player for more than 3 turns by throwing the ball at him/her/it will this cause a fan check just like you would have slammed the player? Would the throwing player get experience too?

A: Yes and yes.

D: The Fan Check rules on page 48 don't differentiate between causes, they are just worried about effects. If you injure an opponent for 3 or more turns then you get the Fan Check. The same is true for the Player Advancement rules on page 57 - killing an opponent or injuring an opponent for 3 turns gains experience for "Any Player".

This is a dangerous thing to do, and throwing the ball at opponents when they can't see you do it (and so cannot dodge) is a good way to get them off the pitch. However, it is almost guaranteed to cause the end of your Rush, so that's an important consideration.

Note also that Coaching Dice can be used for Armour checks (as it is a normal roll), so players may not be as vulnerable as you imagine.

Q: Can you perform a throw action to a team mate if you have 0 dice in your pool to throw?

A: No.

D: You always needs to be one dice in the pool to perform an action. You can always add coaching dice but if none are available then you cannot perform this action.

OTHER ACTIONS

Q: Does an opponent also lose 1 dice when performing a Slamback against a player with the Grizzled ability, or does this only apply to a Slam?

A: It applies to both.

D: A Slamback is just a Slam in the other player's turn, really. It doesn't have a movement component like a Slam does, but in terms of calculating modifiers and results it is identical.

Q: If I successfully Distract the Ref, does this cause the Eye on the Sky to ignore people or just the Ref.

A: Just the Ref.

D: This basically gives you one Rush in which you cannot be sent off for the whole match (because only the Eye is rolling to spot you). It's not used often, but was something that was requested repeatedly during playtesting. The foul rules changed quite a bit during development and with 20/20 hindsight I might be tempted to make this a bit more effective. On the other hand, perhaps not. DreadBall Xtreme has no Ref at all, and so there's no real need to make the big stadium version as bloody as that. There will be time enough for foul frenzies when we go all unlicensed...

Q: Is the Stand Up action the only action a knocked down player can perform?

A: Yes.

D: Unlike Judo which has a recognised floor fighting style, normal DreadBall assumes that players will be standing up to take part. Xtreme may well go a bit beyond this, you'll have to wait and see :)

Note that although there are no other actions for fallen players to choose, there are a number of relevant abilities, eg Backflip and Roll.

Q: When performing an Evade action, you have a modifier of "-1 per opposing player threatening the hex you are moving from". Does this include the first player that you are dodging away from?

A: Yes.

D: The Check Your Modifiers comment on the bottom of page 27 is about this sort of thing. In this specific instance, it may seem a little odd that you effectively start with 2 dice instead of 3 because you always count the person you start next to. However, no matter how much I wanted it to be neat it was determined to work best with 2 dice instead of 3. In order to retain the

standard nomenclature for the roll I simply changed the modifiers instead. Dash is the same.

It's a balance issue, really. Both are too easy if you don't include the modifier. Overall I found it easier to remember that tests are "always" 3 dice (bar Throw which makes sense to vary by distance) and have different modifiers, than to start introducing lots of different amounts of dice. You could perhaps do away with other modifiers too if you were willing to accept a less uniform test - it just seemed easier this way.

Q: When using a GIANT to Brush Aside, does the target's facing change if they are not knocked down?

A: No

LAUNCHING & SCATTERING THE BALL

Q: If an upright ball carrier is sent off the pitch how is the ball relaunched? This situation can happen in two ways that I can think of:

1) The ball carrier is the one randomly selected to be sent off.

2) He is a Jack or Keeper with the Steady ability and has failed an armor check.

Does it scatter from where the ball carrier was, or is it relaunched?

A: Scatters from the ball carrier's last position on the pitch.

D: think of it as if the player just disappeared - the ball falls to the floor and bounces away. Throughout DB the ethos is to just carry on from where things were with the sole exception of relaunching the ball after a Strike. This relaunch is partly a chance to give possession to the other side and thus make a more exciting game (the DGB loves exciting games), and partly an excuse to change the balls over as they get so damaged in use. This stops them disintegrating in play more often than they do (see the Event cards).

Q: Can you clarify the ball bounce example on page 14 of the rulebook that has the ball moving from hex B to hex C? It looks just like example D.

A: Both A and D hit the wall where the outer hex has 3 "wall" sides, whereas B-C hits an outer hex with only 2 "wall" sides. This difference relates to a different shape of the wall on a real pitch, hence the different bounce.

