

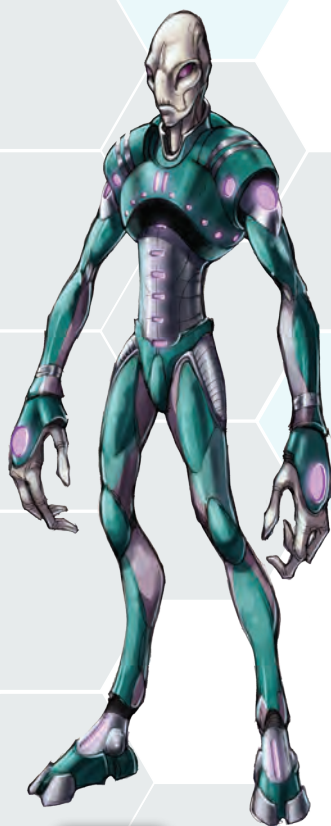
DREADBALL



THE FUTURISTIC SPORTS GAME

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DREADBALL

READ THIS FIRST

Welcome to DreadBall: The Futuristic Sports Game! This section will take you through the basic rules and allow you to get playing in no time. While you're learning, ignore anything that is not specifically mentioned in this section – you can learn the rest of the rules later once you've mastered the art of scoring Strikes!

Firstly, take some time to familiarise yourself with the components below, and the pitch diagram overleaf.

COMPONENTS

Ninth Moon Tree Sharks – Yndij Team



Jacks x 4

Guards x 2



Strikers x 4

Prone x 2



Home and Visitor Action Tokens and Dice



Score Counter



Rush Counter



Referee

Draconis All-Stars – Neo-bot Team



Guards x 4

Jacks x 2



Prone x 2

Strikers x 4



Coaching Dice



Balls



Special Effect Counter

DreadBall Card Deck



31 Action Cards



23 Special Cards

THE PITCH

The board represents a typical modern DreadBall pitch in one of the specially-built arenas of the central planets.

Starting Line: The area behind these dotted lines is the team's half; the area in which the Players start the game.

Score Track: The Score counter is placed here to track the current points difference. If it ever reaches 7 at one end, that team wins!

Hexes: The pitch is divided into hexagons, each formed from a high-impact neodurium compound.

The Wall: This glowing blue line marks the edge of the pitch. This cannot be crossed by Players except in the Entry Areas.

Entry Area: The hex marked with the arrows marks the gate to the Subs' Bench. Players can enter or leave the pitch from here. The four hexes surrounding the Entry Hex are called the Entry Area.

Centreline: The five hexes marked with a blue DB logo down the middle of the pitch – this is where the ball will enter play.

HOME AND VISITING TEAMS

You will notice that certain areas of the pitch are coloured white (for the Home team) or red (for the Visiting team). Whether you are playing Home or Visitors will be decided at the start of each game. These colours match the dice and tokens used for each team and help to make everything clear. The aim of the game is to score points in the Strike Zones of your opponent's colour, and defend your own.



Rush Track: In DreadBall, each turn is called a Rush, and a game lasts 14 Rushes, alternating between players. The Rush counter is placed here to keep track.

Scatter Diagram: If the ball gets loose during a game it will bounce randomly around the pitch. This diagram is used to work out the direction of its bounce – roll a dice, and that's the direction it goes!

Current Special Effects: Some cards remain in play for a period of time. They are placed here as a reminder. The counter next to this space can be placed on the pitch next to a Player to remind the players who is affected.

Team Cards: These contain all of the rules for each team, and should be kept to the side of the pitch for reference.

Ref Hex: The Ref is placed here at the start of a match.

Sin Bin: This area holds Players sent off the pitch due to an injury or a Foul. The number represents how long they will remain out of the game.

Subs' Bench: This area holds Players waiting to enter the pitch.

Strike Zones: Players must get the ball into these coloured areas to score, *Throwing* the ball into the Strike Hex at the end. The furthest Strike Zone is worth more points than the two closer ones.

Fan Support Bank: During the game, teams will collect 'Cheers' representing how well they are entertaining the crowd. The cards representing these Cheers are placed here.

Team Action Bank: The team's Tokens and Dice are kept here when not in use.

Team Action Log: Some players like to paint their teams, and also add numbers to their DreadBall armour to tell them apart. If you do this, you can use this log to keep track of which Player you spend each of your Action Tokens on. If not, ignore it for now.

DreadBall Card Deck: At the start of the game, the cards are shuffled and placed here. Next to the card deck you will see the Discard Pile, where cards are placed after they have been used.



THE BIG LEAGUES

There are a few areas of the pitch we haven't covered yet:

- ★ Green Event Area
- ★ Sideline Spaces
- ★ Multiplayer DreadBall Ultimate Pitch (on the reverse side of the board)

These areas aren't used in the core game, but will be used in the various DreadBall expansions.

TUTORIAL

The easiest way to learn is to watch a game as it plays out before you. This way you can get a general overview of how the game plays and how the different Actions can be linked together to score a Strike.

Imagine the scene. It's nearing the end of a tough game. A match that was all going the Tree Sharks' way early on has been dragged back to a draw by the All-Stars' stubborn refusal to stay down. The atmosphere is electric, and even though the players are tired and bruised, they have just enough left in them for one last effort.

In game terms, it is the start of the 9th Rush. The Ninth Moon Tree Sharks are the home team, facing the Draconis All Stars. You and a friend will follow the Tutorial through the next Rush, and then play the game to its conclusion yourselves!

MEET THE TEAMS

The DreadBall boxed game includes two teams – the Yndij 'Ninth Moon Tree Sharks' team in green, and the Neo-bot 'Draconis All-Stars' in red.

The Yndij are fast and agile, and with their high number of Strikers they are pretty good with the ball too! The Neo-bots are more of an all-rounder team – tougher than the Yndij and with a unique way of combining their actions to work together.

You can find out more about each team on their team card.

PLAYER POSITIONS

Like any sport, within a DreadBall team there are different positions that a Player can take, depending on their abilities. You will notice that certain models in the team have different armour styles – these represent their Player role within the game.

Guards

The biggest and strongest Players, with the most armour. They do not have the high-tech DreadBall Gloves required to handle the ball; instead they excel at slamming the opponents and clearing a path for the more nimble players.



Strikers

The most agile and skilled Players in a team – they are experts at throwing the ball and scoring points. However, they are physically weaker and more lightly armoured, so they are fragile and cannot slam their opponents.



Jacks

The all-rounders. There is nothing they cannot do, but this incredible flexibility comes at the cost of sacrificing their specialist Guard or Striker training.



For more on Player roles, see page 24.

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IN TRAINING

This tutorial is set in the training ground, with no Referee, no audience, and no coaching team to assist the Players. For this first match, there are certain differences compared to a regular game.

- ★ **Number of Players** – a regular game starts with 6 on the pitch, and often more in the Subs' Bench.
- ★ **Player Positions** – the tutorial starts mid-game, so the Players have already become spread out throughout the arena. Normally all Players will start in their own half.
- ★ **Action Tokens** – these are used to move your Players around during the game. In a regular game each Coach will have 5 Tokens to use in each Rush, whereas this tutorial only uses 3 so you can learn the rules quicker!
- ★ **Advanced Rules** – to keep things simple for the tutorial, we won't be using the Referee or the DreadBall card deck. When you're familiar with the game you can start adding in the advanced rules for an extra level of excitement!

STARTING THE GAME

Before we begin, take a look at your Players and make sure you understand the differences between the roles. In this book, the word Player will always refer to the models on the pitch. The people playing the game are referred to as the team's Coaches.

You will need to double check the Players' positions compared to the diagram on page 7. Most important is their facing. The way a Player is looking will affect the Actions available to them during the game – you can't *Catch* a ball if it's behind you!

Facing and Arcs

A Player has a front and a rear arc, divided as shown by drawing an imaginary line through the model from left to right, extending to the edges of the board. Each hex on the pitch is in either the front or rear arc of a Player. Hexes divided by this line (such as hexes A and B here) are in the front arc.



Threat Hexes

The three hexes directly in front of a Player are important, as opponents in these hexes risk being

tripped or grabbed. These are the Threat Hexes, and an opposing Player standing in one of these hexes will suffer penalties in the game.



For more on facing and threat hexes, see page 26.

With the Players in place, it's time to begin! You will need to decide between you who will take each team. The Yndij are the home team and will go first, whereas the Neo-bots are the visiting team and will go second. There is no advantage either way – the decision is yours.

The winning team will be the one with the most points at the end of the 14th Rush. Alternatively, if one team can score a 7-point advantage before then, they will win by a landslide.

Follow our examples for your first couple of Rushes, moving the models as we do.

THE 5TH RUSH

A Rush is the DreadBall term for a turn, in which a Coach will move their Players around the board and make Actions.

An Action is the term for anything that a Player does – moving, throwing, catching, slamming etc. To make an Action with a Player, the Coach must spend one of their Action Tokens. In this tutorial

you have 3 Tokens, so you can make 3 Actions in each Rush. **No more than 2 Tokens may be spent on a single Player in a Rush.**

ENDING A RUSH

A Rush will end when a Coach runs out of Tokens, or they have no Players left to spend Tokens on.

A Rush will also end if a team ever loses control of the ball, by dropping it, failing to catch, or by scoring a Strike!

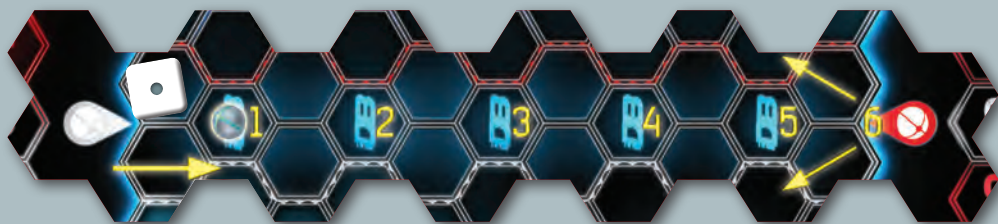
When a Rush is over, the Rush counter is moved along, and the opposing Coach takes their own Rush.

For more on Rushes, see page 33.

LAUNCHING THE BALL

At the start of any Rush following a Strike, such as this one, a new ball must be launched onto the pitch.

A single dice is rolled. Count along the centreline of blue DB spaces from the Rushing Coach's left, placing the ball in the hex matching the number rolled. If a 6 was rolled, the ball would bounce off the opposite wall. For more on launching the ball, see page 30.



In our example, the Yndij Coach rolls a 1, placing the ball in the first DB space.

ACTION 1

Running

Let's start with the most basic of Actions in DreadBall – *Running*. This Action is fairly self-explanatory – it allows your Players to move around the pitch.

Look at the Yndij team card – you will see some rows of numbers under the Player types. These are stats – they determine how good a Player is at certain types of Action. *Running* uses a Player's Move stat – 6 in the case of the Yndij Players.

A Move stat of 6 means that the Player can *Run* up to 6 hexes in any direction as a single Action, freely changing facing as they go. Players cannot move through other Players.

Scoring Strikes is what the game is all about, so it makes sense for us to start by *Picking Up* the ball.

The Yndij Player closest to the ball is a Guard, who is incapable of *Picking it Up*. Just behind him however is an eager Jack.

Move the Jack 4 hexes as shown, stopping in the hex containing the ball.



Picking Up the Ball

If a Player enters a hex containing a ball, they must try to *Pick it Up*. This does not require another Token – it is part of the initial Action. However, in the fast-paced DreadBall arena scooping up the ball with your DreadBall glove is not as easy as it sounds. You will need to roll dice and pass a test to see if you are successful. This ends your movement Action.

Most tests in DreadBall are made using 3 dice and are compared to one of the Player's stats, depending on what Action they are trying to make. *Picking Up* the ball uses a Player's Skill – 4+ in the case of the Yndij.

A 4+ stat means that each dice that scores a 4 or more is successful. Let's roll 3 dice now to see if the Yndij can pass the test.



In our example, the Yndij has rolled a 2, a 4 and a 5. Only a single success is required to pass a *Pick Up* test, so the Jack is now holding the ball! Place it onto the model's base.

Doubling and Free Actions

DreadBall dice tests often have a result called doubling, where you roll double the number of successes required, as we have done here – both the 4 and 5 were successful. Doubled results give the Player an additional benefit.

Doubling on a *Pick Up* test allows the Player to make an immediate Free Action – *Run* or *Throw*. This Action is carried out as normal, but does **not** cost an Action Token.

Our Jack is close to the Strike Zone and doesn't

need to *Throw* the ball to a teammate, so chooses to make a *Run* into the closest red Strike Zone, ready to try and score later on. Move the Player 4 hexes as shown. The Player could have run further, up to the full Move stat of 6, but doesn't need to in this instance.



The Jack's Action is now over. Put one of your Action Tokens aside – it is now spent.

For more on *Running*, see page 36.

For more on stats, see page 25.

For more on dice tests, see page 28.

For more on *Picking Up* the ball, see page 38.



ACTION 2

Strikers are the best Players when it comes to handling the ball – if we could have used a Striker to *Pick Up* the ball with our first Action we would have, but they were all too far away. To give us more options next time, we will use our second Action to move a Striker into a better position.

Thinking ahead like this is the key to success in DreadBall!

There is an Yndij Striker in the Subs' Bench – an area where Players wait to be brought onto the pitch. This is a long way from the action – a *Run* won't be enough to get the Player into a useful position, so we'll have to use a *Sprint* instead.

Sprinting

Sprinting is an Action similar to *Running* that allows a Player to move **double** their Move stat – 12 hexes for Yndij Players. However, they cannot change facing freely – it costs a point of their movement to turn. This makes *Sprinting* great for going in straight lines or big curves, but not so useful at ducking and diving.

Move the Striker as shown, counting the Entry Hex as their first hex of movement. A Player entering the pitch can choose their initial facing. Note the 10th point of movement used to change direction.

The Striker is now close to the centreline, ready to *Pick Up* a newly launched ball in a later Rush. You will see that the Yndij Player has ended their movement with a Neo-bot Player in one of their Threat Hexes. This will make it harder for the Neo-bot to move later on – it's important to consider your Threat Hexes when deciding on your facing.

Put another Action Token aside.

For more on *Sprinting*, see page 36.

ACTION 3

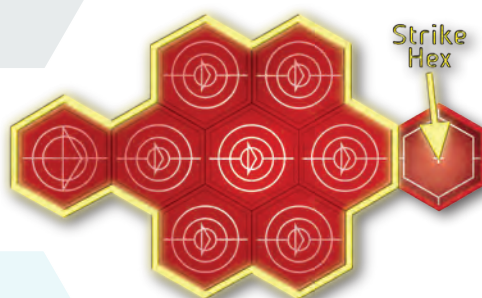
It is the final Action of the Rush, and it's time to make a Strike! It is always better to try to leave your Strike attempts to the end of a Rush. After all, doing so will lose you the ball and end your



turn – you don't want to waste your other Actions!

To make a Strike a Player must be within the coloured Strike Zones in their opponent's end of the pitch, and not in the Strike Hex itself – the one marked with a target at the far end of each zone.

Players must also have the Strike Hex in their front



arc, and at least one of the shortest routes to the Strike Hex cannot be blocked – see Routes and Distances on page 26.

The Jack we moved in Action 1 is already in position, and the way is clear, so he can make a shot.

Throwing a Strike

This *Throw* is resolved as a dice test, just like the *Pick Up* roll. However, this time it won't be so easy...

Most tests in DreadBall have modifiers. These are conditions that increase or decrease the number of dice to be rolled. As you can imagine, it will be more difficult to *Throw* a ball a long distance, or to *Pick Up* the ball with an opposing Player looming over you.

The Strike Hex is a holographic target floating in the air above the Strike Zone – it's small, and very hard to hit. Any attempt to *Throw* the ball into it will suffer a -1 modifier for this reason.

You will remember that during the *Pick Up* we rolled 3 dice. That -1 modifier will mean that we can only roll 2 dice for the *Throw*, making it more difficult to succeed.

Like the *Pick Up*, *Throwing* is also a Skill test, so again, we will use the Yndij Jack's Skill of 4+. Also like the *Pick Up*, *Throwing* a Strike requires 1 success – a single result of 4 or more on the dice will score a Strike for the Yndij.

In our example, we have rolled a 3 and a 5. While the 3 is unsuccessful, the 5 is enough to pass the test – the Yndij have scored! Remove the ball from the pitch.



Making a Strike in the two Strike Zones of each colour closest to the centreline awards 1 point to the scoring team. The score track at the side of the board is used to keep track of this.

The Yndij score 1 point, so the counter is moved one space towards their end of the pitch. The final Action Token has now been spent – put it to one side.



The strike zones at the ends of the pitch are more difficult to get to, and are therefore worth 3 points per Strike. It is also possible to score bonus points – we'll explore those in the next Rush.

For full details of the *Throw* Action, see page 40.



THE 10TH RUSH

It is now the Neo-bots' turn. They are a point behind, and need to catch up! To begin the Rush, the Rush counter is moved one space along its track, to the 10 position. Do that now.

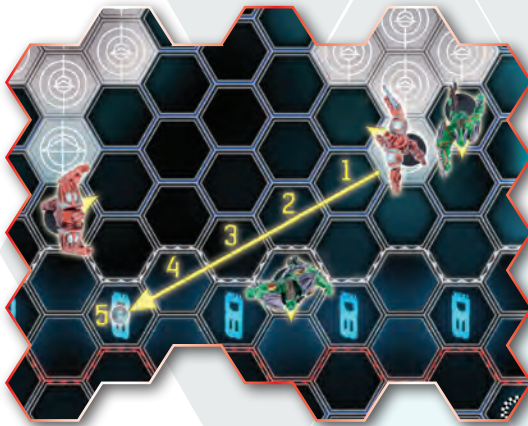
Because a point was scored in the 9th Rush, there is currently no ball on the pitch. Therefore a new one will need to be launched, exactly as before. However, this time it will come from the other side of the pitch, as it is the Visiting team's Rush. The coloured arrows on each end of the centreline are there to remind you. In our game, the Neo-bot Coach rolls a 2, placing the ball in the second DB space from their left.



ACTION 1

The Neo-bots already have a Striker near the ball, and it would be sensible to make the most of that. Like the Yndij, the first Action for the Neo-bots is a *Run*, to try to *Pick Up* the ball.

The Striker is 5 hexes away, and has a Move stat of 5. Here is the path that the Striker wants to take.



However, remember that Yndij Player that *Sprinted* onto the pitch in the previous Rush? The Neo-bot is in one of the Yndij's Threat Hexes, and there's a chance that they might trip as they try to move away.

Evading

Moving out of a Threat Hex can be done as part of a *Run* or *Sprint*, but will require a dice roll called an *Evade* test, using a Player's Agility stat.

Like the *Throw* earlier, this roll has modifiers. First and foremost, the opposing Player's Threat Hex will take away 1 dice. Had the Neo-bot had two opposing Players threatening it, this modifier would have been -2. As you can see, getting surrounded by opponents can be dangerous!

However, this is where Strikers show off their skills. Strikers are trained to be nimble, and always get a +1 dice modifier to Agility tests. They also get bonuses to Skill tests, which will be useful later.

So, that's 3 dice to start with, -1 for the threatening Player, +1 for being a Striker - still 3 dice!

The Neo-bot's Agility is 4+, so rolls of 4 or more will be successful.

In our example, the dice have rolled, 3, 1, and 3. Disaster – the test has been failed!

When an *Evade* test is failed, the *Evading* Player is still moved into the next hex, but falls over. Place the model on its side, or replace it with one of the prone models from your team as a reminder. Prone Players have no facing or threat hexes.



This ends the Action – discard your first Action Token. We'll need to come up with a plan B.

For more on *Evading*, see page 37.

For more on prone Players, see page 27.

ACTION 2

There's a Player type we haven't introduced yet – Guards. To show off their skills, let's avenge the fallen Neo-bot and attack the Yndij Player that tripped it up.

The Action the Guard will take is called a *Slam*. It allows Players to push opponents across the pitch and potentially injure them.

Looking at the pitch, none of the Guards are adjacent to the Yndij Striker. Luckily, Players can take a run up before *Slamming*, resolved just like any other *Run*. Here is the path that the Guard will take.



Dashing

The Guard's Move stat is 5, so at first glance it looks like it can't reach. However, with a burst of energy, Players can try to move further than their stats would allow.

This is called a *Dash*, and requires a Speed test. Each time the test is passed the Player can move an extra hex. However, if a Player wants to *Dash* multiple times in a single Action, it will get successively harder. The second test will require 2 successes, the third 3 successes, and so on. *Evading* multiple times works in the same way. Like an *Evade*, failure on a *Dash* will result in falling over.

