

The Star Realms League Rules Pack

The inclusion of the Brokkrs into the DreadBall League shattered the DBG's relationship with many of the Forge Father teams and resulted in them withdrawing from the DGB. Since then there has been intense negotiations with claims and counter claims being presented by both sides. The result is the formation of the new Star Realms League™ which sees the majority of the earnings going to the Forge Father's regional DreadBall body.

Welcome to the Star Realms League rules pack. The Star Realm league gives you the opportunity to play a series of games and develop your team after each game. The league uses the Round Robin system, whereby each team plays each other once (or twice if it's a Double Round Robin). The results of your games earn you League Points which are used to determine your ranking on the League Table.

What follows is everything you need to know to take part in the league, play a series of fun games of Dreadball and hopefully coach your team to success.

Tickets

One ticket is required per person to play in the League. The League Sponsor (organiser) will be able to let you know where you can buy a ticket.

You will have the opportunity to make changes to your team throughout the league.

Ask your League Sponsor about the expected painting standard for your team.

What do I Need to Take Part?

You will need a starting DreadBall team to take part, as per the 'DreadBall Teams' section of the rule books. In addition, you will also need to make sure you have the following:

- Your team roster
- All dice, DreadBall pitch board, rule-books, counters, cards, pencils and other gaming accessories you will need. Please bring dice that are clear to read for both you and your opponents
- A copy of the score card – you can download this from the Mantic Website

Choose Your Team

You must pick a single official starting team from any of the DreadBall rule books. No Fan Teams are permitted as they are not considered to be official.

Organising Teams

Unlike real-life sports leagues, DreadBall schedules need not be run with exact mechanical precision. Your League Sponsor may set a day of the week to play your games, but you are also free to organize games amongst yourselves. The League Sponsor will have a set deadline for you to complete all of your league games. Any uncompleted games are simply forfeit, neither player earns anything from a forfeit game, so make sure you don't miss a match. You can play several games against the same person if you want, but only the first game (or first two games in a double round robin) will count towards your team's league standing. Any additional games after this are considered exhibition games, and don't count towards the league results. Once the final league end deadline is reached, the League Sponsor will calculate the final standing. An awards ceremony will follow where all the prize winners are announced.

Play Games

Now you get to enjoy the most important part of the league, playing games of DreadBall. All matches are played using the rules from the DreadBall rulebook. Remember to play in a sportsmanlike manner, ensuring both sides enjoy the match.

‘Between Matches Sequence’

At the end of each match, you need to complete the Between Matches Sequence in the DreadBall Season 1 book, using the amendments listed below, and fill in all the sections on the Score Card. We advise you do this straight after your game to allow you & your opponent to witness each other’s rolls, and ensure that nothing is recorded in error. Once you have completed the Between Matches Sequence, remember to hand in your Score Card to the League Sponsor.

Make sure you use the following amendments to the Between Match Sequence:

1. Man of the Match
 - * Determine the Man of the Match, and allocate extra experience to him.
2. Results
 - * Fill in the relevant results on the game result card.
3. Player Advancement
 - * Cut Players
 - * Roll new abilities
 - * Update the roster
4. Team Revenue
 - * Calculate earnings
 - * Decide the fate of dead Players
 - * Buy new Players, DreadBall Cards, and Coaching Dice
 - * Update the roster
5. Team Ranking
 - * Calculate new Team Ranking
 - * Update the roster and game result card
 - * Turn in game result card to League tSponsor

Results

Complete the League Points and Strikes Scored sections of the score card for both teams.

Player Advancement

Before new abilities are rolled, the Coach has the opportunity to cut players from his team. Up to two players may be cut from the roster per game. Any remaining players that have leveled up may roll their abilities as normal after the Coach has finished cutting players from the roster.

Team Revenue

This league system uses slightly modified rules for revenue, to ensure all teams are paid adequately for their performance on the pitch. The way revenue is generated is now as follows:

Win: 2 dice for revenue

Any other result: 1 dice for revenue

Underdog bonus revenue dice are generated in the same way as outlined in the DreadBall Core rulebook with the following changes:

Additionally, DGB has decided to put a ceiling on how much bonus revenue can be offered to “skeleton crew” teams. As a result, the maximum bonus underdog revenue dice that can be generated from a single game is 3. As an example, a team that has a ranking of 76 playing against a team with a ranking of 128 (52 mc less) would still only gain 3 bonus revenue dice, rather than 5.

Team Ranking

After the team’s new ranking has been calculated, record it on the Score Card. Double check that all sections of the score card have been completed, and hand it in to the League Sponsor.

Winning the League

The following rules will be used to rank your team on the League Table, and determine the winners at the end of the season.

League Points

League Points are the foremost decider in determining the team's standing in the league. The team with the most points is the leader. After each game, depending on the results of the match, a team will earn between 0 and 3 League Points. The possible results are listed below, along with their corresponding League Point values.

- Win = 3
- Draw = 1
- Loss = 0

Your League Points earned from the match will be added to your previous points to determine your team's total League Points. For example, if the Valhallan Valiants thrash the Greenmoon Smackers 7-0 in their first game of the league, they would gain 3 points. As this is the first match of the league, they have a total of 3 League Points. If they lost their second league game they would score 0 League Points, therefore their League Points total stays at 3 points after 2 games.

