

DREADBALL

FAQ AND ERRATA

In this document you will find clarifications and corrections to the DreadBall 2nd Edition rules. If a question comes up in your games that isn't answered here or in the rulebook, get in touch. This is a living document, and it will be updated as new expansions and teams are released, and as new questions arise.

Updated 1st May 2018; see sections in red.

FAQ - FREQUENTLY ASKED QUESTIONS

This section deals with those situations in your games where a rule could be interpreted in different ways, and may need some clarification. It won't happen often, but when it does, this is the place to look!

Scoring in the Opponent's Rush

If you manage to *Catch* a scattering ball, or use *Run Interference* to *Pick Up* the ball, it is possible to score a Strike in an opposing Coach's Rush. If this happens, note the following:

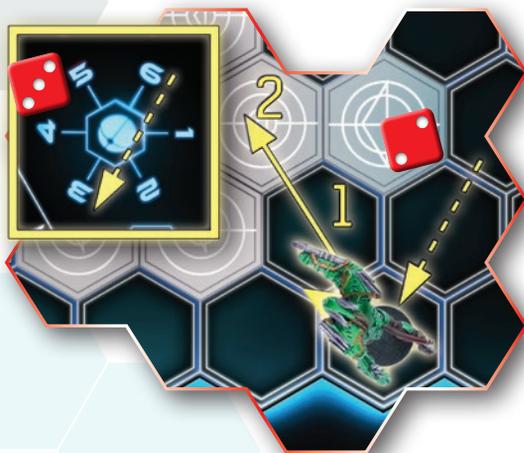
A Coach's Rush only ends if they **lose** a ball.

- ★ If the ball you scored with had not come from the opposing team, they have not lost the ball (as they didn't have it in the first place) and their Rush will **not** end. As soon as your Actions are resolved, a new ball will launch immediately, and the active Coach's Rush will continue from where it left off.
- ★ If the opposing Coach had already lost a ball (the ball you *Caught* had been dropped by one of their Players for example), their Rush will end as normal after your Actions are resolved.

Scattering into the Wall

It can sometimes be difficult to work out what happens if a Player standing at the side of the pitch scatters the ball directly into the wall. To

work out the eventual direction after the bounce, imagine it as if the ball had come from further away, and had already hit the wall where the Player is standing. For example:

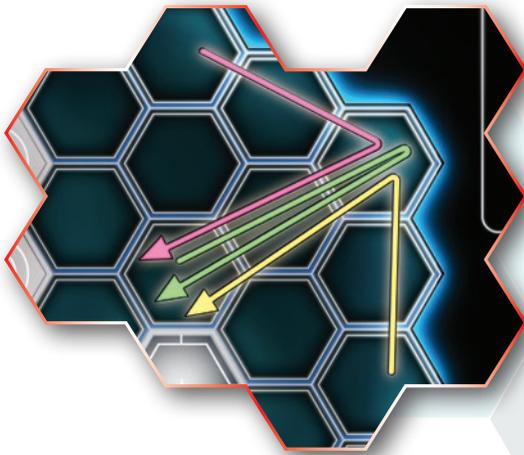


If the Player in the diagram had failed a *Catch*, the ball would scatter from the Player's location. If the Coach rolled a 3 for direction, the ball would hit the wall. The dotted yellow arrow shows how to

treat this, with the solid yellow arrow showing the final bounce direction following the normal rules for ricochets.

Bouncing Balls

From a physics point of view, the rules for scattering a ball imagine that the wall is flat. However, the nature of the hexes means that the wall on the printed board is jagged. When this comes to balls bouncing around the corners of the pitch, it may not be obvious how they bounce, as above. If in doubt, use the following diagram.



Team Captains without Cards

If you want to use your Team Captain and you don't have their card deck, you can! You'll just need to use the following rule to make up for the disadvantage of not having the cards:

Before your first game, roll for an advancement as if they had increased in rank, and apply the result. Then continue using them as normal.