D: It's a little abstract (hence the diagram). However, once you "get" it the bounce quickly becomes second nature. The real world pitch has a wall which matches the hex edge contours at ground level, but smooths out as it rises (which is not something I'd like to try and draw, but works fine in my head).

Q: If a ball scatters onto a Jack during his Rush then does he have to try to catch it (with zero dice because it is inaccurate)? Does this apply if the Jack Slams the ball carrier and it scatters back onto him? In both cases, will his Rush end if he fails to catch the ball?

A: Yes, yes and yes.

D: Some people seem to find this harsh. I don't. To me this is just one of many ways to end your Rush by being unlucky. I could equally have rolled a bunch of 1s and 2s (or 3s or even 4s, depending) to pick up the ball, failed a Dash or an Evade, and so on. There's plenty of scope for being a bit unlucky in DreadBall. However, unlike those simple pieces of luckless dice, this is often (not always) based on the model's positioning and so the risk can frequently be reduced by skilled play. For example, if the Jack **chooses** to place a falling ball carrier to the left or right rather than straight backwards, and then **chooses** not to follow up then **the ball cannot scatter to him** without bouncing off someone else first. Note the two choices a Coach has had to make in order to put his Jack at a mere 1/6th risk of having the ball scatter to him. DreadBall is largely a game about positioning, and exact positioning at that. I use this same explanation when asked about the Jack who has the ball launched at him and then drops it. You know where the ball is launched and in which direction. If a Coach's model is standing in the wrong place then whose fault is that? I don't believe in building in rules to "let off" people when they play poorly as that just encourages sloppiness rather than skill. When I'm teaching someone the rules I explain what is going on, tactical options, important decision points, allow "take backs", etc. You can't do the same thing with the written rules.

In all my games I want people to think about their actions and consider the risks and rewards of the possible moves. Different gamers will accept different levels of risk, and that's great and gives character to people's playing styles. The fact that it is a risk is a good thing as it then has to be considered. There are different consequences to taking different actions and moving to different positions, even if the variance is only subtle. It also tells a story, which is another good thing.

What I don't like is allowing people to do things with no consequences as this encourages what I would call sloppy or bad play where I can push models about without any real care or attention, and be none the worse for it. Moving towards that kind of game is what I would define as dumbing down. I think this is a Bad Thing.

Note that if you did the same thing with a Running Interference Slam then your Rush would not end as it isn't your Rush at that point. The same would be true if the ball is launched to your player in my turn. A failure to catch in your opponent's turn has no detrimental effect other than you don't have the ball.

Oh, and don't forget Coaching Dice. These can always be used in such circumstances to give you a chance to make "impossible" rolls.

Q: When a player who is allowed to carry the ball fails to catch a scattering (or launching) ball

during his Rush then his Rush is over. Are there any exceptions?

A: No.

D: If it is your Rush and you drop or fail to catch the ball then your Rush is over. It's much simpler to remember rules without exceptions than rules with a stack of ifs and buts.

Q: If a player that can carry the ball is pushed back into a hex containing a loose ball do they have to try to pick it up?

If so, does this happen before or after the pushing player chooses whether to follow up or not?

What happens if a player is pushed back onto the ball and knocked down in that hex?

A: Yes, a model must always try to pick up the ball if they can. This happens after any follow up. The ball scatters if you fall onto it (however that happens) and does so after any pushing player has followed up (or chosen not to).

D: Players don't often get pushed back onto the ball as this is giving away possession, but it can happen. Typically this is when there is a large ruck with lots of players putting Threat Hexes on each other. The thing to remember is that the ball cannot be in the same hex as a player without that player holding it. To do so would be to make things far more confusing than they need to be. So, if a player enters a hex with the ball in they will always try to pick it up if they can (and scatter if they fail), or scatter it as they go through if they cannot pick it up.

KEEPERS & PUNTING THE BALL

Q: Can a Keeper Punt the ball to an occupied hex? If so, can a player in that hex attempt to catch the ball?

A: Yes, and no.

D: This Punt rules are not my finest hour of clear rules writing and unfortunately need some additional explanation.

The rules allow the player to target any hex on the pitch. If you take that literally then it is simple. Just pick a hex and place the ball there. However, the rule is not intended to be a better version of a Throw, and also says that you must then scatter the ball from the target hex. In effect, the ball never actually lands in the target hex and so cannot be caught by a player in it (nor can it hit an opposing player or make a Strike). The target hex is just an aiming point from which to work out its actual landing spot.