The Guard's Speed stat is 4+. Guards don't get any Speed bonuses like Strikers, but there are no negative modifiers this time.

The dice are rolled – 1, 5, and 4. The 4 is enough – the test is passed and the Guard moves its 6th hex, now adjacent to the Yndij. Although the 5 was also a pass, there is no benefit for doubling a *Dash* test.

Slamming

Now it's time for the *Slam*. Like a lot of the other Actions you've learnt, *Slamming* is resolved with a dice test. Unlike the others though, another Player is involved, so this time both Coaches get to roll!

Slamming is a Strength test, and this is where Guards come into their own – they get a +1 bonus to Strength tests just like the Striker did on the Agility test. A Player that moved before *Slamming* has built up momentum, and gains a further +1 modifier. That's 5 dice for the Guard!

The Yndij on the other hand must make a *Dodge* Action to get out of the Guard's way. This is an Agility test – you may remember from before that Strikers get a +1 modifier to Agility tests. That's a total of 4 dice.

As both Coaches are rolling, there is no target number for passing the test. Instead, the winner is the Coach with the highest number of successes. Let's roll.



The Neo-bot rolls 5, 6, 1, 3, 6 against its 4+ Strength stat. The Yndij rolls 3, 5, 2, 1 against its 3+ Agility stat. That's 3 successes to the Neo-bot, and 2 to the Yndij. Looks like the Neo-bot has won. Winning a *Slam* roll allows a Player to push its opponent back, but don't do that just yet – keep reading.

Note that as a Striker, the Yndij Player could only *Dodge*. Jacks and Guards however can choose to *Slam* back – when this happens, both Players will roll a Strength test.

See *Slamming* (page 39) and *Dodging* (page 43) to find out what could have happened if the roll had gone differently!

Exploding Dice

The Neo-bot has rolled some 6s – these are special. Not only do they count as a successful roll, but for each one the Coach can take an additional dice and add it to the roll. If 6s were rolled on these additional dice, more could be added, and so on. There is no limit to the number of successes you can get if you roll enough 6s!

Two more dice are rolled, one for each 6. The results are 4 and 5, taking the Neo-bot Player to 5 successes. 5 to 2 means that not only has the Neo-bot won, it has doubled its opponent and will achieve a more powerful result!



Pushing Back and Injuries

The Yndij Player will not only be pushed back, but because of the doubled result will be knocked down as well. The *Slamming* Player also has the option to follow up, moving into the vacated hex. This is often a good idea, as it will leave a Threat Hex on the prone Player and make it more difficult for them to *Stand Up* later. Move both models now, as shown below.



The fallen Yndij Player will now take damage from the Slam. The damage suffered is equal to the difference between the rolls. 5 Slam successes - 2 Dodge Successes = 3 damage.

The Player must pass an Armour Check to see if any of this damage gets through and injures them.

An Armour Check is a test against a Player's Armour stat – 5+ for the Yndij Striker. Each success on the test will reduce the damage taken by 1.

In our example the Striker rolls a 2, a 4 and a 5. With only 1 success that leaves 2 damage remaining. The Yndij Player has been injured and must be taken off of the pitch to recover. Place the Player into the '2' section of the Sin Bin – the same as the amount of damage taken.



Players in the Sin Bin are moved one step closer to the Subs' Bench at the end of their Coach's Rush, meaning that a Player in the '2' section will need 2 Rushes to recover before re-entering the Subs' Bench. With only 2 Rushes left for the Yndij team, this Player won't be back on the pitch before it's all over!

The Action is over – discard the second token.

For more on *Dashing*, see page 37 of the rulebook.

For more on *Slamming*, see page 39.

For *Dodging* and *Armour Checks*, see page 43.



ACTION 3

It's the last Action of the Rush and the Yndij are still ahead, even if they are a Player down.

Let's try and make another attempt to score with the Neo-bot Striker. Of course, first it will need to *Stand Up*. *Standing Up* is the only Action that a prone Player can make.

Standing Up

Standing Up requires an Agility test, like *Evading*. As usual, the Striker will get an extra dice for Agility tests. In our example the Neo-bot has rolled 3, 2, 6, and 3. The 6 is enough to be successful, but another dice can be rolled, giving the Player a chance to double the roll. The extra dice rolled is a 4 – another success, and the roll is doubled! Place the Neo-bot upright. When a Player *Stands Up*, they can face a direction of their choice.



Doubling a *Stand Up* test gives a Player a Free Action. The Neo-bot will use this Action to *Run* – move it over to the ball. Although it passes the Yndij Guard on its way, it will not need to *Evade* as the Guard is facing the other way, and its Threat Hexes are on the other side. As before, entering the hex with the ball will end the *Run*.



The *Pick Up* is resolved just like before, although remember that Strikers get an extra dice! That's four dice against a Skill stat of 4+. In our example, continuing the run of good luck, our example Player has achieved two successes and doubled the roll, meaning they get another Free Action.



Remember that even with two Free Actions, all of this is still using the same Action Token.

It's the last Token, and our Player is not yet in a position to score, so there's no time to move now and score later. However, just like a *Slam*, Players may *Run* as part of a *Throw* Action. We've still got a chance.

Move the Player into the Strike Zone as shown.



Bonus Points

You may have noticed that the Strike Zone is an odd shape. There is a single hex at the opposite end of the zone to the Strike Hex – this is the bonus hex. Scoring from here is worth an additional point – that's 2 points for this Strike Zone. 2 points to the Neo-bots here would not just even out the scores, it would take the lead from the Yndij, so it's well worth the added risk!

Just like in the previous Rush, *Throwing* a Strike is a 3 dice Skill test, with the same -1 modifier for aiming at a small target. However, this time it's a little different – let's look at the extra modifiers:

- ✦ -1 for moving – the Player is *Running* as part of the same Action and won't have time to stop and steady themselves for the *Throw*.
- ✦ -1 for distance – accurately *Throwing* a ball more than 3 hexes is difficult, and your Player is 4 hexes away. This is why the bonus hex is worth an extra point. It would be even harder (-2 modifier) at a 7-9 hex range.
- ✦ +1 for being a Striker as this is a Skill test.

So, $3 - 1 - 1 + 1 = 1$ dice. Without the bonus for being a Striker the roll would have been impossible without help – a Jack couldn't have even attempted this *Throw*.

Now it's over to you. You have a single dice, rolling against a Skill stat of 4+ – a 50/50 chance of success.

- ✦ Pass the test, and the crowd will go wild! The Score counter will move two spaces towards the Neo-bots' half, and put them in the lead.
- ✦ Fail, and the Neo-bots will not score. The ball will scatter across the pitch, and the Yndij team will have a chance to retrieve it.

The final score is in your hands!

For more on *Standing Up*, see page 38.

For more on Strikes and Scoring, see page 23.

To find out how to scatter the ball, see page 31. Note that these scatter rules will also be needed if a Player trips while carrying the ball, or falls on top of it.

ENDING THE GAME

Discard your final Action Token and begin Rush 11. The Tutorial is now over. There are 4 Rushes left before the game ends – 2 for each Coach. Use everything you have learnt to try to outperform your opponent and see who will take the trophy!

If the game is still a draw at the end of Rush 14, you will continue playing until a winner emerges. See Sudden Death on page 34.

When you're finished, set everything up and try again, but without the tutorial this time, trying different things. Play through the game as many times as you need to get the hang of it, referring to the rulebook when necessary.

Once you're confident, read through the rulebook in full, and you can then try a game with everything we haven't covered yet:

- ★ Passing to Teammates
- ★ Stealing the ball
- ★ DreadBall Cards
- ★ Fouling and the Referee
- ★ Fan Checks

The rules for setting up a complete game can be found on page 32. Enjoy yourselves, and may the best (or most brutal!) team win!

TALK TACTICS

When you first start playing DreadBall it will catch many a rookie Coach unawares. You're likely to be more familiar with the common sequence in sports of re-setting the teams after a score, and the fact that DreadBall ignores this tradition can be a little tricky to adapt your tactics to, at least at first.

The key skill to learn is thinking ahead. As Coaches become more experienced you will see them using actions to move Players who aren't involved in the immediate play, and may not even be anywhere near the ball.

They are usually setting up positions to cover possible breakaway moves, or scattering balls, or lining up plays for future Rushes. Pay attention to where the focus of the game will be next Rush, and the one after.

Balancing your offence and defence is another key skill. It's all very well running all your Players to the other half of the pitch, but what happens when your opponent breaks a hole in your line? You need to leave a Player or two in your own half to be able to react quickly, preferably with a single Action.

Exactly how you achieve this perfect balance of attack and defence depends on many factors. There is no single right answer.



RULES





WHAT IS DREADBALL?

In a galaxy beset by constant military and economic warfare, there is one thing the many diverse competing species can agree on: DreadBall is the Galactic Co-Prosperity Sphere's greatest sport. Every week, humans and aliens unite in a shared love for the display of athleticism and violence broadcast throughout the GCPS. Every week legends are made by daring plays, and careers ended by crippling injuries.

A hyperkinetic game where the action never stops, DreadBall is played between two teams of six players on a neodurium pitch, each side aiming to score more points than the other by making Strikes in their opponent's scoring zones.

The game is played with a small silver ball made of face-hardened, weapons-grade titanium, containing a small anti-gravity pulsor to keep the bounce unpredictable and the action exciting. Able to be launched at over 200 miles an hour by a skilled player, it is as much a weapon as a means of scoring.

From the first moment to the final klaxon, the game flows continuously, with the initiative changing hands as often as the ball. As soon as one Strike is made the ball is launched onto the pitch again, without waiting for players to reposition themselves. In this way, the frantic pace of the game is maintained and even when players are sent off or substitutes brought on the action never pauses for a moment.

THE GAME

The DreadBall Board Game recreates this fast-paced action on your tabletop, with each player taking on the roles of their team's Coach. Each Coach controls a team of miniatures based upon the many enigmatic races in Mantic's Warpath Universe, each with their own strengths, weaknesses and exciting special rules.

The game is played in a series of turns, called Rushes. Within each Rush a Coach makes Actions with their Players in an effort to take control of the ball, hold back the opposing Players, and score points by making a Strike.

The rules for DreadBall are simple, although there is a great deal of tactical depth to be found by combining them cleverly. Don't worry about that for now though; just begin with the basics. Once you start rolling dice and moving the models around the board, you'll be throwing your first Strike in no time.

WINNING THE GAME

The winner is the Coach with the most points after 14 Rushes. However, if a team ever reaches 7 points, they immediately win by a landslide.

For more on how to win, see page 34.



GAME TERMS

This rulebook contains many terms specific to DreadBall, so here's something of a glossary to familiarise yourselves with the lingo.

COACH

This is you! The Coaches are the real people playing the game.



PLAYER

The Players are the playing pieces - the miniature men, women, and indescribable aliens that you move around on the pitch.



The Players are formed into **teams** that are controlled by the same Coach. The DreadBall boxed game includes two such teams: one of robot Players called the Draconis All-Stars, and another made up of Yndij Players called the Ninth Moon Tree Sharks. Once you're familiar with the game and fancy something a little different, there are over 20 more teams available!

You will find all the details for each team on their Team Card.



REFEREE

Each game of DreadBall is overseen by a robotic match official: the Referee, or Ref. It is their job to ensure that the game is played fairly, or at least that those who break the rules are punished.



For more on the Referee and Fouling, see page 48.

BALL

This little sphere is what the game is all about. The plastic ball included in the game can be carried around by the Players by slotting it into the hole in each of their bases. While it is loose on the pitch, it has its own special base.



For more on the ball, see page 30.

RUSH

Each turn is called a Rush. Within each Rush a Coach takes Actions with their Players in an effort to take control of the ball and score points by making a Strike.

Rushes are tracked using the Rush Counter and the 0-14 Rush Tracker at the side of the pitch.

For more on Rushes, see page 33.



ACTIONS

Each thing that a Player does on the board is an Action, from simply *Running* around, to *Throwing* the ball, to *Slamming* an opposing Player. For more on Actions, see page 35.

Actions are tracked by spending a Team's Action Tokens – the team may make 5 Actions per Rush.

The Home team uses the white tokens, while the Visiting team uses the red tokens.

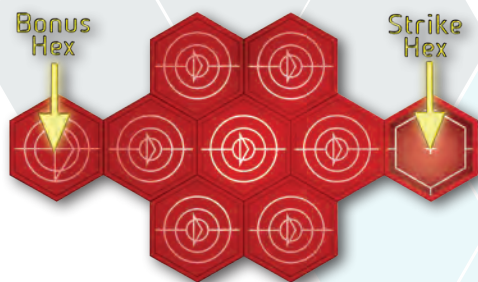


STRIKES AND SCORING

To win a game of DreadBall, your Players must score points by *Throwing* the ball into the Strike Hex. This is called a Strike. The board is marked with six coloured Strike Zones, three white and three red. Each Strike Zone is made up of eight hexes in front of a Strike Hex, as shown in the diagram below.

A player who is standing within a Strike Zone and holding the ball can attempt to score a Strike by *Throwing* the ball into that zone's Strike Hex. Players from the white Home team can do this in the Visiting team's red Strike Zones, and vice versa.

The two Strikes Zones that are closest to the starting line along the centre of the pitch are worth 1 point, while the more distant Strike Zone is worth 3 points. If a player is standing in the Bonus Hex when they attempt a Strike, their *Throw* will be more difficult but will score an additional point if successful (making the Strike worth either 2 or 4 points).



For more on scoring Strikes, see the *Throw* Action on page 40.

KEEPING SCORE

Opposite the Rush Tracker you will see the Score Tracker, running from 7, down to 0, and up to 7 again. The Score Counter is placed on this track to keep score.



Unlike most sports games, you track the difference in scores instead of each team's total, with each striving to gain the advantage.

The score marker starts on the 0. When a Strike is made, the counter is moved towards the scoring Coach by the number of points that they scored. For example, if Anne scored a 4 point Strike and then Brad scored a 2 point Strike then the track would show 2 in Anne's favour.

Remember that if this counter ever reaches 7 on either side, that Coach has won the game instantly!

THE DREADBALL GLOVE



Of all the equipment that a DreadBall player uses, the most iconic is the DreadBall glove. This takes many outward forms depending on the race of the team, but the function is the

same for all: to catch and throw the titanium ball at high speed without it tearing the user's hand off.

Some teams take a technical route and use elegantly crafted holographic designs that incorporate a crescent-shaped launcher on the back of the wrist. Using these is simplified by the focussed electromagnetic funnelling devices that are carefully calibrated to slot the moving ball into the launcher.

Some races take another route. They rely on carefully honed blades and scoops to capture and decelerate the ball by a combination of the glove's shape and the player's skill. Of course, when the ball can top 200mph, accidents do happen! However, there is never any shortage of keen youngsters eager to try their hands at the game.

PLAYER RULES

Not all Players are the same. There are three roles or Player types: Guard, Jack, and Striker. Some teams use all three while others specialise in only one or two of the standard roles.

GUARD

The biggest and strongest Players take to the pitch as Guards. These are the most heavily-armoured, and they need every bit of that protection because their role is both to flatten the opposing Players and protect their own lightly-armoured Strikers.

Guards rarely wear DreadBall gloves and therefore cannot typically handle the ball. They're too busy cracking heads!

The brute simplicity of the Guard's role appeals to many fans who love to see their favourites crashing through the opposition lines.

Important: Guards gain a +1 modifier on Strength and Armour tests.

JACK

The "jack of all trades", or Jack for short, is the all-rounder of the game. They are able to fill any role, whether that's holding the line against the opposing Guards, or passing the ball about like a Striker. Naturally, they sacrifice the finesse of the specialists, but they allow a team to adapt quickly to the rapidly changing nature of the game.

Their armour is a compromise between the protection needed by the Guards and the lightness needed by the Strikers. They also wear DreadBall gloves and can throw Strikes with the best of them (on a good day). Fans love the Jacks for their willingness to try anything, and many a desperate gamble by a Jack has saved a team from certain defeat.

Important: Jacks gain a +1 modifier on Speed tests.

STRIKER

Often seen as the golden boys of the game, the Strikers are typically the ones who score the most points. However, without the protection of their teammates they are quickly taken out of the game as they are only lightly protected, sacrificing armour for manoeuvrability.

Strikers have been described as simply a means of getting a DreadBall glove into the right place at the right time to make a Strike. This is a little harsh, but contains an element of truth. It is certainly their signature piece of equipment.

Everyone loves a winner, and scoring points is the easiest way to capture the attention of the adoring fans. It is also the riskiest position to play as the opposing Guards will be only too happy to crush any opposing Striker they can reach.

Important: Strikers gain a +1 modifier on Agility and Skill tests.



PLAYER STATS

Each Player is represented on the table by a set of statistics, or 'stats', as shown on the Team Card. These values are used when carrying out the various Actions in the game.



	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	4+	4+	120	x3	Linked
Jack	5	4+	4+	4+	4+	4+	110	x2	Linked
Striker	5	4+	4+	4+	4+	5+	115	x3	Linked

MOVE

This represents the distance the model can move on the pitch during a standard *Run* Action.

STRENGTH

Strength represents a Player's physical brawn or knowledge of how to best leverage their power. This is typically used by Players performing violent Actions such as a *Slam*.

Guards gain a +1 modifier on Strength tests.

AGILITY

Agility represents a Player's grace, nimbleness and sure-footedness. Agile Players are good at *Evading* through a press of bodies, *Dodging* their opponent's attacks and *Standing Up* after being knocked to the ground.

Strikers gain a +1 modifier on Agility tests.

SPEED

Speed represents a Player's light-footedness and energy. A Player with a high Speed can *Dash* around the pitch more quickly.

Jacks gain a +1 modifier on Speed tests.

SKILL

Skill represents a Player's ability to handle the ball. A Player with a higher Skill will be better able to manipulate the ball on the pitch, whether it's through *Throwing*, *Catching*, or simply *Picking Up* the ball.

Strikers gain a +1 modifier on Skill tests.

ARMOUR

Players are outfitted with armour to protect them while playing the game. The better a Player's Armour the more protected they will be from injury by the ball or other Players.

Guards gain a +1 modifier on Armour tests.

COST

This indicates the Cost, in millions of credits, or mc, of purchasing a particular Player for a team. For now the starting team is chosen for you, so you won't need to worry about this. However, later expansions will allow you to build a team from scratch and play in a League, where money will become far more important!

RECOMMENDED TEAM

This number specifies how many of a given Player type are included with the suggested starting team. As an example, the Draconis All-Stars Jack has a Starting Number of x2, meaning that the Coach starts with 2 such Jacks if they choose to play the All-Stars team.

ABILITIES

Many Players will have their own unique abilities, available to them through rigorous training or simply their alien physiology. These additional rules will be detailed on the Team Card.

Money Money Money

The GCPS being what it is, much of the league organization revolves around money – lots of money. DreadBall uses millions of credits (mc) for all transactions, as anything smaller is too tiny for the big leagues to notice.

POSITIONING PLAYERS

FACING

In the game, all standing Players have a **facing**. This simply means that the Player is looking in a particular direction. Prone Players do not have a facing.

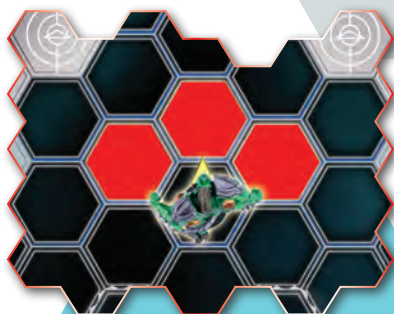


The Player is facing in the direction of the arrow.

A Player has a front and a rear arc, divided as shown by drawing an imaginary line through the model from left to right, extending to the edges of the board. Each hex on the pitch is in either the front or rear arc of a Player. Hexes divided by this imaginary line (such as hexes A and B here) are in the front arc

THREAT HEXES

Standing Players also have 3 **Threat Hexes** in front of them. These are important, as opponents in these hexes risk being tripped, grabbed or otherwise hindered. A Player's Threat Hexes can be identified by the 3 ridged sides of its base.



The Player is facing in the direction of the arrow.

The three adjacent hexes in a Player's front arc (shown here in red) are their Threat Hexes. When an opposing Player is standing in one of these hexes they may suffer modifiers to their dice rolls.

PLACING AND MOVING MODELS

Each Player occupies a single hex. You should position each one so that it is clear which hex they are in and which of the six edges they are facing. No Player may enter a hex containing the Ref or another Player, friend or foe, standing or prone.

ROUTES AND DISTANCES

Measuring distance is very simple. You don't count the hex you start in, but you do count the hex you end in.