Crystallan Team - Harmonics

Harmonics only applies when you 'spend' an Action on a Player, i.e. by using an Action Token or an Action Card.

It does **not** apply to *Dodges* or any other reaction made to an opponent's attack, or to *Catches* and their subsequent Free Actions.

Harmonics **does** apply to Free Actions that follow an Action made using a Token or Card. For example, if a Crystallan Coach used a Token to make a *Run* Action, and moved into a hex containing the ball, their bonus Harmonics dice could be used for the *Pick Up*. If they doubled the *Pick Up*, any remaining Harmonics dice could be used for the subsequent *Run* (for *Dashes* or *Evades*) and/or *Throw*.

Ada Lorana Team - Phaser

Ada-Lorana Players that end an Action in the same hex as an opposing Player treat this as a *Slam*. Note the following:

- * This follows the normal rules for a *Slam*, and therefore cannot be done by Strikers.
- * As the *Slamming* Player is in the same hex as the target, 'directly away' for the purposes of pushing back can be any direction, chosen by the *Slamming* Coach.

The mistakes listed below only appear in early print-runs of the game/book. If you have a copy from a later print run you will find that these corrections have already been made.

Collector's Edition Rulebook

- * Page 37 - Dash - the 60° turn only applies when *Sprinting* - you do not need to *Dash* to turn when *Running*.
- * Page 44 - Run Interference - this should specify that it cannot be chosen in the normal way, rather than 'as part of a team's Rush'. If an opposing Player was to take an Action in your Rush (by *Catching* a scattered ball for example), their Action **could** be interrupted with *Run Interference*.
- * Page 52 - Fan Checks - the last paragraph should specify 'Coaching Dice or Cards', rather than just Coaching Dice, to match the previous paragraph.
- * Page 73 - Captains allow Players to take 1 more Action than normal, rather than to always take 3 Actions. Therefore a Rebs Captain will increase the Action limit per Player to 2, not 3.
- * Page 103 - Linked - the rule only applies in the Coach's own Rush - it cannot be used with *Run Interference*.
- * Page 130 - Zee Team - Zee Players are all Jacks, not Strikers. The team also starts with 2 DreadBall Cards, not 1.
- * Page 133 - Nameless Team - the table labelled Guard applies to the Feromite Guard, and the table labelled Jack applies to the Undulan Guard.
- * Page 144 - Convict Team - the Guard's race should be Grogan. The team also starts with 1 Coaching Dice, not 1 Card (the cost is listed correctly).
- * Page 162 - Cyborg Team - the Nameless Undulan Guard's cost should be 135 to match the regular Nameless Player. The team should only contain 1 Kalyshi Striker, not 3.
- * Page 178 - Kal Terza - should have Shell listed in his Abilities section.

Cyborg Captain Card Deck

- * Put The Boot In! - replace text with:
- * Two of your Players may Run adjacent to the same opposing prone Player. Then, they each Stomp, combining the damage before making the Armour Check

SUPPORTING STAFF

Note: This section is included for reference for those teams that include Coaches and Cheerleaders in their starting line-up.

Coaches are busy people. Before a game they are arranging the advertising, tasting the canapés, scheduling training, booking transport, arranging interviews, approving merchandising and a thousand other details. They have to schmooze with the sponsors, argue with the arena staff and deal with the many divas among their highly-strung Players. It seems that nothing can be done without them, and everyone feels free to demand a little of their time.

To make all this possible, the bigger teams hire supporting staff to help the Coach out. Their jobs and titles vary from team to team, but their overall aim is to keep the team on the ball, keep the crowd happy, and make things a little easier for the Coach.

There are two types of Supporting Staff – Coaching Assistants and Cheerleaders. They can be bought when building a team – see page 5. You can use any model as a Coach or Cheerleader – some of the ones available from Mantic are shown on this page.

COACHING ASSISTANTS

Coaching Assistants are used to support the Coach by training the team to improve their performance.