A player may attempt to catch the scattering ball at any point on its journey from the target hex, just as normal. The only difference in the scatter is that it does it twice.

Some people have suggested that players should not be allowed to make catch attempts until after the first scatter, assuming that the first scatter is the initial inaccuracy of the Punt and that it only really lands at the end of it. Whilst I quite like that interpretation and

would consider it a reasonable House Rule, it is not how the rules are currently written.

There was a good summary on Punt specifically and catching the ball in general from the forums which went:

"You can't put a ball on a player without it being scattered or caught and catches can only occur when balls Scatter onto you, are Launched at you, or are Thrown to you. Punt is none of these. You can catch it after it scatters, but as the rules are written I don't see how it can be caught where it lands."

Q: When a Keeper Punts the ball it is supposed to scatter twice. Can a player (with proper facing and dice) attempt to catch the punted ball during the first scatter? The second?

A: Yes, and yes, but see below.

D: This is treated exactly as any other scatter for the purposes of catching the ball. Note that this you may only try to catch it **during** the scatter, ie in its first or subsequent hex of movement - **not** in the hex it lands in (the one it is aimed at).

Q: A Punt is a loss of possession, but the rules also say that if the ball ends up in your teams hands (p.32). Your rush is not ended after all. Does this caveat apply to Punt as well?

A: Yes.

D: It actually mentions Punt as one of the actions this applies to in section 4 (bottom left of page 32). In fact, this caveat applies to every instance of losing the ball for the simple reason that if your team mate ends up with it then you haven't really lost it after all :)

Q: Since Punt is a unique action, it is therefore not possible to do as a free action on a doubled pick-up correct?

A: No.

D: If it was possible to Punt as a free action for doubled Throws it would be listed. The term "unique" refers to it being available only to Keepers. However, other Keeper-specific actions and options are listed in the main rules where they apply. At least, they should be, and if they aren't I'll add them to the errata! In this case, it is written as intended.

Q: Can a Keeper move when he makes a Punt action?

A: No.

D: I toyed with allowing movement for this, but in the end decided that it was already good enough without. The problem they have is usually more to do with opposing players standing where they want to punt it to, rather than from.

Q: With a Punt action, does a Keeper need an unblocked path to the location of the placed ball (as per a normal Throw)?

A: No.

D: The Keeper uses his great strength to hurl the ball "up and over" his opponent's heads, giving it a great range, but sacrificing accuracy.

RUNNING INTERFERENCE

Q: Does a player Running Interference have to make a Slam as a part of that action, or may they simply move their one hex in order to obstruct a throwing lane, or put an extra threat hex on an opponent, etc?

A: The Coach may choose to make just the move, just the Slam, or the move and the Slam together.

D: Ah, so you've noticed the options here. Running Interference is quietly rather powerful, though its real strength only comes out when you combine it with careful positioning. Early versions included more interactive interceptions, but they were rules-heavy and complex and nobody ever used them. This stripped down version allows even more subtlety whilst being very simple to explain and implement.

Q: Does a player who's Running Interference have to Slam the opposing player whose action he is interrupting, or can he Slam anyone?

A: Anyone. The interrupted player's turn is over if they were successfully Slammed by the interfering Jack - not if the Jack Slammed a different player. However, the opposing team's Rush is over if any of their players loses the ball as the result of Running Interference.

D: I hope this is clear. It seems self-evident to me, but is worth explaining just in case. If it's still muddy then comment below and I'll have another go at explaining it. The idea of Running Interference is to mess up the opposing play, which is just as doable by smacking about the player who is waiting in position to Strike as it is knocking down the ball carrier. This is why it allows the flexibility.

Q: Running Interference (RI) again. Team A Striker is going to perform a Throw, using Team A's last action for the Rush to attempt a 4 point strike, moving 4 hexes to get to the bonus hex of the Strike Zone and prepares for a Strike attempt. Team B then uses RI on the Jack standing in that Strike Zone to move one hex directly into the center of the Zone, thus obstructing the shot. When play reverts to Team A at the end of the of RI, is Team A's Throw action automatically ended because the Striker no longer has a clear path to the target, or can the player nominate a new target (perhaps a nearby team mate, hoping for a doubled catch)? Can the player decide to continue their move rather than take the shot at that point, Dashing if necessary, to get into a legal shot position? Likewise, are these same options available if the RI had been used to

put a threat hex on the Striker, ie could the Striker try to dodge prior to throwing?

A: Team A's action continues as normal after the RI.