When you measure distance for a **Throw** you must take the shortest route possible. However, you will notice that there is often more than one route that is equally short. The choice is made by the Coach controlling the active Player.



The Player in hex A is 3 hexes away from Strike Hex B. Hex A is 7 hexes away from the Player in hex C, who is 2 hexes away from Strike Hex D.

PRONE PLAYERS

During the game, Players may fall or be knocked prone. If this happens, the model should be placed on its side, or replaced with one of the prone Player models from the box.



- * The only Action a prone Player can make is *Stand Up*.
- * If a Player is laid prone while carrying the ball, they drop it and it scatters.
- * Prone Players do not have Threat Hexes and consider everywhere to be in their rear arc.
- * When attacked, they can only *Dodge*.
- * They are never pushed back, but may still move after doubling a *Dodge* (as explained later). They remain prone.
- * The ball can scatter and be *Thrown* over prone Players, but will scatter if it lands on them.

Who could have known when this new sport was invented, that it would sweep to such a success in less than a lifetime? From its humble beginnings in the grimy hangers of the flagship of its creator to the vid screens of every home in the central planets, it has been a whirlwind ride.

It all began in the mind of now retired Senior Flank Commander Jesus Ortiz. In his own words "it was something to keep the troopers happy, fighting fit and hungry for blood. I had no idea it would grow to be so popular".

But grow it has. It began in the stark steel shell of drop hangar 91 aboard the Corporation warship Dread. The first games were played with dismantled cluster munitions for a ball, wearing decommissioned armour. The modern player takes to the pitch in specially-built, multi-arena stadiums wearing carefully designed and personalized DreadBall suits worth millions of credits. These suits last no more than 2 or 3 games before they are damaged beyond repair. The weapons-grade titanium balls are replaced every time a new one enters the arena, such are the stresses on them. It is a violent sport.

Surprisingly, throughout this evolution, the game has remained true to the creator's vision, mainly due to the sacrifice of time and energy which Ortiz himself has given to it. It is overseen by the DreadBall Governing Body, usually known as the DGB, or "Digby". The Chairman of the DGB is Jesus Ortiz himself, still maintaining control over the game to ensure that it retains its true spirit and isn't debased by the many influences that smell money and power seeking to corrupt it. "As long as I'm in charge", says Ortiz, "DreadBall will remain pure."

DICE ROLLS AND TESTS

The success or failure of most Player Actions in DreadBall is decided by rolling dice.

The Home team should use the white dice, while the Visiting team should use the red dice..

With a few exceptions (explained in their own sections) all dice tests are resolved the same way and are written as follows:

Throw: Skill test (1)



1. The name of the test.
2. The stat value to use.
3. The number of successful dice rolls required to pass the test.
 - a. If the target value is a single number, you need that many successful rolls to pass the test. For example, a target value of (2) requires 2 successful rolls.
 - b. If the target value is (X), the result is compared to your opponent's score to see who has won. Both Coaches roll simultaneously (potentially against different stat values) and count up their successful rolls.
 - c. If the target number is (123) then the first attempt within a single Action requires one success, and each subsequent attempt in the same Action needs 1 more – the second attempt needs 2, the third needs 3, and so on.

ROLLING THE DICE

Most dice tests are made using 3 dice. These are all rolled at once and then each one is compared to the appropriate stat. Each dice that equals or beats the stat value is a success.

For example if an Yndij Jack was making the *Throw* shown above, the Coach would roll 3 dice and compare them to the Yndij's 4+ Skill stat. Each dice that scored a 4 or higher would be successful, and only a single successful roll out of the three would be required to pass the test.

Modifiers

Sometimes, **modifiers** will apply to a dice roll, making it more or less difficult by increasing or reducing the number of dice rolled. This will be detailed under each test.

Continuing the example, let's say that the Yndij Jack was aiming at a target 4 hexes away, and had already moved as part of the *Throw* Action. The *Throw* Action lists the following modifiers:

- ★ -1 modifier at a distance of 4-6 hexes
- ★ -1 modifier if the Player moved or turned during this *Throw* Action

These modifiers will reduce the roll from 3 dice down to just 1, so there is a much smaller chance of succeeding.

Important! Modifiers always add or subtract from the number of dice to be rolled. They never modify the stat or the target number of successes.

If the modifiers reduce the number of dice to zero or less, the roll cannot be made and is considered to have achieved no successes. A roll like this can only be made with Coaching Dice. Note that even with zero successes, the Action itself can still be made – you could still draw in a *Slam* for example, and a *Throw* with no successes can still be *Caught*.



Exploding Successes

Dice that score a 6 count as a success like any other. However, for each 6 rolled you may take an additional dice and add it to your roll. If these subsequent dice also roll 6s the process is repeated. Keep rolling until no 6s are rolled. This is called an Exploding Success. In this way, a lucky Player can roll more successes than they had dice!



Re-rolls

Some rules allow a Coach to re-roll one or more dice from a test. This is decided after all dice have been rolled (and exploded) by both Coaches.

If both Coaches are able to re-roll all or part of a test, the Coach currently taking their Rush decides if they will do so first, and re-rolls any dice before the opposing Coach decides if they will also re-roll.

If both Coaches can re-roll the same single dice, the Coach that rolled that dice decides if they will do so first.

A dice that has been re-rolled can **never** be re-rolled again for any reason. The second result stands. A roll of a 6 on a re-roll will explode as normal, unless it was previously a 6 and had already been rolled up.

Doubling

In some tests, rolling double the target value or more achieves an improved effect.

So, if your target value was (1) and you achieved 2 or more successes, you have **doubled** the roll. You would also have doubled the roll if you rolled 4 successes in an (X) roll and your opponent only rolled 2.

If an opponent rolls zero successes, any number of successes will double their roll.

COACHING DICE

The blue dice included in the game are used by both Players and are called Coaching Dice. Some teams start the game with Coaching Dice, but they can also be earned by pleasing your fans during the match!

Any number of Coaching Dice can be added to a Player's test during your Rush or your opponent's, just like a modifier, and are treated just like regular dice. They cannot be used for scattering the ball or any other purpose. You must decide whether to use Coaching Dice before attempting a roll, or before both Coaches roll in the case of an (X) test.



Coaching Dice may be used to attempt otherwise 'impossible' rolls where other modifiers had reduced the number of dice for a test to zero or less.

Coaching Dice can only be used once – they are removed from play after being rolled.

THE BALL

LAUNCHING THE BALL

At the start of the first Rush, and every subsequent Rush that follows a successful Strike, a new ball is launched onto the pitch. This is carried out as follows:

1. The ball is launched along the centreline of the pitch from the left of the Coach who is starting their Rush. Roll 1 dice to see how far it goes. Only count the hexes containing a DB logo. One of three things will happen:
 - a. The ball moves 1-5 hexes without hitting anything. It will then stop. Go to step 2.
 - b. The ball moves 5 hexes without hitting anything, a 6 was rolled. This means that it hits the opposite wall and then ricochets. Roll a second dice. On a 1-3 it is deflected towards the Rushing Coach; on a 4-6 it is deflected away. Roll a third and final dice to see how many hexes it moves in the new direction.
 - c. There is a Player on one of the hexes into which the ball needs to travel. The ball cannot be *Caught*, and hits the Player regardless of their role and facing, even if prone. Treat this as if the ball had been *Thrown* at the Player (see page 50). The number of dice rolled for the *Throw* depends on the distance the ball has travelled: 6 dice if the ball struck a Player in its first hex of movement, then 5, 4, 3, and 2 dice as it moves across the board. If it hits a Player after ricocheting, the *Throw* rolls 1 dice. The launched ball is treated as having 4+ Skill for the purposes of this test. Coaching dice cannot be used for the *Throw* as the Coach is rolling on behalf of the ball launcher, not themselves. The ball will then scatter as normal and can be *Caught* after it has scattered. Being struck by a launched ball does not end the Rush, but failing to Catch a scattered ball does.
2. Unless a Player from the Rushing team failed in an attempt to *Catch* the ball, the Rush continues as normal.



SCATTERING THE BALL

Much of the time the ball will be safely controlled by a Player. However, whether because of a missed Strike or because it is knocked from a Player's grasp, the ball will sometimes bounce randomly, or **scatter**, across the pitch as follows:

1. Roll a dice for direction – see the scatter diagram at the side of the pitch. This is the direction the ball scatters in.
2. Roll a dice for distance. The ball scatters this many hexes in a straight line.



If the ball hits a standing Player before it moves its full distance then either:

- ★ The Player can try to *Catch* the ball if they would normally be allowed to (see page 41). This works like an inaccurate pass. When working out if the Player can see the ball coming in order to *Catch* it, count the hex the ball originally scattered from as if it was the *Thrower*. A Player can double the *Catch* for a scattered ball with the normal benefits, even during the opponent's Rush. If this happens, then your opponent will resume their interrupted Rush once any Free Actions have been resolved.
- ★ The Player is able to *Catch* the ball (even if they have no dice to do so), but does not want to. The Fans do not like such reluctance, and so the Coach must discard the top two cards from their Fan Support area (whether face-up or down). Scatter the ball again from the Player's hex.
- ★ The Player cannot try to *Catch* the ball because they are a Guard or are facing the wrong way. Scatter the ball again from that hex.

Note that if a Player holding the ball is sent off or leaves the pitch while holding the ball, the ball will scatter as above from the hex they were occupying.

RICOCHETING OFF THE WALL

The unusual shape of the pitch sides can make the ball bounce dramatically. When a ball scatters into the edge of the pitch and hits the wall it will ricochet as follows:



The most common situation is when a ball hits an angled part of the wall, shown above as moving from hex B to C. This works both ways, so a ball moving from the direction of hex C would bounce back towards B. Most of the edge of the pitch is like this.

The second possible situation is illustrated here by directions A & D, in the corners of the pitch. In these cases the ball comes straight back in the direction it came from.

INACCESSIBLE BALL

It is possible for a team to completely block access to the ball by the other side, which is frustrating for the opponent and crowds alike and slows down the game. The DGB is dedicated to keeping the game fast and fun, and so the ball is programmed to detect and prevent such situations.

If a Coach ends an Action with the Ref or their own Players blocking all routes to the ball for the opposing team (see Routes and Distances on page 26), it will instantly scatter.

In addition, the Entry Hexes must always be kept clear. If the ball scatters or is carried into an Entry Hex (only the single hex, not the surrounding entry area), it will instantly scatter.

STARTING THE GAME

You now know everything you need to get started, so let's set up a game. Getting ready to play is quick and easy – just follow these steps.

1. Each Coach chooses the team they want to use for the match, and takes the Team Card and miniatures.
2. The Coaches toss a coin or roll a dice to see who will be the Home team, and who will be the Visiting team.
3. Place the pitch between the Coaches, with the Home and Visitor's ends next to their respective teams.
4. Shuffle the DreadBall Card deck and place it face down in the draw deck space on the board. Put the Special Effect counter next to it. See page 46 for more on cards.
5. Deal each Coach the number of cards shown on their Team Card, if any.
6. Place the Rush and Score counters on their respective '0' spaces.
7. Place the Referee on the chequered hex near the centreline.
8. Give each Coach the 5 Team Action Tokens and dice of their colour, along with any Coaching Dice listed on their Team Card.
9. The Home Coach places up to 6 of their Players anywhere on their side of the starting line. The remainder of the team is placed on their Subs' Bench.
10. The Visiting Coach then places up to 6 of their Players anywhere behind their starting line. The remainder of the team is placed on their Subs' Bench.
11. The Home Coach starts their first Rush.



PLAYING A RUSH

Each Rush consists of the following steps:

1. Move the Rush counter one step along the track.
2. Launch the ball if there isn't one in play.
3. Spend an Action Token or Action card on a Player.
4. Resolve the Action.
5. Repeat steps 3 and 4 until your Rush ends (see below).
6. End of Rush:
 - a. Move any Players in the Sin Bin one step to the left, towards the Subs' Bench.
 - b. Take back your 5 Action Tokens.
 - c. Turn over the top card of the draw deck and move the Ref accordingly (see page 48).
 - d. Discard any Special cards in play and remove the Special Effect counter from any Player it is affecting.

NONE LEFT STANDING

DreadBall is a violent game, and it is possible for a team to end up with no Players left on the pitch. In this case, the team still takes its Rushes as normal, hoping its injured Players recover before the opposition scores too many Strikes. Of course, in the bizarre history of the game it has been known for teams to win games with nobody left alive to collect the trophy if they racked up a big enough lead in advance.

ENDING A RUSH

A team's Rush can end in one of three ways:

1. The team makes a successful Strike.
2. The Coach runs out of Players that can act, or Actions that they wish to or are able to spend.
- ★ Each Player can potentially act more than once, but the maximum for a single Player is 2 Team Actions and 1 Action card in each Rush.
- ★ There is no set order to playing Action cards and Tokens. A Rush may continue as long as a Coach can play either.
3. The team loses the ball. This can be by:
 - ★ Failing to *Pick Up* the ball
 - ★ Failing to make a *Catch*
 - ★ Missing a Strike
 - ★ *Throwing* the ball at another Player
 - ★ Falling over while carrying the ball

In all of these cases the ball will scatter.

As soon as one of these is true, the current Rush ends. Complete any remaining parts of the current

Action (scattering the ball, etc.) and then resolve the End of Rush step. The opposing Coach then starts their next Rush by moving the counter along the Rush track.

IMPORTANT

In all variations of case 3, if a scattering ball is caught by any member of the team that lost it then the Rush is not ended after all.

Also, note the distinction between falling over with the ball in your hands, and onto the ball on the floor:

- ★ Falling over into a hex that already contains a ball on the floor will scatter it, but will **not** end your Rush. The same is true for a Guard that moves into a hex containing a ball.
- ★ Falling over when you are carrying the ball will make you drop it, which will scatter the ball and **will** end the Rush.

ENDING THE GAME

If a team manages to gain a 7 point lead at any point in the game they achieve an instant landslide victory. The other team is clearly outclassed and there is no point in continuing their embarrassment.



If the game reaches the end of the 14th Rush without either side gaining a 7 point lead then the team with the higher score wins.

If at the end of 14 Rushes the score difference is 0 then things are clearly well-matched. However, the DreadBall Governing Body doesn't like a draw, so the game goes into Sudden Death.

SUDDEN DEATH

Continue the game from the end of the 14th Rush, moving the counter back to Rush 1.

In Sudden Death you continue to play as normal with the following exceptions:

- ★ No Player may come onto the pitch. It doesn't matter if they were sent off for a Foul, an injury, or moved off by choice – nobody comes back on.
- ★ At the end of any Visiting team's Rush, if one team has the advantage, that team wins.
- ★ At the end of any Visiting team's Rush, the score is still zero but only one team has Players left on the pitch who can *Throw* the ball (and therefore make a Strike), then that team wins.

In the rare event of both teams losing their last Jack or Striker at the same point, or neither team having any left when Sudden Death is called, the game actually is a draw.



ACTIONS

During your Rush, you can spend your 5 Action Tokens to make Actions with your Players. You do not need to spend all 5 – you can use as many as you like up to this limit.

Each Player can have up to 2 Action Tokens spent on them per Rush.

To make an Action, nominate a Player and declare what type of Action they will make from the list below.

Prone Players must *Stand Up* before carrying out any other Action.

- ★ *Run*
- ★ *Sprint*
- ★ *Stand Up*
- ★ *Slam*
- ★ *Throw*
- ★ *Steal*

Carry out the Action as detailed in the following pages, and then place your Action Token to one side. It is now spent and cannot be used again in this Rush.

At the end of your Rush, take back your Action Tokens ready for the next Rush.

THINGS TO REMEMBER

- ★ *Throw*, *Slam* and *Steal* Actions allow you to make a *Run* Action first, so you can move into position before carrying out the chosen Action.
- ★ Some Actions are restricted to certain Player roles (listed under the Action's name). A Player who is not of the correct role may not perform that Action.
- ★ Although a Player can act more than once in a Rush, these Actions do not have to be consecutive. A Coach may therefore make an Action with Player A, then make an Action with Player B, before returning to Player A. However, any Free Actions must be taken immediately by the Player that earned them; otherwise they are lost.

FREE ACTIONS

In some cases, when a Player carries out an Action particularly well they will be given a **Free Action**. This is an Action that doesn't cost an Action Token to use, and does not count towards the limit of 2 Actions per player. It follows all the normal rules for that Action. It must however be made immediately after the Action that generated it – you may not act with another Player and then come back to the Free Action.



The times at which Free Actions are granted are listed in the following pages.

Clever use of Free Actions can allow an individual Player to do far more than their normal limit of 2 Actions per Rush. In fact, it is even possible to score without using any Actions at all!

CARDS

Additional Actions can be made over and above the Action Token limit by using Action cards from the Coach's hand.

In addition, Coaches may spend their Action Tokens to draw additional cards from the deck, instead of making Actions with their Players.

For the full rules for cards, see page 46.

RUN

Available to any Player

The Player may move a number of hexes up to their Move stat. During this movement, the Player can change facing freely – turning does not count towards the distance moved.

- ★ Even if a Player only wants to turn on the spot, they must use a *Run* Action to do so.
- ★ If a Player wishes to move further than their Move stat would allow, they may *Dash* (see page 37).
- ★ If a Player is in an opposing Player's Threat Hex at any point and wishes to move out of that hex, they must *Evade* (see page 37).
- ★ If a Jack or Striker enters a hex containing the ball they must try to *Pick it Up* (see page 38).
- ★ If a Guard enters a hex containing the ball, it will scatter before the Player continues its movement.



A Run Action is very flexible and is not restricted by facing or turns.

SPRINT

Available to any Player

The Player may move a number of hexes up to double their Move stat. Players may **not** freely change facing during a *Sprint*.

Instead, they can only move into the hex directly in front of them (i.e. their centre Threat Hex). *Sprinting* Players may turn, but each 60° turn (one side of a hex) counts as one hex towards their total movement.

Sprinting Players *Dash*, *Evade* and *Pick Up* the ball just like *Running* Players.



A Sprint Action must pay for turning so is best at moving in a straight line. Even with twice the movement it cannot go as far if it tries to follow the path of the Run Action.

MOVING ONTO THE PITCH

In order to move onto the board, a Player must be in the Subs' Bench and have a *Run* or *Sprint* Action played on them (this can be a *Run* Action made as part of another Action).

Their first hex of their movement must be into the Entry Hex adjacent to the Subs' Bench, and they may face any direction they want. The rest of their Action is resolved as normal.

Note that a Player cannot make any Actions such as a *Slam* while they are standing in the Subs' Bench – they must have moved onto the Pitch first.

MOVING OFF THE PITCH

Moving off the pitch is just like entering the pitch, but in reverse. The Player must move off through the Entry Hex, and must have enough movement to continue into the Subs' Bench as if it was a separate hex.

You may only move onto your own Subs' Bench, never your opponent's.

Note that Players removed from the pitch following an injury or a Foul are simply placed into the Subs Bench or Sin Bin – they do not need to move off of the pitch in the normal way.



DASH

Available to any Player

A *Dash* allows a Player to extend a *Run* or *Sprint* Action, including those made as part of other Actions such as *Slamming* or *Throwing*.

Once a Player has moved as far as their Move stat will allow, they can attempt to move further by passing a *Dash* test.

A separate test must be made for each additional hex of movement or 60° turn (when *Sprinting*). There is no limit to the number of times this can be attempted in one Action.

Dash: Speed test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are moving **from** (maximum modifier -2)

Pass: The Player moves into the chosen hex or turns in the chosen direction. The Player may attempt to *Dash* again if they wish, but remember that it will be harder to succeed with each subsequent attempt. Otherwise, the Action ends.

Fail: The Player is laid prone in the hex they were moving to or turning in. The Action ends.

- ★ If they were carrying the ball, they drop it and it scatters.
- ★ If a loose ball was in the hex they were moving to, it scatters.

EVADE

Available to any Player

A Player standing within one or more Threat Hexes runs the risk of being grabbed or tripped by their opponents. To leave such a hex, a Player must make an *Evade* test. Turning within a Threat Hex does not require a test.

Before rolling the dice, the Coach must state which hex they are attempting to move into.

A separate test must be made each time a player *Evades* during a move. There is no limit to the number of times this can be attempted in one Action.

Evade: Agility test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are moving **from** (maximum modifier -2)

Pass: The Player moves into the chosen hex. The Player may continue their move, *Evading* again if necessary. Remember that it will be harder to succeed with each successive attempt.

Fail: The Player is laid prone in the hex they were moving to. The Action ends.