Strike Difference

In addition to League Points, the Strike Difference is tracked and used to rank your team if you are tied on League Points. The Strike Difference is the difference

in strikes scored for and against your team, for all the games you've played so far. So continuing the example above, the Valhallan Valiants in securing their win did so by a landslide victory. This would mean that their Strike Difference would be +7 whereas the Greenmoon Smackers would be -7. In their second game the Valiants suffer a loss of 0-2, for a Strike Difference of -2 strikes. Therefore their Strike Difference total changes from 7 to 5.

Team Ranking

Sometimes even the total Strike Difference is not enough to determine your team's position in the League Table. In this case, Team Ranking is used as a secondary tie-breaker (but only amongst teams that are equal in both League Points and Strike Difference). Team Ranking is also used in determining any applicable Underdog Bonus. As DreadBall is primarily a Corporation-based sport, DreadBall teams are ranked simply by their total value in mc (millions of credits), as follows:

- Players (basic cost plus 5mc per rank gained)
- DreadBall cards (10mc each)
- Coaching dice (6mc each)
- Assistant coaches (8mc each)
- Cheerleaders in for 8mc each
- Spare (unspent) cash

Simply add these together to determine your Team Ranking.

Note that MVPs and Free Agents do not count towards a team's ranking.

The Star Realms League

The Forge Fathers have long maintained that they are responsible for the invention of DreadBall. This claim comes from many a business meeting turning into a drunken brawl, spilling out into the streets as they fight over cases filled with credits. To avoid trouble with the local authorities, they took to carrying credits in a ball shaped case, passing the fight off as a game of some kind. Over time this beveled into an actual game with rules, or so it's claimed. The DGB do not sanction this version of the game's origin at all.

In homage to its violent past the Star Realms League runs a little differently to normal leagues. In game terms this means that if either team has no players on the pitch at the end of their turn then their opponent wins with a 7 point victory regardless of the score when the game finishes. In addition to this any player removed from the pitch injured as a result of a Foul action generates a Fan Check.

In a display of superior Forge Father manufacturing, all players have been given new regulation boots to play in. The result of which was a marked improvement in the mobility of Jack players, though there was no noted improvement for Guards and Strikers.

The new boots have granted the Jack players better stability on the pitch and as a result confidence in their abilities in the game. While playing in the Star Realms League all Jack players may move up to half their movement, rounding up, when performing a Slam, Steal or Throw action and may be used with Run Interference.

Advancement and Free Agents

The Star Realms League introduces a new set of Advancement and Free Agent tables to replace the positional tables from the Season books. You are still free to roll on the Extra Coaching tables at the appropriate cost.

There are three tables, one for each player role (Guard, Jack, Striker). In addition, there are two multi-positional tables (one for Guards and Jacks, the other for Strikers and Jacks). Finally, there is a Fan Favourite table any player can choose to roll on when they advance.

The new Free Agent Table is a D66 roll. To do this simply roll two D6 of different colour and nominate one dice colour as tens and the other as units and then compare the result to the tables. Should you for any reason be unable to field the player then you may reroll the result. Free Agents follow the rules as described in the DreadBall Season 1 rule book (page 54).

Simply add these together to determine your Team Ranking.

Note that MVPs and Free Agents do not count towards a team's ranking.

ARCHETYPES

G	Bruiser
Inflicts Pain	
1	Pile-Driver
2	Pummel
3	Backstab
4	Uncontrolled
5	Strength
6	Choose any from this list

G/J	Blitzer
Clears Paths	
1	Threatening
2	Ram
3	Shove
4	Slippery Customer
5	Speed or Strength
6	Choose any from this list

Any	Crowd-Pleaser
For the Fans	
1	Fan Favorite
2	Crowd-Puller
3	Lucky/Really Lucky
4	Show-Off/Keeper
5	Strength, Speed, or Skill
6	Choose any from this list

J	Dirty
Likes to Cheat	
1	Poison Blade
2	Dirty Tricks
3	Illegal
4	It Wasn't Me
5	Strength, Speed or Skill
6	Choose any from this list

S	Elusive
Good at avoiding harm	
1	Safe Pair of Hands
2	Alert
3	Slippery Customer
4	Duck and Weave
5	Skill
6	Choose any from this list

S/J	Handler
Gets the Ball where it needs to be	
1	Safe Pair of hands
2	360 Vision
3	Mind Like Water
4	Misdirect
5	Speed or Skill
6	Choose any from this list

FREE AGENTS

11	Human Striker (Trontek)
12	Gaelian Jack
13	Rolarat Striker
14	Human Guard (Trontek)
15	Z'zor Jack
16	Ada-Lorana Jack

31	Human Jack (Void Siren)
32	Nameless Bloodsucker
33	Zee Buccaneer x2
34	Teraton Guard
35	Hulk Guard
36	Koris Jack

51	Convict Jack
52	Jetari Training Drone (Choice)
53	Robot (Chromium Chargers)
54	Crystallan Jack
55	Pusk Rampager
56	Bot Jack*

21	Vat-Brewed Jack*
22	Kalyshi Striker
23	Veer-myn Striker
24	Convict Guard
25	Sphyr Jack
26	Nameless Guard (Choice)

41	Vlorox Spinpede
42	Yndij Reaver
43	Judwan Striker
44	Tsudochan Jack
45	Asterian Jack
46	Zee Jack x2

61	Avaran Treebeast
62	Orx Guard
63	Forge Father Guard
64	Brokkr Striker
65	Hobgoblin Striker
66	Rin Guard

* Use rules as presented in Season 5