

THE RED PLANETS



Martian Team

Martians are fairly natural DreadBall players, coming from a culture where war and bloodshed are second nature. Though wiry and gangly in appearance, they are surprisingly strong and resilient (unless you smash their glass domes!). Their success on the pitch is also helped by their tendency to carry a range of weapons on the pitch, with absolutely no qualms about using them. The Red Planets have one of the absolute worst disciplinary records in the history of the DGB – quite the achievement for such a relatively new team – but they don't care. Their logic is that if they kill or maim enough players, officials and fans, there will be nobody to oppose their glorious ascension to the top of the Leagues.

PLAYER STATS	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	5+	4+	120	x2	<i>Fragile, Illegal, Slaughter</i>
Jack	5	4+	4+	4+	5+	4+	85	x4	<i>Fragile, Illegal, Slaughter</i>
Striker	5	4+	4+	4+	5+	5+	95	x2	<i>Fragile, Illegal, Slaughter</i>
Coaching Assistants							80	x1	
Coaching Dice							50	x3	

FRAGILE

The Player suffers a -1 modifier to Armour tests.

ILLEGAL

If this Player makes a *Slam* Action, they may choose to either resolve it as normal or with a weapon. This must be declared before rolling any dice. If they resolve it with a weapon then they get a +1 modifier to their *Slam*, but the Action is a Foul. In all other respects the *Slam* is resolved as normal.

In addition, the Player may *Shoot* at an opposing Player with a concealed ranged weapon. This is resolved in exactly the same way as a *DodgeBall* foul with a +1 modifier, except that the Fouling Player does not need to have or use the ball to do it.

As usual, multiple *Spot Foul* tests must be made if any other Foul is being committed at the same time as the weapon is used.

SLAUGHTER

If a Martian Player causes an injury to another Player using the Illegal rule, they get caught up in the violence and go on a spree. They may immediately make a second *Slam* or *Shoot* Free Action, again using the Illegal rule. Only one *Spot Foul* test can be made for both Fouls, after the Free Action has been completed. If the Fouling Player moved during their Free Action, they are considered to be within 7 hexes of the Ref for the purposes of the test if they were within this distance after either Foul.

Only one Free Illegal Action can be generated per Action.





Guard



Jack



Striker

The Martian Empire has been successfully conquering various races throughout the universe for thousands of years, and has refined its tactics progressively over that time to deal with any eventuality. When following up a lead on the inter-dimensional mercenary known as Blaine, a small Martian strike force stumbled through a tear in the fabric of space time and ended up in an alternate universe. Upon arrival, they were horrified to discover that humanity, that age-old foe, seemed to have spread to the far corners of the galaxy like some kind of plague. The commander of the force despaired, for he could not possibly hope to take on the might of the human military in this reality alone. Then one day, whilst monitoring human transmissions, he and his team discovered DreadBall.

Here was a perfect opportunity. This great human empire into which they had stumbled seemed to be run on corporate greed, money and the pursuit of fame. DreadBall represented not so much an institution as a kind of religion. If they could integrate themselves into this cult, they could work their way to the top from the inside, infiltrating the very highest echelons whilst being free to injure, maim and kill their opponents (who would surely be the finest warriors produced by any of their races) at the same time. Done correctly, they could use this tactic to take over the whole galaxy with just a handful of warriors!

That was the theory at least. The problem is that DreadBall is a highly addictive sport, and the Martian players soon found themselves with a taste for it which quietly overrode their earlier plans. Now they just play DreadBall, their only concern their next match, their only plan to win the league and become champions.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Toxic
4	Remove Fragile
5	Stubborn
6	Choose from this list

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Toxic
4	Backstab
5	Lucky
6	Choose from this list

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Toxic
4	Duck and Weave
5	Feint
6	Choose from this list