- ★ If they were carrying the ball, they drop it and it scatters.
- ★ If a loose ball was in the hex they were moving to, it scatters.

BETWEEN A ROCK...

Note that a Player may need to both *Dash* and *Evade* to move to a new hex. In this case, both tests must be passed in order for the move to be made. Roll each separately, the *Evade* first and then the *Dash*.

A Player can *Dash* and/or *Evade* to reach the Subs' Bench if they wish. Unless the Player is *Restrained* (see page 51), any tests to move the final hex off of the board will be automatically passed.



PICK UP

Available to Jacks and Strikers only

If a Jack or Striker enters a hex containing a loose ball, they must attempt to *Pick it Up*.

During a *Sprint*, the Player will maintain their facing from before they moved into the hex with the ball. During a *Run*, the Player may choose their facing before attempting the *Pick Up* test.

Pick Up: Skill test (1)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)
- ★ -1 if the Player was *Sprinting*

Pass: The Player picks up the ball. Place it onto the Player's base. The Action ends.

Pass Doubles: As above. In addition the Player may make an immediate *Run* or *Throw Free* Action.

Fail: The Player has fumbled and the ball scatters. The Action ends. If it is the Player's owning Coach's *Rush*, the *Rush* ends.

STAND UP

Available to any Player

A Player that has fallen or been knocked to the ground must make a *Stand Up* Action to try and recover.



Stand Up: Agility test (1)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)

Pass: The Player is placed upright, facing a direction of the Coach's choice. The Action ends.

Pass Doubles: As above. In addition the Player may make an immediate *Run*, *Throw*, *Slam* or *Steal Free* Action.

Fail: The Player is still groggy from the fall, and remains prone. The Action ends.



SLAM

Available to Jacks and Guards only

A *Slam* is a brutal attempt to move an opponent out of the way, or take them out of the game for good!

Important: Players can make a *Run* Action as part of a *Slam*, before making the attack. This follows all the normal rules for a *Run*.

The target of a *Slam* must be a single opponent in one of the *Slamming* Player's 3 Threat Hexes.

- ★ If the target Player is a Jack or Guard, and has the *Slamming* Player in one of their own Threat Hexes, they have two options – either to *Dodge* (see page 43), or to *Slam* back. The target Player's Coach must choose before any dice are rolled.
- ★ If the target Player is a Striker, or has the *Slamming* Player in their rear arc, they may only *Dodge*.
- ★ If the target is prone, or a Player starts an Action in an opponent's front arc and uses a single Action to move behind them and *Slam* them in the back, then these are *Stomp* and *Sucker Punch* Fouls respectively. See Fouls on page 48.

As an (X) test, the successes for the *Slam* will be compared to the successes rolled by the opposing Player's *Dodge* or *Slam*.

Slam: Strength test (X)

Modifiers

- ★ +1 if the *Slamming* Player did not start the Action adjacent to the target, but moved adjacent before *Slamming*
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are attacking (maximum modifier -2)

Slam Wins: The winning Player turns to face the losing Player. The losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated.

The winning Player may then move into the vacated hex if the Coach wishes, without needing to *Evade*. If so, they must again turn to face the losing Player. The Action ends.

Slam Doubles: As above. In addition, the losing Player is knocked prone and must make an Armour Check (see page 43).

Draw: The Players both turn to face each other.

Slam Loses: The *Slamming* Player turns to face their opponent. Then, see the results for the other test.

PUSHING BACK

Sometimes one or more of the hexes behind an opponent may already be occupied. Players can only be pushed back into an empty hex.

If all 3 hexes behind an opponent are already occupied, then they cannot be pushed back. If they fall, they will instead fall down in the hex they started in.

If a Player is pushed onto a hex containing the ball, they must try to *Pick Up* the ball, if they can. This *Pick Up* test occurs after the *Slamming* Player has chosen whether to move into the vacated hex. If they cannot *Pick Up* the ball, fail their *Pick Up* test, or fall onto the ball, it scatters as normal.



THROW

Available to Jacks and Strikers only

This Action may only be used by a Player currently holding the ball. A *Throw* can be made to score a Strike, to pass the ball to a teammate, or even to hurl the ball at an opponent to injure them! In all cases a *Throw* test must be made.

Important: Players can make a *Run* Action as part of a *Throw*, before throwing the ball. This follows all the normal rules for a *Run*.

Firstly, you must nominate your target, which must be a Strike Hex, a teammate, or an opposing player.

- ★ The target must be in your front arc.
- ★ The target must be within 9 hexes.
- ★ At least one of the shortest routes to the target (see Routes and Distances on page 26) must be clear of standing Players or the Ref, and every part of the route must be within the *Throwing* Player's front arc. If all possible shortest routes are blocked or leave the Player's front arc, the shot cannot be made. Prone players do not block *Throws*.

Note that *Throwing* the ball at an opponent is a *DodgeBall Foul* – see page 50.

Once you have chosen a valid target, make the appropriate test. All *Throw* tests have the following modifiers:

Modifiers

- ★ -1 modifier at a distance of 4-6 hexes
- ★ -2 modifier at a distance of 7-9 hexes
- ★ -1 modifier if the Player moved or turned during this *Throw* Action
- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)

MAKING A STRIKE



In addition to the standard criteria for picking a target, check the following before making the *Throw*:

- ★ The *Throwing* Player must be within a Strike Zone, and can only aim at the Strike Hex in that Zone.
- ★ The *Throwing* Player cannot be standing in a Strike Hex they are aiming at.
- ★ You can target a Strike Hex even if another Player is standing in it. If you fail to score, the *Throw* will instead be resolved as if you had *Thrown* the ball at that Player, rolling all of the dice again as normal. This is not a Foul.

Throw (Strike): Skill test (1) Additional Modifiers

- ★ -1 modifier for aiming at a small target

Pass: Strike! Move the score counter towards you by the number of points scored (see page 23). The Action ends. If it is the Player's owning Coach's Rush, the Rush ends.

Pass Doubles: Strike! As above. In addition, the Coach may make a Fan Check (see page 52). This is in addition to any other Fan Checks made for the *Throw*.

Fail: Miss! The ball scatters from the Strike Hex. The Action ends. If it is the Player's owning Coach's Rush, the Rush ends.

PASSING TO A TEAMMATE

In addition to the standard criteria for picking a target, check the following before making the *Throw*:

- ★ The teammate they must be capable of *Catching* the ball (i.e. not a Guard), and the *Throwing* Player must also be in the target's front arc.

Throw (Pass): Skill test (0)

Any Result: Keep note of how many successes you rolled. Move the ball to the *Catching* Player's hex, and the other Player must now attempt a *Catch* test. See below.



CATCH

Available to Jacks and Strikers only

Catching the ball is not an Action in its own right, it is simply the result of a *Throw* Action. It does not use an Action Token or count towards a Player's limit.

Unlike most other tests, *Catch* tests are made with a variable number of dice. The number of dice used for the test is equal to the number of successes rolled for the *Throw*.

A *Throw* that achieved no successes is called an **inaccurate pass**. It can however still be caught. Remember that Strikers will still get their +1 dice for making a Skill test, and Coaching Dice can also be used to make the roll as usual.

Catch: Skill test (1)

Start with a number of dice equal to the number of successes rolled for the *Throw*.

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)

Pass: The Player catches the ball. Place it into the hole on the *Catching* Player's base. The Action ends.

Pass Doubles: The Player catches the ball as above. In addition the Player may make an immediate *Run* or *Throw* Free Action.

Fail: The Player has fumbled and the ball scatters. The Action ends. If it is the Player's owning Coach's Rush, the Rush ends.

STEAL

Available to Jacks and Strikers only

A *Steal* is a sneaky way to turn the game around by grabbing the ball from an opponent's hands before they can score.

Important: Players can make a *Run* Action as part of a *Steal*, before attempting to take the ball. This follows all the normal rules for a *Run*.

The target of a *Steal* must be a single standing opponent in one of the *Stealing* Player's 3 Threat Hexes that is holding the ball.

- ★ If the target Player is a Jack, and has the *Stealing* Player in one of their own Threat Hexes, they have two options – either to *Dodge* (see page 43), or to *Slam* (see page 39). The target Player's Coach must choose before any dice are rolled.
- ★ If the target Player is a Striker, or has the *Stealing* Player in their rear arc, they may only *Dodge*.

As an (X) test, the successes for the *Steal* will be compared to the successes rolled by the opposing Player's *Dodge* or *Slam*.

Steal: Agility test (X)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are attacking (maximum modifier -2)

Steal Wins: The ball is knocked from the opponent's hands. Scatter the ball. The Action ends.

Steal Doubles: The *Stealing* Player takes the ball. Place it into the hole on the *Stealing* Player's base. The Action ends.

Draw: The Players both turn to face each other.

Steal Loses: The *Stealing* Player turns to face the other Player. Then, see the results for *Slamming*/*Dodging*.



DODGE

Available to any Player

Dodging is not an Action in its own right, it is simply a way of escaping a *Slam*, *Steal* or a *Thrown* ball. It does not use an Action Token or count towards a Player's limit.

As an (X) test, the successes for a *Dodge* will be compared to the successes rolled by the opposing Player's *Slam*, *Steal* or *Throw*.

Dodge: Agility test (X)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player attacking you (maximum modifier -2)
- ★ -1 if the Player is *Dodging* an attack of any kind coming from their rear arc
- ★ -2 if the Player is *Dodging* a *Thrown* ball

Dodge wins: The *Dodging* Player may turn to face any direction. The Action ends.

Dodge Doubles: The *Dodging* Player may move 1 hex in any direction, and choose any facing, without making any *Evade* rolls.

Draw, or Dodge Loses: See the rules for the *Slam*, *Steal* or *Thrown* Ball that the Player was *Dodging*.

ARMOUR CHECKS

In DreadBall, Players are subjected to a huge amount of physical punishment, whether from the 200mph weapons-grade titanium ball itself or the gentle ministrations of their fellow Players. To prevent their star attractions from becoming a smear on the neodurium five minutes into a match, all teams invest large sums of money into personal armour for their Players.



Whenever a Player might suffer **damage**, such as being on the receiving end of a vicious *Slam*, the Player must make an Armour Check. This is not an Action in its own right, it is simply a way of deflecting damage. It does not use an Action Token or count towards a Player's limit.

The damage applied to a Player is equal to the difference between the winning and losing rolls made during the Action that damaged them.

An Armour Check is a normal 3 dice test, but the target number is equal to the damage received.

Armour Check: Armour test (Damage)

Each success made on the Armour Check cancels a single point of potential damage.

If the total number of successes equals or beats the amount of damage then the Player is unharmed.

If there is damage remaining, they have been **injured** and will be sent off of the pitch to recover. They will be placed in the section of their Coach's Sin Bin equal to the remaining damage, and will take that many Rushes to recover. If the remaining damage is 4 or more, the Player has been **seriously injured** and is removed from the game permanently.

RUN INTERFERENCE

Available to Jacks only

Jacks may not be as strong as Guards or as nimble as Strikers, but they do have a knack for being in the right place at the right time (or the wrong place at the wrong time, depending on which team you're betting on).

Run Interference is perfect for taking out an unsuspecting Striker making a dash for the Strike Zone, picking up a ball left carelessly close by, or simply getting in the opponents' way.

It is not a normal Action and **cannot** be chosen as part of a team's Rush in the normal way. Instead it is used during the opposing Coach's Actions as a way of interrupting their plays. The Action can only be made by using an 'Any Action' card on a Jack. Note that this is an exception to the normal rules where an Action card can only be played in your own Rush.

The *Run Interference* Action allows the Player to make a one-hex move, and/or a *Slam* or *Steal*. They may **not** *Run* before making the *Slam* or *Steal* – they may only move the single hex.

Run Interference can happen at any point during an opposing Player's Action. The opposing Coach finishes any tests that they had started rolling for, fully resolving any results, and then stops. The *Run Interference* Action is carried out. If able, the opposing Coach may resume any remaining parts of their original Action once you are finished.

Each opposing Action can only be interrupted by *Run Interference* once, even if you have multiple cards.

Important Points

- ★ The *Interfering* Player cannot *Dash*, but may need to *Evade* as normal.
- ★ The one-hex move can be used to move a Player onto the pitch from the Subs' Bench.
- ★ If the Player moves into a hex containing the ball they may attempt a *Pick Up* as normal.
- ★ Should an *Interfering* Player move to block the path of a Strike attempt, the interrupted Player may continue their Action as normal but may be unable to score if there is no longer a clear path to the Strike Hex. The interrupted Player must choose a new target for their *Throw*, or complete their *Run* without *Throwing*.
- ★ The target of any *Slam* or *Steal* does not need to be the Player whose Action was interrupted.
- ★ The interrupted Player's Action ends if the Interfering Player wins a *Slam* against them.
- ★ The interrupted Coach's Rush is over if their team loses the ball as a result of the *Run Interference* Action.

"Romeo Blue has the ball, and he's bearing down on the Tree Shark's three point zone. But the crafty jungle dwellers have a three-deep defence that the rambling robot will have to get past first - I don't like those odds."

"I'll take that bet Elmer - with T'tana and Na'huatl focused on Romeo, his teammate Whiskey Rose has the opportunity to slam Da'nogo out of position, opening up a chance for Romeo to slip past and score!"

"Except Romeo must have a circuit loose Dobbs - I don't know what he was waiting for, but Na'huatl and T'tana are taking the fight to the All-Star's captain, with a vicious double body-check that puts the machine on the ground. The ball is free - it's anybody's game at this point!"

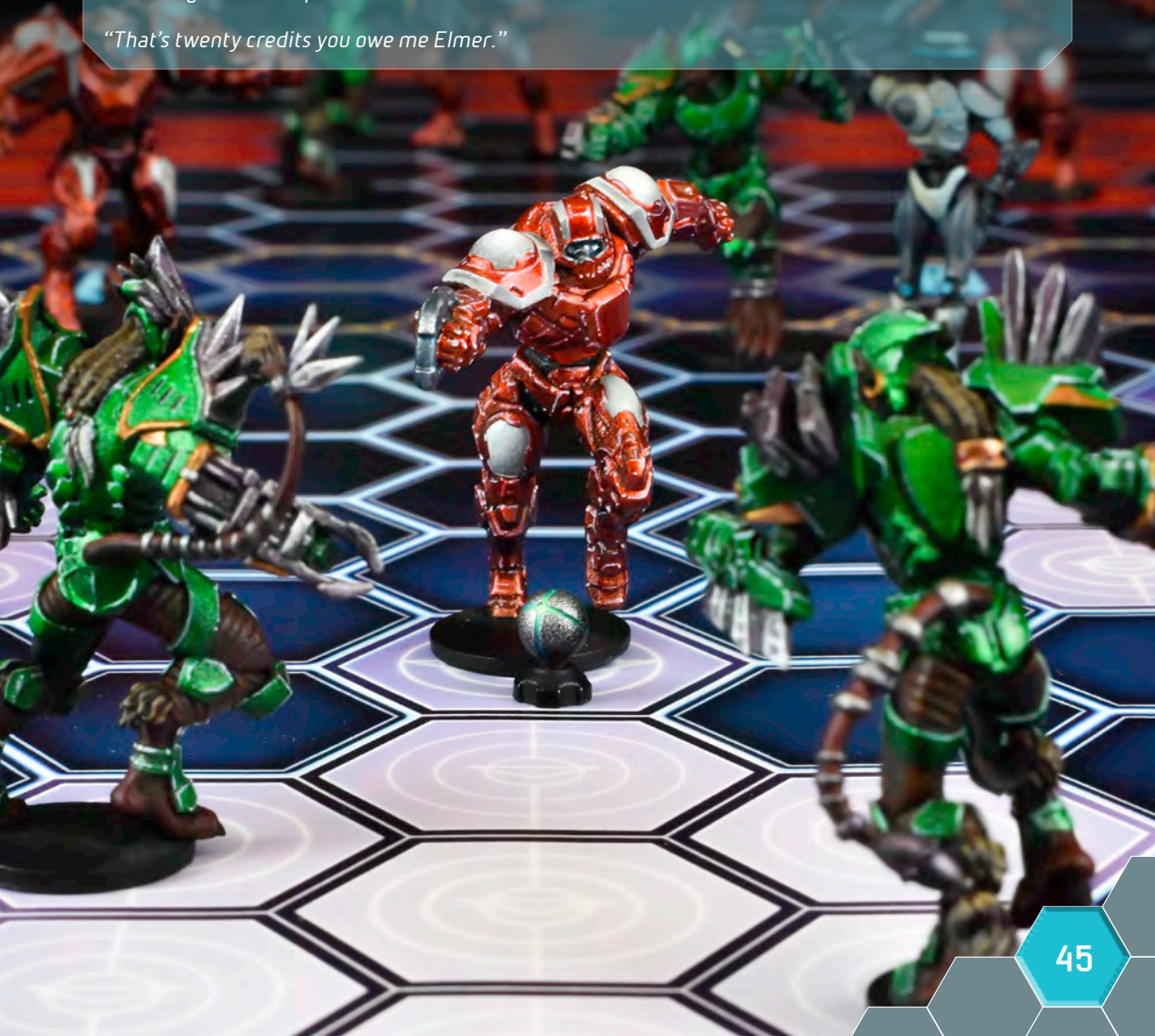
"Na'huatl is scrambling for the ball, but so is Whiskey Rose! It's a race between muscle and machine, as the two athletes dive for their titanium prize--"

"--and it's Whiskey Rose! She scoops the ball into her glove and whips it up and away right out from under the crafty Yndij!"

"Who in the wide galaxy does she think is going to catch it - and it's Blue! Romeo Blue is in the Strike Zone! You can't keep a good 'Bot down, and Blue makes it look easy with a masterful catch. Blue winds up for a Strike, and there's the throw--"

"And it's good! Three points to the Draconis All-Stars! The crowd cannot believe it!"

"That's twenty credits you owe me Elmer."

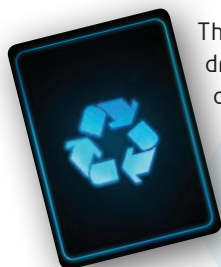


DREADBALL CARDS

To add an extra layer of tactics to your games, DreadBall includes a deck of cards that allow you to subvert the usual sequence of play and pull off some exceptional combinations. You may not have used them for your first few games, but you'll get used to them very quickly.

THE CARD DECK

At the start of the game, shuffle the deck of cards and place them face down in the draw deck space on the board as explained on page 32.



These will be drawn and used by the Coaches during the match. Once a card has been used, it is discarded – place it in the discard pile space on the board.

If the draw deck ever runs out, shuffle the discard pile to make a new draw deck.

Each card has three distinct functions, which we will cover in turn:

- ★ They are primarily drawn and played during the game to support your team, granting additional Actions to your Players and executing special effects. The cards in each Coach's hand are used for this purpose.
- ★ They are used to move the Referee (this will be covered in the Fouls section on page 48).
- ★ They are used to generate 'Cheers' following a Fan Check (see page 52).

YOUR HAND OF CARDS

Before the first Rush, each Coach must be dealt the number of cards shown on their Team Card, if any.

Team	Players	Coaches	Score	Actions	Linked
4+	4+	4+	110	x2	Linked
4+	4+	5+	115	x3	Linked
DreadBall Cards			75	x1	

Each Coach's hand of cards is to be kept secret from the opposing Coach until the cards are played.

During the game, Coaches will have a chance to draw additional cards into their hand. There is no limit to the number of cards that a Coach can hold.

Drawing Cards

During their Rush, a Coach can spend an Action Token to take the top card of the draw deck into their hand, instead of making an Action with a Player.

In each Rush, a Coach can draw up to the number of cards listed on the team's starting roster, to a minimum of 1, even if the team started with no cards. There is no maximum hand size.



PLAYING CARDS

Cards can be played from each Coach's hand during the game. For the purposes of playing cards, ignore the number in the top left, as well as the Fan Support value at the bottom – we'll get to those later. For now all that matters is the main card text.



You will notice that the cards come in two different colours.

- ★ The blue-headed cards are Action cards. These are used to grant additional Actions to your Players.
- ★ The orange-headed cards are Special cards. These introduce new effects to the game that can aid your Players or hinder your opponents.

Action Cards

These cards can be played any time that you would be able to play an Action Token, but they may be restricted to a certain Player role or Action type, as detailed on the card.

Playing an Action card allows a Player to make any Action specified on the card. No more than one card may be played on a single Player in each Rush.

This can take the Player over their usual limit of 2 Actions per Rush, and will allow a Coach to make more than 5 Actions per Rush in total.

Once the Action has been made, the card is discarded.

Special Cards

These can be played at any time during either Coach's Rush, and the text on the card will be resolved immediately.