D: See page 42 on Running Interference: "The opposing Coach stops what he's doing while you Run Interference, and then continues with his declared action once you have finished." This means exactly what it says. The action continues as if nothing had happened, so the player has the same number of hexes worth of movement left, can Dodge, Dash or whatever as appropriate. Assuming, of course, that he has not lost the ball, in which case his Rush would be over as normal.

So, in your examples, the Striker can continue to move after the shot is blocked, Dashing or Dodging as required, and/or changing the target of his Throw. remember that you have to declare the type of action you are doing, but not the target of that action until you do it. You could RI against a Slamming player before he reached his target, and he would be allowed to change his target and Slam someone else.

FOULS

Q: I'm a bit confused by the fouls and what each one is about. Could you summarise them please?

A: Sure.

- **Sucker Punch** = running round behind someone to smack them in the back of the head in a single action.
- **Stomp** = Slamming a player who is on the floor in front of you.
- **Stall** = standing on (and so blocking) the yellow entrance hex by your opponent's Sin Bin. This is a foul because it stops them moving onto the pitch.
- **Sneak** = having more than 6 players on the pitch at once.
- **Distract the Ref** = arguing with the Ref to distract them whilst a team mate commits another foul elsewhere.

D: I've tried to give each foul a memorable name that describes the act itself. Hopefully that will help you to remember which is which.

Q: Is there any downside to calling a foul when it isn't one? If not, then as the onus is on the victim, calling every action a foul is the best way to ensure your opponent never gets away with any.

A: Not really. Although there is no rules-related downside to shouting foul at every action, you do need to know what foul you are calling (because they work differently).

D: If you didn't see it, then what are you asking the Ref to check for? Who are you asking to be sent off? There is no such thing as a generic foul and you'll have to say which foul you are calling before you can make the roll. Mostly though, it would just be the kind of hugely annoying, game-slowng, fun-sapping behaviour that

would make me want to avoid playing that person again. Whilst it is technically not outside the rules, I can't say I'd recommend it.

Q: The rules for It Wasn't Me and the Sneak Foul currently contradict; the Sneak foul determines a player to be sent off after the ref check, but It Wasn't Me can only be used by a player with that ability before the ref check. In games where Zee teams are supplemented by free agents/MVPs without It Wasn't Me, how do you handle a Sneak foul?

A: Follow these steps:

1. Call the foul
2. Determine which player it is being called against and apply It Wasn't Me if the player has the ability
3. Roll the ref check
4. Roll for It Wasn't Me

D: Resolving the situation in this way means that you would determine if the ability is required and who is using it, then allow for the player to argue that it was not them.

Q: If the Stall foul area has increased, does someone commit the foul if they are trying to interact with a ball carrier who is hiding on their own bench entry hex?

A: Yes.

D: It probably does need to be looked at again, this is not very sporting behaviour.

Q: What happens if a player is carrying the ball when they are sent off for a foul?

A: The ball scatters from the hex they were in. The Rush does not end.

D: This is the only time that you can lose the ball and the Rush won't end. It is very tempting to have this end the Rush as with all other ball losses. However, the team is already being punished by losing the player and possession and it seemed like too much to take the Rush off them as well. After all, they now have to recover the ball with less players (and only the actions they have remaining) and any Strike attempt they may have been up to is probably foiled.

ABILITIES

Q: Is Dirty Tricks an action?

A: No, and it can be used in either team's rush.

D: Dirty Tricks is a powerful ability, though perhaps a better threat than a reality. Once you've used it your opponent has nothing to fear (and it may do nothing anyway). As long as you've got it hanging over his every move you can keep him guessing about when the axe might fall and that can often make you opponent nervous. And nervous Coaches make mistakes...

Q: Can Asterian Jacks use "Jack - Any Action" cards to perform Take a Dive above and beyond the once per match they are allowed (as the Running Interference card allows)?

A: No

D: *Taking a Dive is not an action like Running Interference, it is a modifier to another action.*

Q: Can a player with Teleport throw the ball after being slammed in the rear (by Run Interference or any other Slam)?

A: No

D: *The defensive Teleport only allows you to make a Teleport move, not a Throw action (which would limit a Teraton Jack to a single hex movement paying attention to threat hexes). Season 3, Page 31.*

Q: When can you declare Running Interference against a player moving with Teleport?

A: You may declare it before they being moving, or when they have finished moving, but may not interrupt their move as with other players.

Q: Can the Jack Any Action be used to activate Run Interference?

