

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.

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:

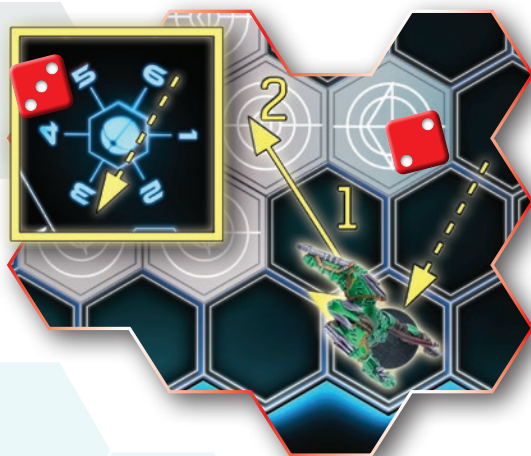
A Coach's Rush only ends if they **lose** a ball.

- ★ 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.

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.

ERRATA

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.