Once the text has been resolved, the card is discarded. If the card states that it 'Remains in Play', it is placed in the space to the side of the discard pile as a reminder. It will be discarded at the end of the current Rush.



Only one card can be in play at a time. If there is already a card in this space, any other 'Remains in Play' card played by either Coach in that Rush will replace the one previously in play.

Special cards can be played during an opposing Player's Action. The opposing Coach finishes any rolls and tests that they had started rolling for, fully resolving any results, and then stops. The card text is then resolved. If able, the opposing Coach may resume any remaining parts of their original Action once you are finished.

Some cards will affect a specific Player. That Player (or their number in the Action Log area) should be marked with the Special Effect Counter. This counter is removed when the card is discarded at the end of the Rush.



There is no limit to the number of Special cards that can affect a Player in a Rush.

For example, if a Player was *Running* towards the Strike Zone to score, the opposing Coach could interrupt their *Run* to put the *Worse for Wear* card into play, selecting the interrupted Player as the target. The interrupted Player could then continue their Action, finishing the *Run* and making the *Throw*, but the rules on the card would affect the roll.



If the card was put into play **after** the Player had already started rolling for their *Throw* Action, the *Throw* test would be fully resolved before the card text came into play. As you can see, it's important to watch the game carefully and play any cards at the right time.

Turning the Tide

In addition, cards can be used to regain the advantage when things aren't going your way. **Any** card can be discarded from your hand after making a dice test to re-roll a single dice of your choice. The card's type and text are ignored. See Re-rolls on page 29.

FOULS

It may be an amazingly fast and brutal sport, but even DreadBall has rules. Each game is overseen by a robotic match official: the Ref. It is their job to ensure that the game is played fairly, or at least that those who break the rules are punished.

A **Foul** is the term for an illegal Action – something that breaks the rules of sporting conduct. This is a game term and refers to the Players on the pitch, not to Coaches palming cards and other real-world cheating. In the real world, Coaches should play entirely fairly. What their Players get up to on the pitch is another matter...

While the opposing Coach may not be too happy about you Fouling their Players, the fans on the other hand can't get enough of it! If you're lucky, Fouling can be a great source of cheers...

THE REFEREE

The Referee, or 'Ref', will have a chance to *Spot Fouls* that take place nearby, and potentially send Players off for cheating.

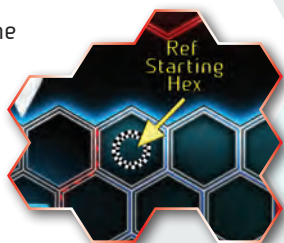
The Ref is on the pitch with the Players, and can't be everywhere at once. Although they sometimes literally have eyes in the back of their heads, they can be distracted, and if their attention is focused elsewhere it's possible to sneak a Foul past them.

The Ref can see in every direction, and has no facing or rear arc.

The Ref may never be the target of any Action or card except *Distract*. If they are ever hit by the ball for any reason it will scatter with no further effect.

MOVING THE REF

The Ref starts the game on the hex that looks like this. The Ref moves around the pitch at the end of each Coach's Rush. The Coach who has just completed their Rush discards the top card from the draw deck.



This is where the number in the top left corner comes in. The Rushing Coach may then move the Ref up to the number of hexes shown at the top of

the card. The Ref does not have to move the full distance, or even at all, if the Coach wishes.

However, because the Ref is trying not to get in the way they may not end their move within the Strike Zones, Entry Areas, or on the centreline. Moving through these areas is fine as long as the Ref does not end its move within them.

In addition, a Ref will never move into a hex containing the ball.

The Ref never needs to *Evade* and cannot *Dash*.

CALLING FOUL

In the hurly-burly of the game, it's easy to miss a Foul. To keep the game moving (and because it's fun) a Coach has to call Foul when one of their opponent's Players breaks the rules.

There are several types of Foul, listed on pages 50-51.

A Coach can call Foul at any point during an opponent's Action in which a Foul is being committed, and must declare which Foul(s) they have seen.

Note that the Player committing the Foul might not be the one currently acting.

If you do not call Foul before the next Player is chosen for an Action (from either team), you have missed your chance and the Foul goes unnoticed. Play continues as normal. You'll just have to find another way to get your own back...

Some Fouls are **continuous**, and may last longer than a single Action, such as a *Sneak*. The opposing Coach must remember to call Foul during each Action while it is happening, and a *Spot Foul* test must be made each time until the Foul is no longer being committed.

If a Foul continues into your own Rush, you will have to wait until the opponent's next Rush to call it again.

SPOTTING A FOUL

Spotting a Foul is a test made when a Foul is called. The test is rolled by the Coach that called Foul, after the Fouling Coach's current Action has been resolved.

In response, other Players from the Fouling team can attempt to *Distract* the Ref. These two new Actions do not require an Action Token to be spent and are not made against any particular stat – they will succeed on a 4+.

Spot Foul rolls are made on 3 dice as normal. Coaching dice cannot be used as the Coach is rolling on behalf of the Ref, not themselves.

Distract rolls however are made on a number of dice equal to the number of Players that choose to *Distract* the Ref. Only standing Players from the Fouling team within 7 hexes of the Ref and not within an opposing Player's Threat Hex are eligible to *Distract*, and Players can choose not to *Distract* if the Coaches wishes. The Player committing the Foul themselves cannot *Distract* the Ref. Coaching dice can be rolled as normal.



If there are no eligible Players from the Fouling team within 7 hexes of the Ref, the *Distract* roll is considered to have rolled zero successes. As with any other test, even if both rolls result in zero successes (or roll no dice in the first place) the overall result can still be a draw.

Note that certain cards can modify these tests in addition to modifiers listed here.

If more than one Foul has been committed at the same time, resolve them in an order of the calling Coach's choice. The Coach calling Foul must have declared each of them – if they only noticed one, only one can be *Spotted*!

Spot Foul: 4+ test (X)

Modifiers

- ★ +1 if the Foul was committed within 7 hexes of the Ref

Distract: 4+ test (X)

Start with a number of dice equal to the number of Players that chose to *Distract*.

Modifiers

- ★ +1 if any of the *Distracting* Players are Guards

Distract Wins: The Ref has been *Distracted* and not noticed the Foul. There is no further effect.

Draw: The Fouling Player is sent off, and placed in their Coach's Subs' Bench.

Spot Foul Wins: The Fouling Player is sent off, and placed in the section of their Coach's Sin Bin equal to the difference in successes rolled. If this number is 4 or more, the Player is sent off for the rest of the game.

Spot Foul Doubles: As above. In addition, the winning Coach chooses one of the *Distracting* Players (if any) and sends them to their Coach's Subs' Bench.



SUCKER PUNCH

Available to Jacks and Guards only

Running around behind someone to *Slam* them in the back is considered unsporting. A *Sucker Punch* is where a Player starts their Action in an opposing Player's front arc, and uses a single Action to move behind them and *Slam* them in the back.

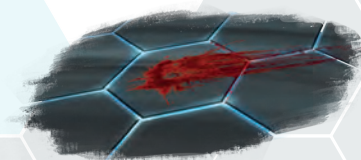
If the *Slam* doubles, the *Slamming* Coach makes a Fan Check, even if the *Slamming* Player was sent off.

Note that moving behind someone with one Action, and then *Slamming* them from behind with a second Action is not a Foul; nor is *Slamming* someone from behind if they just happen to be facing away from you.

STOMP

Available to Jacks and Guards only

Some Players find the sight of an opponent on the floor too tempting, and they put the boot in to ensure that their opponents stay down. A *Stomp* is a *Slam* made against a prone opponent.



If the *Slam* doubles, the *Slamming* Coach makes a Fan Check, even if the *Slamming* Player was sent off.

See Prone Players on page 27 for more details.

DODGEBALL

Available to Jacks and Strikers only

Sometimes, desperate situations call for desperate measures, and this is one of them. *Throwing* the ball at an opponent will likely end your Rush, so it's not to be tried lightly.

A *DodgeBall* Foul is a *Throw*, with all the normal modifiers, where the target is an opposing Player. Move the ball to the target Player's hex, and the opposing Player must then attempt to *Dodge* the ball (see page 43). As an (X) test, the successes for the *Throw* will be compared to the successes rolled by the opposing Player's *Dodge*.

In all cases, after determining the result, the ball scatters from the target hex. If it is the *Throwing* Player's owning Coach's Rush, the Rush ends.

Throw (Opposing Player): Skill test (X)

Throw Wins: The losing Player is pushed into one of the 3 hexes directly away from the winner, chosen by the winning Coach, and turns to face the hex they just vacated. The Action ends.

Throw Doubles: As above. In addition, the losing Player is knocked prone and must make an Armour Check (see page 43). The *Throwing* Coach makes a Fan check, even if the *Throwing* Player was sent off.

Draw: The *Dodging* Player may turn to face any direction. The Action ends.

Throw Loses: See the results for *Dodging*.

RESTRAIN

Available to any Player

Slams, nudges and trips are all fair game, but physically holding a Player in place and preventing them from taking part in the game goes against DreadBall's fast playstyle.

A Player may choose to commit a *Restrain* Foul whenever an opposing Player in one of their Threat Hexes attempts to *Evade*.

The *Evade* roll will suffer an additional -1 modifier as the Player is held in place, which can take the test past the -2 maximum. If the *Evading* Player falls over, they fall in the hex they were moving from, rather than the one they were moving to.

Whether the *Evading* Player succeeds or not, the Player who *Restrained* them has committed a Foul.

If the *Evading* Player falls over, the *Restraining* Coach makes a Fan Check, even if the *Restraining* Player was sent off.

STALL

Available to any Player

The gate by the Subs' Bench opens onto the Entry Area, and an unscrupulous Player can deliberately block this so that the opposing Coach can't reinforce their team.

If a Coach ends an Action with a Player within the opposing Coach's Entry Area (even if the Player entered the area involuntarily or is prone), that Player is committing a *Stall* Foul.

A Player is not committing a *Stall* Foul if they *Picked Up* the ball as part of the current Action. Players are given one chance to retrieve a ball, but if they haven't vacated the area by the end of the Coach's next Action, they are *Stalling* again.

This is a continuous Foul.

If the Fouling Coach ends their Rush without their *Stall* Foul being *Spotted*, the *Stalling* Coach makes a Fan Check.

SNEAK

Available to any Player

The legal maximum number of Players on the pitch at any one time is 6. However, this isn't always enough for a desperate Coach.

If a Coach ends an Action with more than 6 Players on the pitch, they are committing a *Sneak* Foul.

This is a continuous Foul.

All of the Players in the team are committing this Foul at once, and so it can be *Spotted* without penalty if the Ref is within 7 hexes of **any** of the team's Players.



All standing, unthreatened Players on the Fouling team within 7 hexes of the Ref may contribute a dice to any *Distract* roll made.

The Player to be sent off if the Foul is spotted will be the one closest to their own Subs' Bench. If there are multiple Players an equal distance from the Subs' Bench, the opposing Coach chooses who gets sent off. If a Coach is *Sneaking* with more than one extra Player, a separate test must be made for each one called by the opposing Coach.

If the Fouling Coach ends their Rush without their *Sneak* Foul being *Spotted*, the *Sneaking* Coach makes a Fan Check.

KEEPING QUIET

Although committing Fouls gets the crowd to pay attention, it doesn't mean that your opponent is... All Fan Checks made after a successful Foul are optional. If the opposing Coach hasn't noticed you Fouling, it might be best to stay quiet!

FAN CHECKS

The fans like to see their teams trying their hardest, and the Players like to hear the roar of approval from the crowd. Each feeds off the other. The fervent support of your fans can earn you extra Coaching Dice, so it's well worth keeping them happy!

Whenever a Player achieves one of the dramatic acts listed below the crowd goes wild, and you must immediately make a **Fan Check**.

- ★ Scores a bonus point.
- ★ Doubles when making any Strike.
- ★ Inflicts 3 or more damage on an opponent in one go.
- ★ *Catches* a scattering ball or a 9-hex pass.
- ★ *Dashes* 3 times in the same Action without falling.
- ★ *Evades* 3 times in the same Action without falling.
- ★ Triples their opponent in any (X) roll as long as at least 3 successes are rolled.
- ★ Committing a particularly successful Foul (see pages 50-51 for details).

To make a Fan Check, simply turn over the top card of the draw deck. This is where the Fan Support value on each card comes in – all other parts of the card are ignored.



The number shown on the card is the number of 'cheers' generated by the fans. Place this card face up in the Fan Support Bank on your side of the pitch.

If the card you have just drawn takes the total number of visible cheers to 3 or more then all the face-up cards are turned over and placed face down instead. In return, your team is so inspired by the crowd's support that you gain your choice of a Coaching Dice or a card.

Note that some Actions can result in more than one Fan check being due. In these cases, simply make each Fan check in turn, taking Coaching Dice or Cards as they are earned.



DREADBALL ULTIMATE

DreadBall Ultimate, as the multi-team matches are called, is not a new game. Ultimate has its roots in the early days of the game, when it was a training exercise played by bored Corporation troops during long-haul trips from one conflict zone to another. The story goes that Jesus Ortiz drunkenly bet a staff sergeant that Ortiz's team could beat any five others the sergeant could name. It turned into a six-way brawl that ended only when the last competitor was standing. Those on the side-lines agreed that whatever else, this was the most fun they'd had all tour, and from there Ultimate was born.

Although two-team games have always been the most common format, even in the early days of the game challenge matches between three or more teams have happened from time to time. These free-for-alls regularly resulted in a large number of infirmary visits, and for a while they were banned for this very reason. However, their popularity saw them return regularly, banned or not.

When the sport was picked up by the public and moved outside the military, the dynamic shifted somewhat. Teams could play regularly and traditional sporting league systems were widely adopted. The multi-team variant was largely forgotten.

However, when the DreadBall Governing Body (DGB, or 'Digby') marketing division was met with

the challenge of overcoming the attention of a series of awkwardly-timed elections, Ultimate saw its triumphant return. Ultimate debuted to critical acclaim during a well-publicised and particularly extravagant event timed to directly compete with the election, and grossing billions in advertising revenue alone.

Many leagues such as the Wushan Premier League or the Zlurpcorp MAXXX League feature an Ultimate game as a season curtain-raiser or finale. These events are always extremely flamboyant, with pyrotechnics, marching bands and concert performances included in an ever-escalating effort to top the previous year's games in glitz and glamour.



The maiden Ultimate Exhibition match held under the new rules is still remembered for setting several records which stand to this day. The game saw 47 fans involved directly in the match, leading to a record for more injuries to crowd members than players on the pitch in a single game. The euphoric response to the new rules also saw the highest number of new subscribers to the pay-per-view match format in the history of the game, and the influx of new teams – all of whom were represented in the six-way match up – meant that the game broke all previous records for viewer numbers throughout the GCPS. Credit for credit, it is simultaneously the most expensive (thanks to lawsuits, official censure from all the major vid networks, and the number of additional personnel required) and the most profitable single game in DGB history.

But the thing that most of the fans remember is THAT strike in the final rush of the game, when the 29ers and the Smackers – veteran skill winning out – both appeared to score at once in the final second, both score buzzers sounding simultaneously. It was only in the instant replay – beamed live to several billion screens across the GCPS and to a 500 foot tall Hyper-Def display in the arena itself, that it became apparent that the ‘ball’ thrown by the Smackers’ star jack was actually the head of Charles Stanley Cratterson, a Smackers fan who had gotten a little too enthusiastic in his encouragement of his team. To this day, the Smackers’ management maintain it was a valid goal, though not in public for legal reasons...



PLAYING DREADBALL ULTIMATE

The Ultimate pitch consists of a central playing area, the Hub, surrounded by six team sectors containing a Strike Zone which much be defended by the owning team. The central Hub however is dominated by the Tower – a holographic hexagonal column with a Strike Hex on each of its faces, topped by a spinning DreadBall launcher delivering fresh balls to the field in a random direction every time a Strike is scored. The Tower also serves as the Ref, with a series of discreet sensors built into its base to ensure that no Foul in its sight goes unpunished.

Strikes scored in the radial Strike Zones are worth two points, or three if scored from the bonus hex. Any team may score in any of their opponent's Zones. However, any team may also score a Strike on the Tower – worth a single point. A common tactic is to quietly rack up one-pointers while the other teams concentrate on scoring off each other, only to make a play for a decisive three-point Strike when the time is right.

For games with fewer than six teams, one or more of the radial team sectors are deactivated and a low-power energy field is erected at their border with the centre zone. This energy field is tuned with the ball's internal anti-gravity pulsar to deflect a DreadBall, but is weak enough that a Player can step – or be pushed – through it. Any Player caught 'out of bounds' in this fashion is committing a Foul, and it's not uncommon for ruthless Guards to push Players over the line to get them sent off.

In this way, the action is kept concentrated and contained, with less chance of a ball being sent 'into the weeds' by an unlucky scatter.

Ultimate is played with at least two balls on the field at any one time, although the launching mechanism has been known to fire an extra ball on occasion to spice things up. With up to six teams in play at once, teams won't have long to make a Strike before a rival attempts to take the ball from them, encouraging a quick, frantic playstyle that fans can't get enough of.

THE GIANTS' PLAYGROUND

Giants are just that – beings whose gigantic stature leaves them towering over regular Players. A recent addition to the ranks of DreadBall, some purists insist that Giant Players represent an unfair advantage for the teams they play for, able to brush aside even the burliest Guards. As with all things in DreadBall though, it is the roar of the crowds and the ringing of cash registers that dictate what is acceptable, and with gate takings leaping by an impressive 12% whenever a humongous bipedal shark or colossal wheeled robot is scheduled to play, it's obvious that Giants are here to stay.

While many leagues permit Giants to play in regular season games, it is on the Ultimate pitches where they come into their own. Not for nothing is the Ultimate version of the game called 'The Giants' Playground,' with the extra space on the neodurium giving these titanic powerhouses room to really strut their stuff.

Giant Players are in such high demand that they rarely, if ever, attach to a team full time, instead commanding appearance fees on a per-match basis similar to Players on the MVP circuit. Coaches might grumble about the high cost, but never complain about the results delivered by these larger-than-life figures.

THE PITCH

Once you have played a few games of DreadBall using the DreadBall Core Rules, and are ready to take your DreadBall experience to new heights of excitement and exhilaration, you can use the rules over the next few pages to play multi-team matches.

Unless otherwise stated, all standard DreadBall rules still apply DreadBall Ultimate. For example, a Rush still ends when a team makes a Strike or loses a ball, even though there are multiple balls on the pitch.

First, let's take a look at the Ultimate Pitch, found on the underside of your game board. Most of these markings will look similar to those on the regular pitch, so their function should be fairly clear.

Strike Zone: These work as normal, but note that the points scored will be different. See page 61.

Score Tracks: In Ultimate each team has their own score track, and their own colour-coded score counter. Place the counters on the 0 spaces of each track at the start of the game.

DreadBall Card Deck: The draw deck and discard pile aren't next to each other on the Ultimate Pitch, but they work in the same way. Note that in Ultimate games the new Ultimate cards will be shuffled into the deck.

How Many Teams?

Anywhere from 3-6 teams can take part in an Ultimate match.

When playing with fewer than 6 teams, some of the team sectors and their corresponding Action Tokens and Score counter will not be used. See the table below:

Coaches	Team Sectors Used
3	A, C, E
4	A, B, D, E
5	A, B, C, D, E

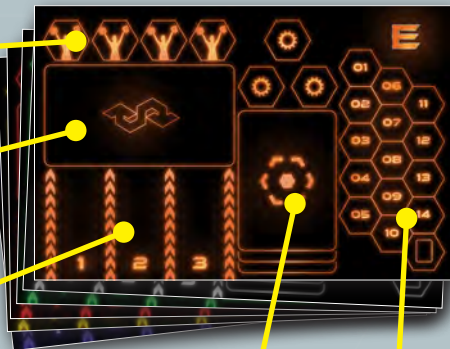
A team sector that is not used is considered deactivated – see page 62.

Entry Area

Event Area: If using the Event deck (available separately), in Ultimate games the Ultimate Event cards will be shuffled into this deck.

LOCKER ROOM

With six teams, the DreadBall Ultimate board isn't large enough to hold everything for every Coach. DreadBall Ultimate comes with six Locker Room Cards. These match the sectors on the pitch, and should be placed in front of each Coach. Each one includes:



Current Special Effects

Sidelines

Subs Bench

Sin Bin

Fan Support Bank

Team Action Bank: Each Coach has their own colour coded Action Tokens in Ultimate, but will share the dice between them. Note that each Coach only has 3 Action Tokens in Ultimate.