A: Only if that player has the skill already. If he hasn't got the Run Interference ability in the first place then this card will not give it to him.

D: *You can do "any action" that is available to that player. So by the same logic, you can't use that card to pretend you Goblin is a Robot and turn into a Guard either.*

Q: Can a Gaelian Jack Charge when it Runs Interference?

A: Yes

D: *Charge changes the way a Slam works; Running Interference is a Slam (just like Stomp and Sucker Punch). There is not an exception to this rule.*

Q: Can you Pummel as a Slamback?

A: No

D: *The description references 'the Slam action' being taken by the player with Pummel (although not too strictly), so while Slams and Slambacks are mostly equivalent in turns of effects, a Slamback is not a 'Slam Action'.*

Q: How does Stench work?

A: There are multiple parts to Stench. All hexes adjacent to the player are counted as their threat hexes, in the same way as 360 Vision (without being able to see behind them). In addition, those threat hexes are always counted to modify a test if a modifier for threat hexes is listed at all, even if that player is the target of the action (just like Threatening). The maximum modifier for threat hexes is not affected by Stench (-2 in most cases). Stench has no effect when the player is prone, as a prone player has no threat hexes.

Q: Is player with Steady knocked over as a result of the Pile Driver skill?

A: No

D: *Steady states that a player "cannot be knocked down as a result of a Slam". The Pile Driver result can only be accessed as the result of a Slam and therefore the player remains on his feet.*

Q: The Monkey Business (Zee team special rule) and Coaching play rules both conflict with each other. They both say to do the action at the beginning of the rush. So which goes first?

A: Monkey Business is done first, followed by the Coaching Play.

D: *Coaches were written without knowledge of Monkey Business; whereas Monkey Business was written knowing that Coaching Plays are rolled at the start of a rush and override that (later rules supersede earlier rules).*

Q: Do Backstab and Shove add together?

A: Yes.

D: *The modifiers are listed as 'additional' and 'in addition to' so they add up. However, the result on the Shove ability must be used instead of the Slam ability.*

Q: When you Slam with a player which has the Ram ability, do you get a bonus for moving? Do you get threats from the original or new hex?

A: You do not get a bonus for moving, since you started the action adjacent to the target. Threats are from the new hex.

Q: When using the Ram ability, where does the rammed player face?

A: They retain their facing.

Q: When using the Shock Collar ability, do you roll once and apply that result to all targets, or once for each target?

A: Once for each target.

Q: Can you use coaching dice on Shock Collar rolls?

A: Yes.

Q: Can you use the Shock Collar while Prone?

A: Yes.

Q: Does using the Shock Collar count as one of that players two actions per rush?

A: Yes.

Q: Do you get experience for injuring players with the Shock Collar?

A: Yes, if they are injured for 3 turns or killed. This only applies to opposing players however, not your own team (see DB Rulebook page 57).

Q: Where do you put the target when you double a Slam using Pile-Driver?

A: The target is knocked down in the hex they are in.

Q: Do you choose whether to use Pile-Driver before or after rolling the dice?

A: After. The rule says "When a player with this ability beats an opponent... they may choose...", so the prerequisite for choosing the Pile Driver's result is

beating an opponent in a Slam, which can only happen after rolling the dice.

Q: If a player with Pile-Driver wins a Slam and doubles their opponent, can they choose to use the regular Slam result and still get the armour check modifier for Pile-Driver?

A: No. The option when you double your opponent is between pushing back and knocking down as normal, or knocking down with an armour check penalty (no push back) with Pile-Driver.

Q: How does Pile Driver work with Slippery Customer?

A: The Pile Driver happens first and then, should they be able to, Slippery Customer comes into effect.

Q: If a player with Pummel Slams a player with Slippery Customer, how do the two abilities interact?

A: Assuming that neither player doubled the other, the

Slam is resolved as normal (the Slippery player may or may not be pushed back, and the Slamming player may or may not follow up). Once that is complete, the Slippery player may make a free one hex move as described. Finally, if the Slippery player is still in one of the Slamming player's Threat Hexes, the Slamming player may make a free Slam (as described for Pummel).

Q: Which hexes can a Sprinting player move into if they have the 360 ability?

A: The same one as normal – the one “directly in front” of the model.

D: 360 does not change the way Sprint works. A normal model has to go into one of three Threat hexes (the one “directly in front”) and a player with 360 is simply picking the same hex from a set of six instead of three. Use the facing of the player's model just as you would normally. The lack of a rear arc makes no difference to Sprint because the rear arc is never mentioned in the rule. What is different with 360 is the freedom to face directions that would normally get you Slammed in the back.