At the start of each game, when placing the team's Players, they are placed in the Subs' Bench.

At the start of each of their Coach's Rushes, any Coaching Assistants in the Subs' Bench are taken

and placed on the Coaching Assistant spaces on the sidelines.



During the game, any Coaching Assistant on the sidelines can use the following abilities. After using an ability, place the Coaching Assistant in the '1' section of the Sin Bin. They will move back into the Subs' Bench at the end of their Coach's Rush as normal.

- ★ **Hustle:** Use this ability after making any dice test for one of your Players. Re-roll a dice of your choice. See Re-rolls on page 11 of the Rulebook.
- ★ **Playbook:** Use this ability after drawing a DreadBall card. Draw a second card, and choose which one to keep. Discard the other.
- ★ **Challenge:** Use this ability when rolling to *Distract* the Ref. Add 1 dice to the roll.
- ★ **Prepare:** Use this ability at any time. Turn one of your Players to face any direction. If this prevents a *Sucker Punch*, it is still considered a Foul.

MEDI-BOTS

As an alternative to a Coaching Assistant, one of your three slots can be taken up by a DreadBall Medi-bot. These work just like Coaching Assistants, but only have one ability available to them:

- ★ **Physio:** Use this ability during your Rush, before or after spending an Action Token. Choose a Player in your Sin Bin and move them to your Subs' Bench. Instead of being placed in the 1 section of the Sin Bin, the Medi-bot is placed in whichever section of the Sin Bin the healed Player was in.



CHEERLEADERS

Cheerleaders can be employed by your team to keep the crowd happy, and distract your opponent!

At the start of each game, when placing the team's Players, all Cheerleaders are placed in the Subs' Bench.

At the start of each of their Coach's Rushes, any Cheerleaders in the Subs' Bench are taken and placed on the Cheerleader spaces on the sidelines.



During the game, any Cheerleader on the sidelines can use the following abilities. After using an ability, place the Cheerleader in the 1 section of the Sin Bin. They will move back into the Subs' Bench at the end of their Coach's Rush as normal.

- ★ **Work the Crowd:** This works just like a Showboat card. Use this ability after passing a (1) or (123) test, or winning an (X) test. Make a Fan Check.

- ★ **Distraction:** Use this ability when the opposing Coach makes a Fan Check. They do not draw any cards. Any Experience earned from the fan check is applied as normal.

- ★ **Flaunt It!** The Cheerleader throws an opposing Player off of their game. Use this ability before the opposing Coach attempts any dice test with a Player. **For each 1 rolled as part of the test, the Coach must discard one successful dice from the roll.**

- ★ **Look at Me!** Use this ability at any time before or after an Action; not during. Choose an opposing Player. They must make a 4+ test (2). If they fail you can turn them to face any direction.

In addition, a Coach with more Cheerleaders on the sidelines than their opponent gets an additional benefit from having such a strong cheering section. After their team makes a Fan Check, draw a second card and choose which one to keep. Discard the other. This does not return a Cheerleader to the Subs' Bench.

Cheerleaders, in many ways, the



arm of a team. They turn up whenever there is a press conference, on the team brochures and both before and after matches, exciting the fans and winding them up to fever pitch for the match itself. The Corporation, being the commercially sensitive entity that it is, has no shortage of marketing experts, and their approach to DreadBall is no different from any other commercial enterprise: do what sells.

For this reason, Cheerleaders can come in all manner of shapes and sizes, and the racial composition of the team itself is no indication of the form the Cheerleaders will take. Most DreadBall fans are human (or thereabouts), and so human Cheerleaders are the most common, even among Forge Father and Judwan teams. Robots are the second most common type of Cheerleader, and are especially adaptable both in shape and display. Cheerleaders often carry small screens on each hand to strobe light displays and patterns in the team colours, and these can also carry advertising. Robots can be made entirely from screens and so advertising can be that much more effective.