Round Track: Ultimate is played in a series of 7 Rounds, where all Coaches take their Rush in a random order. The Rush Counter should be placed on this track.

The Hub: The central hub area includes an unusually shaped Strike Zone. The Strike Hex is in the centre, and the six surrounding hexes can be used to score from.

The Strike Hex is the Tower. No Player may enter or *Throw* through this hex, and the ball will scatter from it as if it were a prone Player.

The numbers surrounding the Strike Zone are used to determine the direction of a launched ball, and can also be used as reference for scattering..

The Team Sectors: The six team sectors are colour-coded and lettered, starting with the purple sector A, and continuing clockwise. Each sector contains a regular Strike Zone, and otherwise works like a Home or Visitors half of a regular pitch, with a line behind which Players can start the game.

SETTING UP AN ULTIMATE GAME

This sequence replaces the one on page 32.

1. Each Coach chooses the team they want to use for the match, and takes the Team Card and miniatures.
2. Take one Action Token of each colour, depending on which sectors are being used for the game (see previous page), and put them into a cup. Each Coach draws one at random to determine which team sector they will use.
3. Lay out the pitch between the Coaches, with the team sectors next to their respective teams. Give each Coach their Locker Room Card.
4. Shuffle the DreadBall Card deck together with the Ultimate cards and place them face down in the draw deck space on the board. Put the Special Effect counter next to the deck.
5. Deal each Coach the number of cards shown on their Team Card, if any.
6. Place the Rush counter on the '0' space of the Round Track, and the relevant Score counters on their '0' spaces.
7. Give each Coach the 3 Action Tokens of their colour, along with any Coaching Dice listed on their Team Card.
8. Take one Action Token of each colour and put them into a cup, like in step 2. Draw a Token at random – that Coach will set up their team first, anywhere behind their starting line. Up to 5 Players (not 6) may be placed on the pitch. The remainder of the team is placed on their Subs' Bench.
9. Repeat step 8 for the remaining Coaches.
10. The Rush counter is moved to position 1 on the Round Track. Using the same process detailed in step 8, determine which Coach takes the first Rush. The same process is used to determine the order of play at the start of each Round.
11. The Coach starts their Rush by launching the ball as described on page 59.



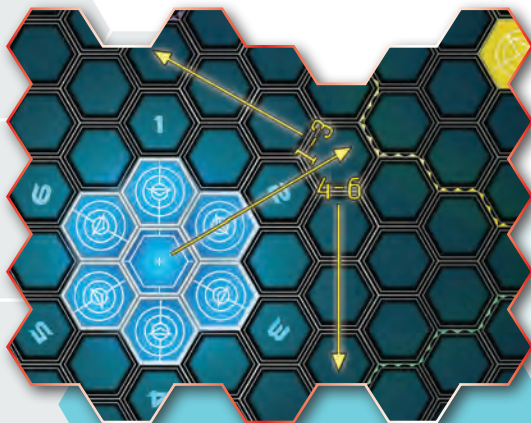
LAUNCHING THE BALL

Launching a ball in DreadBall Ultimate is slightly different from the regular ball launch process.

1. All balls are launched from the Tower. Firstly Roll 1 dice to determine which direction the ball will be launched in, using the numbers surrounding the central Strike Zone.
2. Secondly, roll 1 dice to determine how many hexes the ball will travel, just like a scatter. One of three things will happen:
 - a. The ball moves 1-6 hexes without hitting anything. It will then stop. Go to step 3.
 - b. The ball hits the repulsor field of an inactive sector (See page 62). If the distance rolled was 3, the ball stops. If the distance rolled was more than 3, the ball ricochets. Roll another dice. On a 1-3 it is deflected to the left, on a 4-6 it is deflected to the right, as shown in the diagram to the right. Continue moving the ball in its new direction up to the total number rolled on the dice.
 - c. There is a Player on one of the hexes into which the ball needs to travel. The ball cannot be *Caught*, and hits the Player regardless of their role and facing. Treat this as if the ball had been *Thrown* at the Player. The number of dice rolled for the *Throw* depends on the distance the ball has travelled: 6 dice if the ball struck a Player in its first hex of movement, then 5, 4, 3, 2, and 1 dice as it moves across the board. The launched ball is treated as having a 4+ Skill for the purposes of this test. The ball will then scatter as normal and can be *Caught* after it has scattered. Being struck by a launched ball does not end the Rush, but failing to Catch a scattered ball does.



3. Unless a Player from the Rushing team failed in an attempt to *Catch* the ball, the Rush continues as normal.



The ball is launched 6 hexes in direction 2, but zone B is inactive. Another dice is rolled to determine which direction the ball continues in. On a 1-3 the ball follows the top arrow, while a 4-6 results in the ball following the bottom arrow.



PLAYING A ROUND

Ultimate games are played in Rounds, where each Coach gets to take a Rush with their Players. The following replaces the Playing a Rush sequence on page 33.

1. Deal each Coach a single card.
2. Move the Rush marker one step along the track.
3. Take one Action Token of each colour and put them into a cup. Draw a Token at random – that Coach will take the first Rush in this Round as follows.
 - a. Launch a single new ball if there are currently fewer than two in play.
 - b. Spend an Action Token or Action card on a Player. Note that there are only 3 Tokens per Coach, not 5.
 - c. Resolve the Action.
 - d. Repeat steps b and c until the Rush ends in the normal way.
 - e. End of Rush:
 - i. Move any Players in the Sin Bin one step to the left, and into the Subs' Bench if in section 1.
 - ii. Take back your 3 Team Action Tokens.
 - iii. Discard any Special cards in play and remove the Special Effect counter from any Player it is affecting.
4. Repeat step 3 for the remaining Coaches. When all Coaches have ended their Rush, the Round is over.



ENDING THE GAME

If a team manages to gain a 7 point lead at any point in the game they achieve an instant landslide victory.

If the game reaches the end of the 7th Round without either side gaining a 7 point lead then the team with the highest score wins.

If at the end of 7 Rounds two or more teams are tied for the highest score then the game goes into Sudden Death.

SUDDEN DEATH

Remove all teams that were not tied for the highest score – they take no further part in the game. Continue the game from the end of the 7th Round, moving the counter back to Round 1.

In Sudden Death you continue to play as normal with the following exceptions:

- ★ No Player may come onto the pitch. It doesn't matter if they were sent off for a Foul, an injury, or moved off by choice – nobody comes back on.
- ★ At the end of any Round, if one team has more points than the other(s), that team wins.
- ★ At the end of any Round, the scores are still tied but any team has no Players left on the pitch who can *Throw* the ball (and therefore make a Strike), then that team is removed from the pitch. If that leaves only one team left standing, the remaining team wins.

In the rare event of all teams losing their last Jack or Striker at the same point, or no team having any left when Sudden Death is called, the game actually is a draw.

GAME CHANGERS

The following sections detail other changes made to the regular rules when playing Ultimate.

THE TOWER

The Tower in the centre of the arena serves several functions.

- ★ Firstly, it is the point of origin of all balls that are launched onto the pitch, and acts as a Strike Hex itself.
- ★ Secondly, thanks to the sensors and surveillance equipment installed on it, it also serves as the game's Referee. There is no other Ref – measure the distance to the tower when working out a *Spot Foul* test. Any number of Coaches can call Foul when one is committed, but only one test is taken as usual.
- ★ Finally, no Player may enter or *Throw* through this hex, and the ball will scatter from it as if it were a prone Player.

BALLS

In Ultimate there are two balls in play at once – a new one is launched at the start of every Rush whenever there are fewer than two on the pitch.

A Player holding the ball cannot *Catch* or *Pick Up* a second. If they move into a hex with a second ball, or are hit by one, it will scatter without ending the Rush.

Balls can pass over each other, but if one lands on another, the moving ball will scatter again.

SCORING

As normal, each team defends their own Strike Zone, and tries to score in an opposing team's Strike Zone. Strike Zones in deactivated sectors (see page 62) are not used.

Teams can also score in the central, shared Strike Zone.

The points scored for a Strike are slightly different to a normal game:

Team Strike Zones: Scoring here awards 2 points to the scoring team, and will reduce the score of the owning Coach by 2. Bonus points are available as normal, taking the score to 3, and will reduce the opponent's score accordingly.

Central Strike Zone: Scoring here awards 1 point to the scoring team, but does not reduce the score of any opposing teams. There is no bonus hex.

Scores cannot drop below zero. Any further losses are ignored.

SMALLER TEAMS

The legal maximum number of Players on the pitch at one time is 5 instead of the normal 6. Having 6 or more Players on the pitch will be considered *Sneaking*.



DEACTIVATED SECTORS

A team sector that is not used for a game is considered deactivated and is out of bounds for Players. The starting line for that sector acts as a Barrier which will deflect the ball.

Barriers

Inactive sectors are bordered by Barriers. These are low-powered repulsor fields projected along the starting line of a sector, and are strong enough to react with the anti-gravity pulsars of the ball, but weak enough that a Player can move – or be pushed – through them.

- ★ If a ball comes into contact with a Barrier, it will bounce as though it had connected with a wall, following the normal rules for ricochets.
- ★ If a Player carrying the ball moves or is pushed through a barrier, scatter the ball from the hex the Player was in prior to moving.
- ★ If a Coach ends an Action with a Player inside an inactive sector, they are committing an *Out of Bounds Foul*.

Out of Bounds

Out of Bounds is a new type of Foul used only in DreadBall Ultimate.

If a Coach ends an Action with a Player inside an inactive sector, they are committing an *Out of Bounds Foul*. This is a continuous Foul.

At the end of every Round, make an additional *Spot Foul* test against any Player that is currently *Out of Bounds*, whether any Actions were spent on that Player or not.

CARDS

DreadBall Ultimate uses an enhanced card deck compared to normal games – shuffle the Action and Special cards from this set into the regular deck before the game. To remove them again, they can be easily identified by the **DEU** icon in the bottom corner.

The cards are used in the same way as normal, but note that there is no need to move the Ref – the Tower does not move!

In addition, each Coach is dealt a single card for free at the start of each Round, to make Ultimate games a little more dramatic!

Finally, during an Ultimate game, ‘Remains in Play’ cards last until the end of the Round, rather than the end of the Rush, and multiple cards can be in play at once – playing one card will not discard the others in play.



EVENT CARDS

If using the Event deck, in Ultimate games the green-topped Ultimate Event cards will be shuffled into this deck. The Trigger Event Cards are not used in Ultimate. If you are not using the Event deck, leave these cards in the box.

THE ‘OPPOSING’ COACH

Some cards refer to the ‘opposing’ Coach. In most cases, such as in a *Slam* between two Players, it will be obvious who this is. However, on some cards it could refer to any of the other five Coaches around the board. In such a case, the ‘opposing’ Coach is the first one to the original Coach’s left.

LEAGUES

Ultimate games can be played as exhibition matches, or as part of leagues if you wish – every Coach in the league could get together for a single game instead of a round of regular games. This is perfect for the opening or closing game of a Season.

In a League match, use the highest Team Ranking of those teams playing as the basis for calculating the Underdog Bonus for each other team. This will often mean a wide range of MVPs will take part – a true All-Star game!

The home crowd roared its approval as the Wranglers' starting lineup took their positions in the arena. Vidscreens as big as cargo haulers blasted out highlights from previous games as hoverzats distributed merchandise to eager fans.

The atmosphere was electric. Sure, it was only Rebus Olligan's third match, but as far as the rookie Jack was concerned this would never get old.

The applause died down as the lights dimmed and smoke filled the air. A thudding bassline shook the floor: the Veer-myn team's theme song, a massively popular track that had already sold over thirty-three million units across the Core. Green and blue lasers streamed the Slicers' logo across the arena. The crowd were back up on their feet in no time, even the home fans. They might not be rooting for the rats, but they sure loved a spectacle!

Intense spotlights converged on the visiting team's gate as the first Slicers player sprinted into view, followed by a second, and a third ... but no fourth. The four Veer-myn players arrived at the centre line and dropped to their haunches. Where was the rest of their team?

Rebus glanced over to Big Zeke, the team's star Guard, but he was looking as confused as the rest of them. The rats couldn't start with only three players.

The music faded away, and the clamour of the crowd receded. Five hundred thousand eyes were trained on the Slicers' gate. Something was coming.

An animalistic bellow filled the arena. It was brutal, the roar of an apex predator. Rebus flinched back instinctively, and was glad to see that he wasn't the only one that did.

A massive form muscled through the gate. A giant ape! It stopped just inside the arena, pausing to take in the sweeping vista of awed faces. Then, amid the silence, it threw its arms wide and roared.

The heavy bass crashed back in and the spectators leapt from their seats, whooping and punching the air. Rebus had never seen anything so massive! It looked like it could take down a megaheifer without breaking a sweat! Suddenly, Zeke didn't look so big...



GIANTS

Some of the most iconic images of DreadBall Ultimate are the Giants. These huge Players are featured on advertising holoboards, in tri-vid promos and on every sports chat show that can find a big enough chair.

Giants have been a source of controversy ever since the DreadBall Governing Body allowed their inclusion into the sport. For many years there was a maximum height/weight ratio limit imposed on players, in an effort to prevent smaller species being unintentionally squashed by falling giant robots or tumbling Teraton females. Of course, that didn't stop them being intentionally squashed by the vicious slams and barely contained violence that make DreadBall the greatest game in existence.

However, the DGB was always well aware of the pulling power that players of giant stature would have had if permitted onto the neodurium. After a decade of negotiations between players' unions, insurance councils and alien rights advocates, Jesus Ortiz was able to announce the first large –

no, the first huge – no, the first Giant players would take to the pitch in the inaugural game of a new spectacle, DreadBall Ultimate!

Ever since, Giants and Ultimate have gone hand-in-hand. Those Leagues that feature the format can count on the larger-than-life players to bring in millions more eyeballs to the fixtures, and even in regular games of DreadBall those teams that can afford their services find that the Giant's combination of size, skill and stamina are an invaluable asset.

Every Giant player has their own devoted coterie of fans, their own InfoSphere fan sites, their own merchandise lines and holovid deals. Their every move is scrutinized and copied, and fashions based on their whims of dress spring up on a near-daily basis. These trends can be somewhat short-lived though, as with the brief craze for live brain-eels that sprung up when the Chovar Psychozoan played his first game.

Just like the regular-sized players, some of the Giants simply soak up the adulation like sunshine, whilst others use their fame for more worthy purposes. Dozer for example is a long-time booster for wildlife preservation causes, while Barricade has appeared in several "Adopt-a-Bot" campaigns for the Galactic Society for Prevention of Cruelty to Mechanoids. Of

course, once they are back on the pitch they revert to the professional levels of violence for which the game is rightly famed, and for which the Giants are rightly feared.



HIRING GIANTS

Giants are hired exactly like MVPs as detailed in the League Handbook, and can be hired as transfers as normal.

Giants have a card like any other MVP, with the word 'Giant' listed alongside their Player role to set them apart. They will also have the tri-hex base symbol  next to their name.

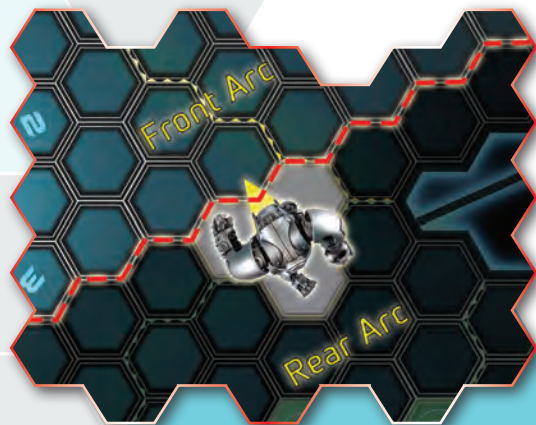
USING GIANTS

Giants are like regular DreadBall Players, but bigger – they are mounted onto bases that cover 3 hexes. In the game their sheer size means that they need some additional rules.

PLAYER LIMIT

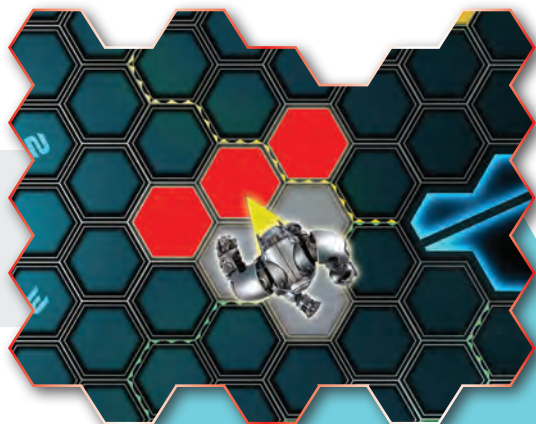
Giants count as 2 Players towards the roster limit of 14, the transfer limit of 4, and towards the legal maximum number of Players on the pitch.

ARCS



Like a normal Player, a Giant has a front and rear arc. It is possible for a Giant to be in both the front and rear arc of another Player. If any part of a Giant is in a Player's front arc, the Giant is considered to be in the front arc for the purposes of *Sucker Punches* etc.

THREAT HEXES



Giants have three Threat Hexes as normal. However, they are in a different place compared to regular Players.



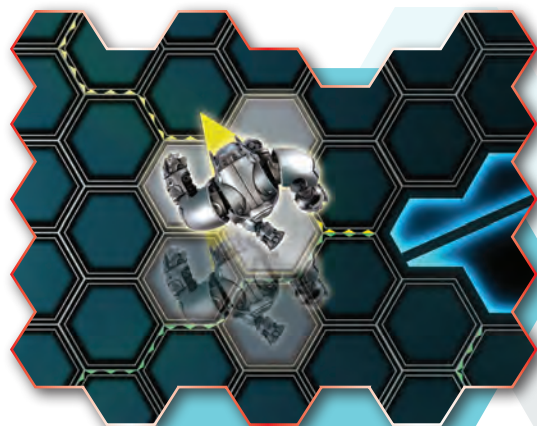
Among the Nameless Confederation (as the Humans call it) there are many related species, organised in a semi-symbiotic relationship that has so far defeated detailed classification. When Gulab-rgh'tk agreed to leave his home world for the life of travel and mayhem that is the lot of a famous DreadBall Guard, he insisted on bringing an entourage with him. That seemed reasonable enough until he mentioned how many dozen would be travelling with him. Luckily, they are not the same size he is. Not at all. The team's hotel budget would never cope. The entourage turns out to be exclusively staffed by a very much smaller race that seldom grows more than a foot tall. These are even more betentacled than Gulab-rgh'tk and John Doe, and have been nicknamed "Calamari" by the ever-imaginative sports press. As with most of the Nameless races, their real name is anyone's guess.

MOVEMENT

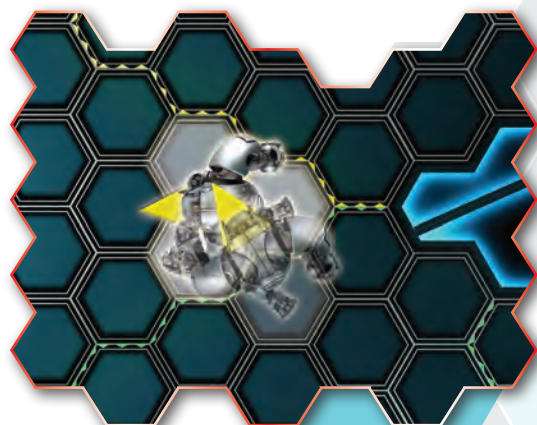
Giants may not *Sprint*; they may only *Run*, and even this they do slightly differently. To put it simply, a Giant may only move forwards, into at least one of its own Threat Hexes.

This may be done by either moving directly forward, or by pivoting on one of the two front hexes of its base. Either way, this uses up a single point of movement.

Any rule that allows a Player to move a single hex will allow a Giant to move in one of these two ways.



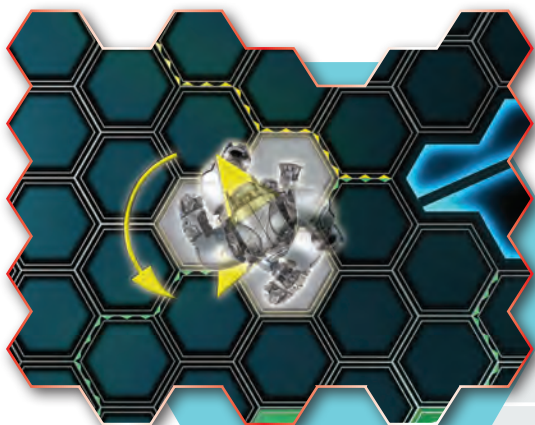
Moving Straight Forward



Pivoting

Giants do not need to *Evade* to move out of the Threat Hexes of regular-sized Players. They must *Evade* away from other Giants as normal.