Q: Can you use Push to move a player onto the pitch?

A: No, it is not possible to target a player that is not on the pitch

ENDING A RUSH

Q: What exactly constitutes a failed catch which would lead to a turnover? Specifically, if a Jack on the line during a launch in his own Rush is in position to catch it, but could roll no dice, he can't catch it, but will this be a turnover?

A: Yes.

D: Any attempt to catch the ball that fails is a failed catch. And, to make things harder, you **must** attempt to catch the ball if you are allowed to (ie, are a Jack, Striker or Keeper and facing the direction it is coming from). So yes, a Jack has no dice to catch inaccurate

passes, but must make the attempt (thus failing automatically). Nasty!

Also, if you fail to catch the ball on launch then your Rush ends and your opponent does, in effect, get two Rushes in a row. Again, very nasty.

We playtested a number of permutations of this, allowing people to pick and choose when they would try to catch, but it all felt very artificial. After all, the player would really make an attempt if he had the opportunity. At least he would if he wanted his contract renewing at the end of the season. Allowing people to pick and choose also slowed the game down and added very little that I liked, and rules that slow things down and add little don't last long if I can find them. Also, a large part of the game is about details of positioning and so having a choice between being positioned somewhere that is a risk and somewhere that is not doesn't seem wrong to me. It's all part of the learning curve.

As it stands, this is a harsh lesson of precision and positioning that you learn early on and learn to avoid if you can afterwards. Another comment suggested forcing an opposing Jack onto the line of launch and then crowding him with opponents so that he would repeatedly fail and so never get a full Rush. I suppose that is technically possible, though I've never seen it even tried. However, Coaching Dice would give you a chance even here, and they are one of the first things people buy. Also, you'd have to crowd him onto the first launch hex to guarantee this working as the ball could simply fall short, thus allowing them to continue with the Rush and at least spend an action to turn the Jack to face the other way. As well as this, you have to remember that even if the Jack fails to catch it, his Rush is not over if a team mate catches the scatter. All in all it's a clever (and rather devilish) tactic that could work, but would be hard to pull off, unreliable and probably not worth the effort. I'm sure people will try it though ;)

SCORING STRIKES & WINNING THE GAME

Q: Can I score a Strike during my opponent's Rush?

A: Yes.

D: This can happen a number of ways, none of which are terribly common, but they do happen and can even be planned for by cunning Coaches. This centres around the ball scattering or being launched, and a player from the non-Rushing team being in the way and doubling their catch. This gives them a free action which must be taken immediately and could be a Throw, which in turn could be a Strike - hence scoring in their opponent's Rush. So far, so good. This is all fairly simple.

The two most common questions after this are what happens to the ball and does this end the Rush? Well the ball is relaunched, just as it is after any other Strike. Again, fairly obvious really. The ball has to be relaunched otherwise you can't carry on.

Ending the Rush or not causes folk a bit more trouble, though even this is pretty easy when you break it down. **The original player only loses the Rush if he would have done so anyway** (ie, if the opposing player had not caught the ball). So, if one of his players dropped the ball which scattered into the opposing

player's hands for the Strike then his Rush would have ended because he just dropped the ball and lost possession. It ends regardless of whether the opposing player scores a Strike or not.

On the other hand, if the ball is launched straight into their opponent's hands then the Rushing team never had possession so they cannot have lost it. If the opposing player chooses to retain the ball rather than Throwing it then the Rush would just continue. If they Throw a Strike then the ball is relaunched as always and the Rush carries on. Similarly, if the ball is launched, bounces off a Rushing Guard (or other Rushing player who is not allowed to make an attempt to catch it) and into the hands of an opponent then the Rushing team has never had possession. If a Rushing player knocks down an opposing ball carrier and the ball scatters into the hands of another opposing player then the Rushing team still never had possession of the ball. Even if a Rushing Guard moves into a hex containing a loose ball (a move that will scatter the ball immediately) then the Rushing team never had possession and so this will not end his Rush.

PLAYER EXPERIENCE AND IMPROVEMENT

Q: Under "Player Advancement" (p.57) the rules say "A play can only advance by a single rank after each game". Does this mean that a player who scores 5 experience in his first game would advance to rank 2 after that game and would automatically advance to rank 3 after his second game (even if he doesn't score any xp in that game)?