As well as moving forwards, Giants may also turn on the spot, but this costs two points of movement to do.



Turning on the spot

When a Giant moves onto the pitch it must move so that its entire base is on the pitch and within the entry area. This costs its first point of movement for that Action. It may face in any direction.

In addition, **all** Giants have the *Brush Aside* ability (see right) allowing them to move through regular-sized Players. They may only *Brush Aside* a single opponent at a time.

A Giant may need to *Brush Aside* a model in order to enter the pitch. This works as normal. If the Giant fails to move the obstructing Player then their Action ends and they remain in the Sub's Bench.



BRUSH ASIDE

A Player with this ability may *Brush Aside* opposing Players during a *Run* in a similar way to *Evading*.

If a Player with this ability wants to move into a hex that is occupied by a standing, opposing non-Giant Player they may try to *Brush Aside* rather than *Slamming* them. This will allow them to carry on moving past the other Player. There must be a space to push the opposing Player into.

A separate test must be made each time a player *Brushes Aside* during a move. There is no limit to the number of times this can be attempted in one Action.

It is possible that a Player will need to *Dash* to reach the currently occupied hex. Roll for the *Dash* first. If the *Dash* test is failed, the *Brush Aside* Action is still resolved but will fail automatically.

Brush Aside: Strength test (123)

Modifiers

- ★ -1 modifier if the Player being *Brushed Aside* is a Guard
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are *Brushing Aside* (maximum modifier -2)

Pass: The target Player is pushed into one of the 3 hexes directly away from the Player *Brushing Aside*, chosen by the winning Coach, and retains their facing. The winning Player must move into the vacated hex, and may then continue their move.

Pass Doubles: As above. In addition, the target Player must take an Agility test (X), where X is the number of successes achieved by the *Brush Aside* roll, or be knocked prone.

Fail: Turn the target model to face the Player using *Brush Aside*. The Action ends.

HANDLING THE BALL

Giants may *Pick Up* the ball as normal if their role allows it. Otherwise it will scatter as normal.

All three hexes of their base block *Throws* passing over them.

When a Giant makes a *Throw* it must choose either of its front two hexes as the point of origin. Resolve the *Throw* as if the Giant was a single-hex Player in this position.

If a ball hits a Giant it must be *Caught* or scattered as normal. Roll the scatter from the hex it lands on. If the resulting direction would take the ball onto another part of the same Giant's base, simply ignore the rest of the base and count the first hex of the ball's movement as the first empty hex past the edge of the Giant.



SLAMS AND PLAYER INTERACTIONS

All Giants have the Mighty ability, gaining a +1 modifier for *Slams* and Armour Checks against non-Giant Players. Against other Giants only the regular modifiers apply.

Giants cannot be *Brushed Aside*.

When a Giant attempts to *Slam* or *Brush Aside* another model, choose which of its front hexes (of those in contact with the opponent) it will push with. This will determine where the opponent is pushed back to if successful.

If the Giant decides to follow up, it must move so that its base covers the vacated hex.



If a Giant itself is pushed back, the opponent must conversely decide which of its front hexes they are pushing, to determine the direction. If any of these hexes are occupied then the Giant cannot move back as usual. When *Slammed* by a regular Player, Giants are Steady, and cannot be knocked down regardless of the result. They can be knocked down by other Giants, or by falling during a *Dash* or *Evade*, as normal.

When another Player is required to turn to face a Giant, there may be more than one choice of facing available. If so, the turning Player's Coach can choose.

If a Giant is required to turn to face another Player, if possible they should ensure that their centre Threat Hex covers the opponent's base. If not, at least one of their Threat Hexes must cover the opponent's base. The Giant may turn on the spot if necessary.



Because only one of the Giant's front hexes could be the source of the push, a Player in hex A must be pushed back to D, and a Player in C must go to G. A Player in hex B can be pushed back to E or F depending on which hex (2 or 1 respectively) the Giant decides to push with.

If Players in hexes A or C pushed the Giant back, it would be moved to hexes H or I respectively. If a Player in hex B pushed the Giant back, it would have the choice depending on which hex it pushed against (2 or 1).



LEAGUE PLAY

Welcome to the DreadBall League Handbook. Inside these pages you will find everything you need to know about running and participating in a DreadBall League. Whether you're a Mechanite Maniac or a Greenmoon Smackeroo, you'll be able to build a team from scratch, employ supporting staff, draft new players, hire (in)famous MVPs, and battle your way to the top of the League Table.

Leagues will allow you to truly personalise your team, as each Player gains experience and learns new abilities (or ends up in the hospital!). Every member of your team will develop their own personality and their stories will be told across the galaxy for years to come.

Let's start by introducing a few new components:

Roster Pad: This pad will allow you to keep track of your DreadBall team. Each page can log a single team's Players, experience, abilities, injuries, supporting staff, cards, dice, revenue, and everything else you need to know about your team.

Waterslide Decals: If you choose to paint your miniatures, these can be used to number them, and keep track of who has done what during a game.



Coaching Assistants: These colourful characters are there to help you out with the difficult task of running a team. They can be purchased for your team during a league, and give you additional benefits in game.



Cheerleaders: Like the Coaching Assistants, Cheerleaders can be purchased for your team, and will do all they can to motivate the Players and earn the affections of the audience.



THEMED LEAGUES – AZURE FOREST

DreadBall Leagues can be made even more exciting by theming them around a specific planet or sector, with special rules that affect the teams taking part. The Azure Forest League is an example of just that, taking place on Azure IX – the 'Ninth Moon' home to the famous Tree Sharks. These additional components are used to support the new rules, including weather effects!

There are also blank cards for creating your own exciting rules.

For more information, see page 90.



DREADBALL TEAMS

The Galactic Co-Prosperity Sphere (GCPS) is huge. Incalculable worlds lie within its borders, all owned and operated by countless more corporate oligarchies, where the only constant is the ebb and flow of market forces. It's easy to feel that – even for the most devoted DreadBall follower – it's nearly impossible to keep a handle on the multitude of species and hundreds of teams that play DreadBall across the galaxy.

Each team is run by one or other of the myriad corporations within The GCPS. Some make this obvious, like the Trontek 29ers or the Shill Industries Nightmares; others go for the showmanship of names like The Beasts or the simplicity of a place name and a trade – for example, the Prosperion Prospectors. A few, like the Midgard Serpents, are inspired by ancient mythology. Team names are often related to the race(s) of their players, as part of being successful in DreadBall is the showmanship, story and spectacle you bring.

Although the Co-Prosperity Sphere is mainly human and wars are fought against Forge Fathers, marauding Orcs and so on, this doesn't mean that all other races are bad. Many of them are DreadBall fans too! All of the non-human teams have dramatic histories describing how they came to be playing DreadBall, and some of them are even true! More common than the unadorned truth is a degree of artistic license and exaggeration that everyone knows is there, but all ignore because it makes the whole spectacle more exciting. It's a bit of escapism for the crowds, and nobody is interested in the mundanities of the real workings behind the scenes. DreadBall is a combination of sport, carnival and soap opera, all rolled together to form a unique and compelling blend.

"Look at him go! He dodges past one, slides round another and he's in the zone! Strike! 3 Points! And that Dobs, is Partenza's victory dance."

"No time for that, Elmer. The ball's out again! 200 miles an hour and it's just a silver streak! It's Riggitt now, for the Manglers. He's going for the ball, but Barton's in the way!"

"Not for long! Gorag's clearing a path, and they aren't called the Manglers for nothing. Ouch! That's gonna smart."

"And Riggitt's there, but can he grab the ball? I can't watch!"

"He's fumbled it! Must've had his eyes closed too, and now they're in real trouble."

"Partenza again, weaving through the mob. He doesn't break stride as he scoops up the ball and dodges through the line. He's on for another strike! He's unstoppable!"

"Gorag didn't hear you, Dobs. He slams into Partenza and the Striker goes down hard. Gorag's on a roll and so is the ball, the anti-grav pulsors making it bounce..."

"...straight to Riggitt! He picks it up and throws a loooooong pass to Laknak who makes it look easy. And he's off, running, weaving through opponents like they were standing still."

"Dying seconds, Dobs. He needs 4 points to win."

"It's going to be close."

BUILDING A TEAM

You can use this book to create your own version of the famous Trontek 29ers or Ninth Moon Tree Sharks, or take inspiration from their exploits to create a custom team that will see their name in lights on every world from here to Palladium Gamma – the choices are as limitless as the GCPS itself.

While you're just starting out, or if you only want a quick pick-up-and-play game, each Team Card lists a recommended set of Players and Extras to use. In each case, this represents the typical make-up and playstyle of that team in a regular game. You will be familiar with these recommended teams from your games so far.

Remember that while the Team cards display famous examples of such teams, you are free (and encouraged) to replace these with your own, creating your own team and its history. The stats and skill tables for that race remain the same.

However, what if you want to take your team into the big leagues? Big leagues mean big money, and the freedom to buy whichever Players and Supporting Staff you desire!

To build a custom team, you and your opponent will need to decide on a budget before the game. The recommended teams cost around 1000mc, but you could agree on a budget of 1200, 1300 or more.

You can spend this cash on whatever you want, within the restrictions listed to the right.

You could start with a slight variation on the recommended team, trading a single Striker for a Guard, or you could mix it up completely and start from scratch. You could choose to take additional Players to bring on more quickly after injuries (or to *Sneak!*) or you could spend the money on Supporting Staff or additional DreadBall Cards. You could even transfer players in from other

teams, or hire a Captain to inspire your Players. The choice is yours!

The cost of each Player and Captain is listed on their card, and the prices for Supporting Staff and Extras are listed below.

EXTRAS

★ Coaching Dice	50mc
★ DreadBall Cards	75mc
★ Coaching Assistants	80mc
★ Cheerleaders	60mc

LIMITATIONS

- ★ A Team may have a minimum of 6 and a maximum of 14 Players.
- ★ A Team may not have more than double the number of Players of a given role than the recommended team (e.g. a Draconis All-Stars team may not have more than 4 Jacks).
- ★ A Team may have a maximum of 4 transferred Players (of any races and Player roles), and may not have more transferred Players than regular Players. You may not hire more of any transferred Player type than that team has on its recommended roster (e.g. a non-Hobgoblin team could not hire more than 1 Hulk).
- ★ A Team may only have 1 Captain.
- ★ A Team may not have more than 3 Coaching Assistants, and no more than 4 Cheerleaders.
- ★ A Team may not have more than 7 Coaching Dice and 7 DreadBall Cards.



TRANSFERS

Success in the GCPS comes down to one thing – money. If you have enough cash, you can do whatever you want, and assembling a DreadBall team is no different. A clever sponsor will recognise the weaknesses in their team, and find Players from elsewhere in the galaxy to plug the hole.

A Coach may choose to hire Players not just from their chosen team, but from any of the teams and MVPs available. This is called a transfer.

The cost of such a Player will be the amount on their Team Card plus a premium as listed below:

- ★ 60mc for a transferred Player whose role matches the ones available to your team.

- ★ 100mc for a transferred Player whose role is not normally available to your team.

- ★ 150mc for an MVP, regardless of role.

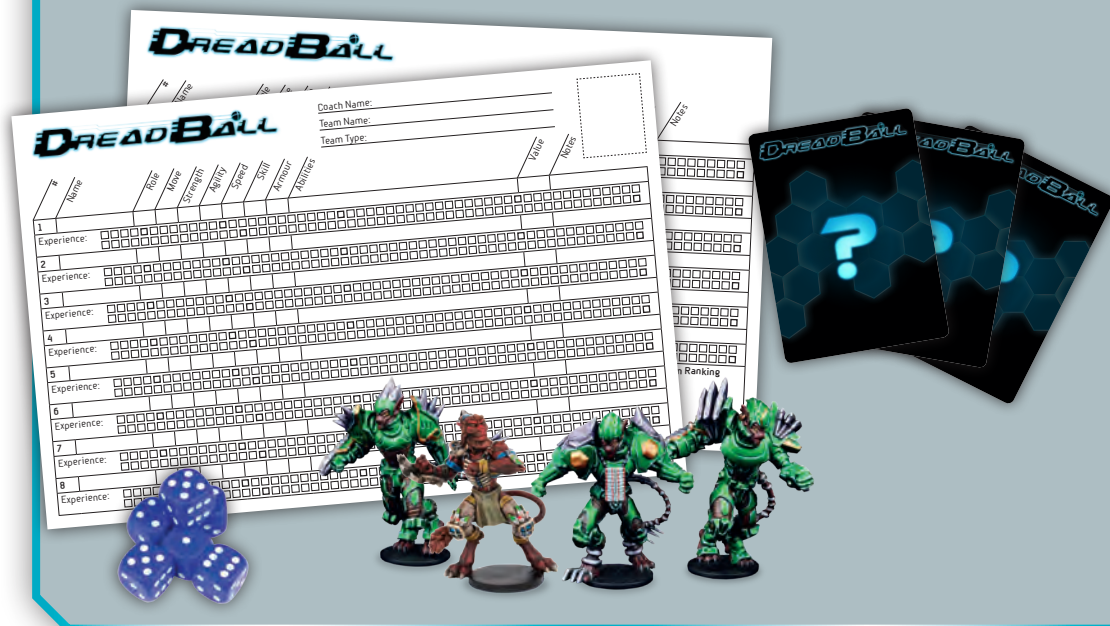
For example, a Human team could hire an Orc Guard for 185mc – its cost of 125mc plus a 60mc premium because the Human team already has access to Guards.

A Teraton team that wanted to purchase a Judwan Striker on the other hand would have to pay 245mc – 145mc for the Player and a 100mc premium, as Teraton teams cannot normally purchase Strikers.

A Kalyshi team that wanted to purchase Buzzcut would have to pay 350mc – 200mc for the Player and a 150mc premium.

TEAM ROSTER

Once you have selected your team, you should write it out onto a roster sheet. It's best to do this in pencil, as if you are playing a League your Players' stats and abilities may change. There is a roster pad included in this set, and you can download a printable copy from www.manticgames.com. The roster includes space to add names to your Players, and notes about their performance in each game. You can also decide on team colours, a fancy logo and even a team song if you're feeling creative. Why not write them a back story? How did they come about? Which corporation backs them? There's lots you can do to make your team unique.



TEAM CAPTAINS

Team Captains are gifted Players, and are often the marketing ‘face’ of their team, adorning posters, lunch boxes, billboards, and magazine covers across the galaxy.

Each type of team has access to a Captain, whose expertise will allow their team to carry out special combination plays. Captains can only be hired for the team type listed on their card. Captains will have their own cost and statline, but are otherwise treated as a standard Player of their role.

Although each Captain represents a named character taken from DreadBall’s history, you can use their rules to represent a Player from your imagination, simply copying their stats onto your roster but with a different name!

While Captains are standing and on the pitch they have some special abilities. Firstly, they can act like a Coaching Assistant. The Coach may spend an Action Token on them to use any of the Coaching Assistant abilities, instead of taking an Action with the Captain.

Secondly, Players within 5 hexes of the Captain (not including the Captain themselves) can have a third Action token played on them in a single Rush – one more than the normal limit.

CAPTAIN CARDS

In addition to these rules, each Captain comes with a deck of cards. When you hire a Captain for your team, shuffle this deck and draw the top 5 cards. You may pick any 2 of these to keep and add to your roster – these chosen cards are placed into your hand at the beginning of each match, making the abilities available to your Captain. They do not count towards the number of regular cards on your roster so they do not affect how many cards you can draw.

The cards work in exactly the same way as the Action and Special cards from the regular deck, but can only be played while the Captain is standing and on the pitch. Captain Action cards are considered to have been played on the Captain only – they do not count towards the Action limits of Players affected by them. When discarded, these cards are removed from the game – they do not get shuffled back into the regular deck.

Captains earn Experience as normal. When increasing in rank, Captains have an additional option available instead of using the Advancement tables – they can take an additional Captain card. Shuffle the remainder of the deck and draw the top 3 cards, or as many as are available. Pick any 1 card from those drawn to take into your hand in future games.

“Then there was the time that ‘Hacker’ Handred caught the pass from his Striker in the dying seconds of the game and scored the point that sent his team off the pitch as the victors.

Handred had never caught a ball in his life – he was a Jack and a fairly average one at that. His name sounded impressive, sure, but it was only his school nickname because of his weak lungs and that constant cough.

But that day, thanks to the achievements system, he not only scored a point for his team, he got the fans on their feet, he got the other players motivated. And shek me if they didn’t all come out bigger and meaner in their next game. Hungrier than they’d ever been seen on a pitch before.

‘Course, ‘Hacker’ got the snot beaten out of him by three Goblins in a bar after the game. Never played again, but he lived off that one match for years after. Never paid for a drink in his home town again after that. The catch that won the first victory in the fifteen-season history of the Vostik Vandals. Shek-awful team though, thank the maker they got disbanded the following year...”

Extracted from ‘My Life in DreadBall – from the pitch to the booth’
by Arton Crastas

SUPPORTING STAFF

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 71. 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 29.
- ★ **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. If the Player rolls any 1s as part of the test, all successes are discarded. These dice may be re-rolled as normal.

- ★ **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.

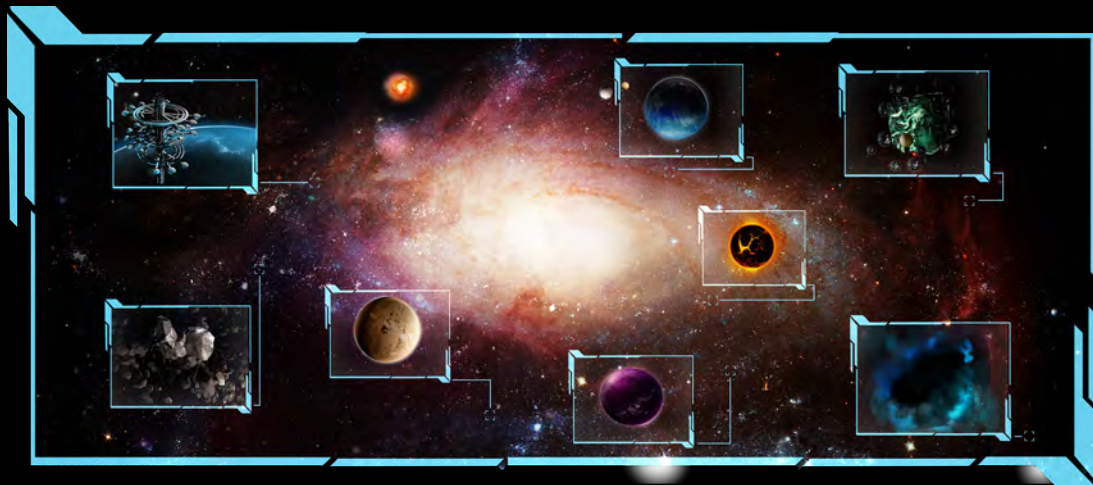


Cheerleaders are, in some ways, the marketing arm of a team. They turn up whenever there is a press conference, on the team brochures and both before and after matches, exciting the fans and winding them up to fever pitch for the match itself. The Corporation, being the commercially sensitive entity 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.

20,000 LEAGUES ACROSS THE UNIVERSE

An outside observer might speculate that it is DreadBall, the love of the game and the rabid interest in the turbulent goings-on of the big leagues and championships, that holds the GCPS together as much as raw commerce and the iron fist of the Council of Seven. But who cares what outsiders say? In the GCPS – and in DreadBall – it pays to be an insider. And nobody is deeper inside the game than Jesus Ortiz.



Ortiz serves today as the head of the DreadBall Governing Body – the DGB, or ‘Digby’ for short – with a self-proclaimed mission to keep the sport ‘pure’. While pronouncements on rules changes, equipment licences or the awarding of franchises come officially from Digby’s board, there is little doubt who really pulls the trigger on any decision that matters.

It has been that way since the beginning, when in 896AE a young Captain J. Ortiz was stationed aboard the CSS Dread, held in orbit above the Foxberg shipyards. The hundred or so soldiers under his command had been trained to fight the orcs in the Terrus system but were now forced to wait while their vessel underwent a lengthy refit. As Ortiz himself puts it, “I needed something to keep the troopers happy, fighting fit, and hungry for blood.”

His solution: a prototype ball, fashioned from a depleted uranium heavy anti-tank shell wrapped around a PT-2000 anti-grav repulsor, and rules he scribbled down on the back of a personal defence

system firing manual. Before long, other platoons were forming their own teams and heading down to Hangar 91 and thus the first ever DreadBall league was formed.