A: Yes.

D: As the example on page 57 explains, experience points are not lost if they are not spent - they simply remain on the roster until he accumulates enough to "buy" the next level advancement. If he earned 10 experience in his first game he would be able to advance automatically more than once, but the remainder would sit on his roster (and be added to if he was that good/lucky) until it was needed. You could even leave him off the pitch entirely and he would still advance if he had enough points. Just imagine that he's spent his whole time in training instead.

TEAM EXPANSION, ROSTERS, ETC

Q: Can I have more than 14 players in my team if I don't deploy them in the reserves box? If I can't it means I'll always have to have 13 players if I want to take an MVP at all. What about Free Agents? A full team won't be able to take advantage of an underdog bonus no matter how large the gap might be, encouraging players not to max out their teams.

A: The 14 player limit on the roster includes both MVPs and Free Agents.

D: Managing this limit is all part of the tactics and is one of the hard choices you have to make as a Coach. Do you leave a slot for an MVP or fill up our roster with your own players? Do you leave 2? What about Free Agents? Well underdogs are usually smaller teams (until the league is quite well developed) so this is less of an issue initially. It can be a problem though, and as before you have to make hard choices. Remember

though that the underdog bonus is also usable to buy MVPs so you don't really need to make 2 decisions, just one - how many slots are you leaving for players that you cannot develop on your own. As teams progress and gain their own veterans they will find MVPs less useful as a prop, and so a team may go from having a partly empty roster when they start, to having 12 or 13 players and leaving a slot or 2 for an MVP when they can afford one, to having a full roster of their own players and just using MVP auctions as a way of denying them to their opponents watching them squirm as they drive up the price.

MVPs

Q: Are MVPs eligible for the Man of the Match award?

A: No. Neither are Free Agents.

D: The fans, the managers, the coaches, the players and even the guy selling the hot dogs all expect the MVPs to put on a good show. That's why they get the big bucks. Man of the Match level of play is sort of a minimum requirement for their taking part, so nobody would think of awarding them the accolade. It's just like saying they turned up - of course they're good - they're MVPs!

The idea of the Man of the Match is to recognise players who show promise and do stuff that isn't expected - promising individuals who are worth watching out for next time. This also excludes Free Agents who are just there for the one match as they won't be around next time. If they put on a good show then they're likely to be picked up by one of the scouts who watch the games, so it's worth trying their best, but they won't be awarded the Man of the Match till they belong to a team full time.

Q: Can a Coach who already has 14 players on his roster still bid for MVPs?

A: Yes.

D: Bidding is one thing, putting them into play on the pitch is quite another. As it says on page 60 (right hand column, 2nd paragraph), you can bid on MVPs that won't play for your team. This could be because they just don't like you, or it could be because your team roster is full. In either case, you bid as normal, and if you win you pay for them as normal, but you are paying them **NOT** to play (for anyone else). This is therefore a denying tactic for those Coaches with deep pockets.

LEAGUE PLAY

Q: In the Between Matches Sequence, step 2 tells a Coach to inform League Sponsor of result. Shouldn't this be done after step 5 where a new Team Ranking will be established?

A: Yes, as well as at step 2 (if appropriate), see discussion.

D: Page 61 says that you should remember to tell your League Sponsor what your new Team Ranking is when you work it out, and it would indeed be a good idea to

add this onto the summary. Whether this needs to be instead of or as well as the mention in step 2 depends on exactly how your league is being run, whether all the people are present in the same place and time, and a number of other factors. Leagues are flexible things and the really important thing here is to tell the League Sponsor whenever anything changes so that he can keep track of it all. If it's convenient to do this in one go at the end, then that's probably easiest all round. However, in the real world, people sometimes have to leave early, don't play in the same venues and at the same times, and don't always go through all the processes of hiring and so on immediately after a match. The note on step 2 is a reminder to tell the League Sponsor while the result, at least, is fresh in their minds.

Q: During a league, how should the Underdog rules interact with Friendlies? If I'm reading correctly, the Underdog value is set based on the week's schedule, that money is used to buy MVPs and/or Free Agents, and then you get on with the week. It's specifically mentioned that teams keep MVPs for any Friendlies they play during the week (pg 60), but that seems to remove the balancing mechanism since it's no longer based on the teams that are actually playing. Any advice for handling this?

A: As the rules stand, the MVP(s) involved do not modify the Team Ranking so they are effectively "invisible" to the balancing mechanism for friendly matches.

D: I noticed this after the book had gone to press. Most of our playtesting had focussed on the match rules and league games, with little time for friendlies in between. This meant that this issue never arose. But you're right, it could be unbalancing.

What I would suggest is one of two options, depending on your style of play. On the one hand you could just let it ride as is. That's what I'd do. In this case you take the in-game background view that it's all just part of the rough and tumble of the game, and as you're playing outside the strictures of the league proper (and it's just to provide a fun and exciting spectacle for the fans) exact fairness is less important than making a good show and rolling out the famous names.

On the other hand, if you want a fairer friendly game, you could expand on the rules on page 53. My suggestion here would simply be to add the MVP's cost to the Team Ranking when you worked out the underdog values before the match. Easy! Of course, you need to decide whether to use the amount they are nominally worth or the amount you paid for them (I'd suggest the latter as it scales to your league and the nominal values are quite cheap!).

Q: When a player dies how long can you wait before you revive him?

A: You must decide whether to revive him or trade him for spares in the Between Matches Sequence immediately after the game he "dies" in. You cannot store him up for later.

D: Storing up corpsicles may seem like a nice idea, but quickly becomes an administrative pain. Bite the bullet and either revive the player or take the cash. There's always another eager rookie to take their place, and dead heroes make great stories.

Q: When I roll on the Jack advancement table and get a result that I already have I am allowed to choose what I want from that table. Does this include the "choose from any Guard, Jack or Striker list" result?

A: No.

D: You must take one of the stat improvements or abilities in preference if you can. If you have all of these that you are allowed then the second rule kicks in which then does allow you to choose from any role specific list. The fact that there is this second rule should make it obvious that the answer to the question must be no – otherwise why have the second rule at all?

Q: Can a freezer burn roll of a 5 (lose an ability) remove an ability that a player started with? For example, can a Judwan lose Long Arms?

A: Yes.

D: To start with you might think this sounds a bit strange. How can a Judwan's arms shrink? Actually, his arms stay as they were. What's happening here is that the player's memory is being damaged – hence the term "blank spots".

What is lost if the memories of how to use the skill that goes with the physical attributes, not the physical attributes themselves. For this reason any ability can be lost.

Dreadball Xtreme

DreadBall Xtreme - Traps

Q: When a player is pushed next to a trap by the Ram/Push/Trail Blazer ability, how is this resolved?

A: As soon as the player enters the hex adjacent to the trap, resolve the trap. Then continue with the action (finish the Slam in a Ram, for example).

Q: Do traps still go off if a player goes down in the hex?

A: Yes

Q: How should a trap be handled if you are dashing to a hex next to a trap, and fail?

A: If you fail the dash, the trap goes off and you must Dodge with a -1 modifier for being on the floor.

D: The Dash is rolled before a player is moved – if the Dash is failed, they are moved to the target hex while on the floor already.

DreadBall Xtreme – Cards

Q: What happens when you play Winged Him or Direct Hit on a ball carrier? Do you effectively remove a player's ability to move the ball?

A: Yes.

D: That player is unable to take an action; there is no way for them to move the ball.

Q: Direct Hit: Does "For two rushes" include the opponent's rush?

A: Yes.

D: A rush refers to both coach's turns and 'your rush' refers to only yours.

Q: What happens with a Grav Pulse if the thrown model lands in a hex with another player or a tall obstacle?

A: In both cases, they fall over in the hex before the one with an obstruction – the path they travel is chosen by the player who played the Grav Pulse. When hitting another player, that player also falls over.

D: See the Sabotage Card notes on page 41 of the DBX rulebook.

DreadBall Xtreme – Rules

Q: If Player A is winning by 2 points and Player B knocks all of their players out in Rush 14, who wins?

A: Player B wins, because of the order that the victory conditions are listed in the rulebook. "If one team has no uninjured players at the end of a Rush their opponents win" before it says "If the game reaches the end of the 14th rush... higher score wins"

Q: If a model is hit by the ball as it is launched (so is standing on the numbered hexes) which direction should the model be pushed?

A: The ball is judged to have been fired/dropped from the ceiling and the player will go down in the hex that they are currently stood in.

Q: The number of Cons and of Runners in the example team for the Warden in the base rule book doesn't match the models in box. Should it be 3 Cons and 3 Runners (and the Warden has 6 mc left over)?

A: Yes. That is a possible variation on the team.

D: These teams are just suggestions to get you started, and you are encouraged to modify them or create your own from scratch.