Even Jesus Ortiz, never shy about stating his own brilliance, could not have foreseen exactly how popular this new game would soon become. DreadBall today is played by countless men, women, and aliens of practically every shape, size, and corporeal consistency throughout the known galaxy, in an astonishing number of leagues, trophies and cups..

The structure of these competitions – the number of teams involved and games played – varies wildly too. Digby has proven to be quite flexible in its conventions on how leagues are set up and run. Basically, whatever your budget and wherever you are in the GCPS, as long as you pay your licensing fees to the DGB and follow its rules, there is a league to fit your style. However, professional leagues broadly break down into three categories: Major, Minor, and Ultimate.

MINOR LEAGUES

Minor Leagues tend to be based in a single star system or even on one planet if the local population is large enough. Teams might be owned by a small corporation or sponsored by a wealthy benefactor. Despite this 'small' scale, the better teams are still quite excellent and the pay is often good too. Some teams deliberately remain at this tier, rather than taking a promotion, in order to maintain a winning record and avoid the risk of serious bodily harm that comes with higher level play.



MAJOR LEAGUES

Repeatedly winning Minor leagues often sends a team up and into one of the Majors, replacing an underperforming – or catastrophically injured – squad. At this level teams have massive sponsorship deals – many are owned outright by a particular corporation – and individual players can begin to gain real fame across the whole of the GCPS. This is the big time, and everyone involved knows it.

ULTIMATE DREADBALL

Regarded by many as the pinnacle of the sport, the 'Big Three' – the Spanzet-Mercurial Premiership, the Xian League, and the Trontek Core Worlds Series – are the best known Ultimate DreadBall leagues. There are perhaps a dozen more scattered across the Core Worlds though and their players and teams have the chance to become household names. Of the Big Three, Trontek's CWS is widely held to be the most prestigious, largely due to all of its matches being hosted on First Sphere planets.

The Thudweiser League

Thudweiser, or 'the Thud', is advertised as 'Beer with a Punch', so it makes sense that its owners should sponsor one of the most violent Minor leagues in the Third Sphere. They were also one of the first organisations to legally award a franchise to an Orc team when the Mordana Overkill signed on in 945AE.

Urbana Home Defense Championship

The Urbana family run several highly competitive Major and Minor Leagues around the eastern regions of the GCPS, even allowing occasional inter-league matchups to foster a healthy sense of rivalry between fan bases often separated by many light years. After Pericles III's team of human players was beaten by a Meta-bot team built on Terminal Beta, fighting between the fans quickly escalated into an actual interplanetary war. Luckily, Urbana Home Defense sales representatives were on hand with some great offers on a range of armoured drop-landers and anti-air laser cannons.

Ursa Minor Major League

The Ursa League is a young one, being founded by order of the Council of Seven in 965AE, with the stated aim of fostering closer inter-species relationships. Based around the Phineas system, nearly half its teams are either Asterians or Forge Fathers with the remainder including several Teraton, Crystallan, and Koris squads. Teams have certainly used the opportunity to get close to one another. Five successive championship games between the Forge Father 'Fire Star Furies' and the Crystallan 'Hoba Meteors' have now been abandoned due to uncontrolled brawling between players.

DREADBALL LEAGUES

Early in the development of DreadBall as a professional sport, it quickly became apparent that the galaxy was so big – and the sport so popular – that trying to manage every planet's conference from a central office would be impossible.

The answer was simple, and characteristic of the essential human spirit that drives the Galactic Co-Prosperity Sphere: Franchising.

For a very large fee and a percentage of the revenue, any sufficiently well-connected individual or corporation can sponsor their very own DreadBall League. Some conferences are set up to service a single planet or system, while the largest hold games in stadiums on dozens of worlds. Games are broadcast over the InfoSphere and the biggest Leagues are household names, while the smaller Leagues serve as a developmental programme for the talent of tomorrow.

WHAT IS A LEAGUE?

In its simplest form, a league is a series of linked games, where a group of Coaches choose a starting team and track their progress from game to game, competing to be the ultimate champion.

The team will earn credits for their victories, which can be spent on recruiting new Players, hiring MVPs, and growing the team's entourage. If that wasn't enough, your Players will gain experience and learn new skills as time goes on.

The really exciting things about leagues are the stories that follow a team around as it plays easy matches or hard-fought losses; rises to the top or struggles valiantly against fickle luck. Everyone remembers the highly-trained Striker that always fumbles in the Strike Zone, or that Teraton Guard that lost four Slams in a row against a lowly Goblin. In a League the Players and the teams take on a life of their own and the game comes alive in a whole new way.





SETTING UP A LEAGUE

The first and most important thing you'll need is a group of Coaches to take part who can meet regularly for games. It's also recommended to have one Coach who takes control of the record-keeping and logs everyone's results between games – this person is known as the League Sponsor.

You will then need to work out who is going to play who. You could choose to organise your games in a round-robin fashion, where each team plays each other team in the League once, or a tournament-style system where teams are paired off against each other after each game based on their ranking. What's important is that everyone plays the same number of games over the course of the league, to make it fair.

The Co-Prosperity Sphere encompasses a vast area and is made up of innumerable races and cultures. The ways in which DreadBall Leagues are run are equally varied. Ultimately the decisions

around who plays who, how often and how long to play for are up to you and your gaming group – pick an arrangement that works for everyone.

Once you've got a system in place, you'll need to pick your teams!

STARTING TEAMS

Firstly, you will need to agree a starting budget for your league. We recommend starting at 1000-1200mc – enough for one of the recommended teams, maybe with a few extras. Remember that your teams will increase in value and experience throughout the league, so even if you can't afford everything you want now, you will be able to later!

Each Coach should use the guidelines on page 71 to build their starting team. Starting teams for a league cannot select transfers or MVPs, and cannot start with any advancements.

Note: Experienced Coaches may wish to use their veteran teams in a new league. See Returning Champions on page 86 for more details.

PLAYER NUMBERS

During a league game it's important to know which Player is which, so you can log experience and upgrades against the correct model. Each Player will be allocated a number from 1-14, as shown on the roster sheet. The models in your team will need to be marked with the same numbers. Many models have a space on their backs for you to paint on a number or apply a transfer if you want. Shoulder pads or the base of the miniature can also be good places to apply a number.



LEAGUE GAMES

Because Leagues are a bit more complex than normal games there are a number of steps that need to be carried out before, during and after a match to keep things running smoothly, and to keep track of your Players' advancements and injuries.

Any dice rolls that need to be resolved should be carried out immediately before or after the game, so that the opposing Coach can witness the rolls and double check everything.

PRE-MATCH SEQUENCE

Before each league game begins, there are a few extra steps.

1. Calculate Underdog Bonus
2. Hire Players on Loan

★ A Coach may spend their team's cash (and their Underdog Bonus if applicable) to hire Players on loan to help them out in the upcoming game (see page 81). Loaned Players are only hired for a game at a time – they are not permanent additions to the roster.

3. Receive Bonus Dice

★ Any remaining Underdog Bonus (not the team's cash) is awarded in bonus dice – 1 dice per full 50mc. These work exactly like Coaching Dice, but are not permanently added to the team's roster – like loaned Players they only last for a single game.

DURING GAMES

During each game, you can focus most of your attention on winning the match, but you will also need to keep track of any Experience earned by your Players and mark it on your roster.

For more on Experience, see page 87.

POST-MATCH SEQUENCE

After each game, each Coach will need to complete the following sequence, detailed over the following pages.

1. Log Results
 - a. League Points
 - b. Minor Results
2. Player Upkeep
 - a. Treat Injured Players
 - b. Severance
 - c. Draft New Players
 - d. Player Advancements
3. Team Revenue
 - a. Calculate Earnings
 - b. Make Purchases
4. Calculate Team Ranking

At this stage, make sure you hand a copy of your roster to the League Sponsor so they can log all of your results and arrange the next round of games.

UNDERDOG BONUS

When two teams of different rankings meet, the lower rated team is known as the Underdog. In order to keep things entertaining for the crowds, the DGB organises a handicap system that gives a temporary boost to the Underdog via a temporary cash injection.

The Underdog Bonus is measured in mc and is simply the higher team's ranking minus the lower team's. So, for example, if the Skittersneak Stealers are ranked at 1340mc and play the Ronton Rooks who are only ranked at 1120mc, then the Ronton Rooks have an Underdog Bonus of 220mc (1340-1120).

Any Underdog Bonus that is not spent at the start of a game is lost.

LOANED PLAYERS

Before a match, Players can be hired 'on loan' for a game at a time. This is expensive, but can give a team the edge just when they need it.

Hiring a Player on loan works just like a transfer, but you only pay the Player's cost – you do not pay any transfer premium (see page 72). For example, a Neo-bot team could take an Asterian Striker on loan, paying the 145mc Player cost.

MVPS

Recognizable across the galaxy, the elite athletes that make up the sport's Most Valuable Players are as diverse as they are fabulously wealthy and talented.

Fans love seeing MVPs take to the pitch. They are a wild card, a player with no deep ties to any team that could do almost anything. The glitz and glamour that surrounds such players is a major draw, and advertising of one or more big name MVPs taking part in a game or tournament is a sure-fire way to increase attendance rates.

USING MVPS

The cost to hire an MVP is listed on their card, just like a Captain. They can be hired long-term as transfers, and can also be loaned out, a game at a time, as detailed above.

There may be a situation where two Coaches in a league want to hire the same MVP. This is fine – it is assumed that the games are taking place at different times. If both MVPs are playing the same

You can also hire Players on loan from the same team type as you already have.

The usual limits on transferred Players still apply.

Loaned Players are only part of the team for a single game. They do not earn experience, do not count towards the team ranking, and are removed from the roster at the end of the match. If a Coach wants to take a Player on loan for the next match, they will have to pay the fee again.

match, it is assumed that one is another celebrity with similar talents – the GCPS is enormous and finding someone unique is harder than you think!

Within a single team, each MVP can only be hired once. The limits of 4 transferred Players and 14 Players in total still apply.

MVPs never gain experience or advancements, but can be injured.

In addition, all MVPs have the following rule:

Crowd Puller

If a Player with this ability takes part in a match, their team rolls an additional dice for revenue during the post-match sequence.



The short, but violent history of DreadBall has given rise to some common household names. Everyone's heard of 'Blind' Skaggar and Yurik 'Painmaster' Yurikson, and who could forget Grag the Unstoppable's short, but incredibly bloody career (especially if you were watching that game in 3D)?

Of course, the still unbroken strike total of Meek Sleekit from the Bay City Brigands is the target for every rookie Striker in the training camps.

1. LOG RESULTS

League Points

League Points are scored after each game, depending on the result, and are the foremost decider in determining a team's standing in the League. These points are accumulated as the league progresses, and the team with the most League Points at the end is the winner. The possible results for each game are listed below:

★ Landslide Win	4 points
★ Win	3 points
★ Draw	2 points
★ Loss	1 point
★ Landslide Loss	0 points

Minor Results

Any sports fan will know it's not just about who wins – the other, minor outcomes of the game can be just as important. After each game, both Coaches should also note down the following on their roster:

- ★ Final score difference (from +7 to -7)
- ★ Total Cheers awarded from Fan Checks
- ★ Number of serious injuries caused (opposing Players injured with 4 or more damage)

These scores will be used as tiebreakers and for special prizes later.

2. PLAYER UPKEEP

Treat Injured Players

Earning experience for your Players all depends on their survival. Players permanently removed from a game due to serious injury require immediate and extensive medical care to keep them breathing.

For each injured Player, roll two dice and add the results together. Compare the total to the following table:

2-3	Fatal Injury: Despite the med-bots' best efforts, the Player could not be saved. Remove them from the Team Roster.
4	Vestibular Damage: Agility penalty
5	Spinal Misalignment: Speed penalty
6-8	Full Recovery: The Player recovers fully and there is no further effect.
9	Brain Trauma: Skill penalty
10	Muscle Wasting: Strength penalty
11-12	Neural Damage: The Player loses an ability, chosen at random. If the Player has no abilities, treat this as a Full Recovery result.

If a Player suffers a stat penalty, increase the number of the stat by one. For example, an Yndij that suffered a Skill penalty would change their Skill of 4+ to 5+ (therefore becoming worse at passing dice rolls).

If a Player suffers a penalty in a stat that was already at 6+, the Player is no longer able to play and is removed as if they had rolled the Fatal result above.

If the team has any cash available, the Coach may spend it to try and improve this result. For a cost of 40mc, the Coach may re-roll one of the dice used for the injury result. Each dice may only be re-rolled once.

Severance

Some Players just don't know when to quit. At this stage the Coach has the opportunity to fire Players from the team if they wish. This costs 50mc in severance pay, and will remove the Player from the roster as if they had died.

Draft New Players

Every team has a pool of new talent waiting for their chance to play on the galactic stage. Every Player that was killed or fired from the team will be replaced for free with a player drafted from this pool.

The replacement Player will have the same role as the removed Player, but will have the starting stats and abilities as listed on the Team Card – they will not have any advancements or injuries.

Captains and transferred Players cannot be replaced in this way – they must be purchased afresh.

Player Advancements

Once new Players have been drafted, the surviving Players that took part in the game may be able to increase in rank.

See Experience on page 87 for details of how experience points are earned.

Review the experience gained for each Player in the game just played. If they have earned enough to reach one of the black promotion spaces, they will increase in rank and will advance their skills.

A Player that increases in rank has two choices:

- ★ Use the advancement table to the right that matches their role. Choose an ability from the table.
- ★ Use the advancement table on the back of the Player's Team card that matches their role. Roll a single dice and gain the ability that matches your result.

For more on Abilities, see page 99.

No Player may ever increase a stat by more than one point for any reason, and no stat can be better than 3+. No Move stat can be higher than 7. If a Player already has the maximum value for a stat, or already has an ability rolled on a table, they may choose any other result on the same table.

Once you have applied the advancement, the Player's value is increased by 25mc.



Advancement Tables

Guard

Fan Favourite

Grizzled

Keeper

Steady

Jack

A Safe Pair of Hands

Boost

Fan Favourite

Steady

Striker

A Safe Pair of Hands

Fan Favourite

Jump

Show Off

3. TEAM REVENUE

Team revenue for a match is somewhat unpredictable as it depends on merchandise sales, re-broadcast contracts, and of course attendance numbers. However, most venues offer a flat attendance fee for competing teams, which will cover player salaries and running costs.

As the Coach you don't need to worry about such things after each game. However, teams that do particularly well can earn more, and that surplus cash is up to the Coach to spend!

Calculate Earnings

After each match, each Coach earns an appearance fee of 50mc. In addition, each Coach rolls a number of dice based on how well they did in the game:

- ★ 1 dice for winning the match.
- ★ 1 dice for the highest number of Cheers, as the most popular team will benefit from increased merchandise sales.
- ★ 1 dice for every full 100mc Underdog bonus that the team was granted at the start of the match. The fans love to support the underdog!
- ★ 1 dice for every MVP with the Crowd Puller rule that played for the team.
- ★ Note that 6s do not explode when rolling for revenue.

Roll all of these dice together, add up the scores, and multiply the result by 10. Add this to the 50mc appearance fee – this is the total amount earned for the match. Add it to your team's cash.

Make Purchases

With an account full of additional funds, Coaches may now outfit their teams with new Players and Supporting Staff.

They may also purchase up to one additional DreadBall Card and one additional Coaching Dice between each match.

This is done in exactly the same way as when building your team as detailed on page 71, and the team roster must be updated accordingly. Transfers are now allowed.

Remember that you will need to have spare cash to deal with injuries and severance pay later, and you may want to loan an MVP before your next game, so be careful of spending everything at once!

4. CALCULATE TEAM RANKING

DreadBall teams are ranked based on their value in mc, which will change after each game. This should be noted down on the team roster. The Team Ranking is calculated by adding up the cost of a team's:

★ Players	(see Roster)
★ Coaching Assistants	80mc
★ Cheerleaders	60mc
★ DreadBall Cards	75mc
★ Coaching Dice	50mc
★ Spare Unspent Cash	

Note that loaned Players do not count towards a team's Ranking, because they are only part of the team for a single game.



VICTORY

Once all Coaches have played their set number of games, or whenever you decide to end the league, it is time to announce the winner!

The overall winner of a league is the Coach with the highest number of League Points.

In the result of a tie, the Coach with the highest team ranking will be the winner. If it is still a tie, use each team's score difference and total Cheers as tiebreakers to determine the ultimate winner.

If you like, you could award your winning player a prize, but often the prestige is prize enough!

SPOT PRIZES

During or after a league, it can be fun to award small prizes to the Coaches for achievements not directly linked to their team's performance. Here are some suggestions:

- ★ Most Sporting Coach
- ★ Most Violent Coach (highest number of serious injuries)
- ★ Highest Scoring Team
- ★ Most Popular Team (highest Cheers)
- ★ Best Painted Team
- ★ Highest Team Ranking
- ★ Lowest Scoring Team

RECORDKEEPING

There is a lot of information to keep track of during a league. Coaches must track any changes to their roster as well as their team ranking and experience, and the League Sponsor needs to track each team's league performance.

Every League needs a table that shows the team's rankings and standings. This changes as games are played, Players die or gain abilities and new teams join the fun.

Below you will see an example League Table for logging results.

Team Name	Team Type	Coach Name	League Points	Team Ranking	Strike Difference	Cheers	Serious Injuries Caused
Lateral Dissidents	Rebs	Duncan	12	1435	14	80	2
Turtle Power	Teratons	Stew	11	1380	11	68	5
The Nightmares	Nameless	Geoff	9	1470	6	69	3
Murder One	Convicts	Martin	8	1345	-4	83	7
Gangnam Slam	Marauders	Vincent	8	1360	-1	54	11
Cheddar Gorgers	Veer-myn	Chris	7	1280	-4	48	2
Darksun Raiders	Cyborgs	Ronnie	7	1425	-2	57	4
Craamar Contemplators	Tsudochan	Rob	2	1275	-20	85	1

RETURNING CHAMPIONS AND NEW ARRIVALS

As you play through a league, you will undoubtedly get rather attached to your Players. You'll have a favourite top-performing Striker, or a tenacious Jack that never does particularly well but that has built up something of a personality. It would be a huge shame to put those characters away at the end of a league and have to start afresh.

Luckily, you don't have to! At the end of a league, you should always keep your final team roster. As long as your opponents agree, you can use your veteran team for exhibition matches and new leagues alike, forever developing its history.

For example, your gaming group might decide to set up a new league for the next 'season', using all the same teams in the same state that they finished the previous league. All League Points and other records would be reset, but the teams themselves remain the same, keeping all of their exciting abilities.

Furthermore, when starting a new league, you will surely find some new people who want to join in, but they won't have built up an experienced team yet. This is no problem – they will just be able to take full advantage of the Underdog rules in order to build up their skills.

Conversely, you might want to take your experienced team and join someone else's fresh new league, where the tables will be turned. They will be the ones with the Underdog Bonuses, so you will have all manner of MVPs and exceptional bonus dice rolls to contend with as you continue to tell your team's exhilarating story!



EXHIBITION MATCHES

Exhibition Matches are games that the DreadBall Governing Body arranges to showcase all that is exciting about the sport. They are often widely broadcast and range from stage-managed posturing to real grudge matches between old rivals. In all cases they are characterised by high quality presentation, state-of-the-art equipment and highly motivated, handpicked teams.

An Exhibition Match is a one-off game where you play with custom teams, but these teams are true veterans of the game, able to combine their abilities for truly extraordinary results.

An Exhibition Match could be played using your experienced league team. If your opponent doesn't have a team with the same ranking, you could choose to use the Underdog rules from page 80, or they could simply build a team from scratch using your team ranking as a budget – see below.

Just because this is a one-off game, it doesn't mean that your team can't continue to earn experience and revenue – just skip the Results step of the post-match sequence and apply the results as normal.

EXPERIENCE BY DESIGN

Alternatively, you may just want to build an experienced team from scratch to try out some new combinations. You will set a higher budget, and you can buy transferred Players and rank advancements for your team from the start!

Each advancement for a Player costs 40mc, but abilities can be chosen from the available tables, rather than rolled. See page 83 for more details. Teams built in this way can be very powerful and should not be used for leagues.

EXPERIENCE

As Players learn about the game, they will earn Experience. At certain points, Players can use this knowledge to learn new abilities or improve their stats.

The team roster includes an experience track.

[illegible]

This consists of a series of boxes – these are ticked each time a Player gains Experience. When a Player's Experience reaches one of the black-bordered promotion spaces they will increase in rank, as detailed on page 83.

Experience is earned by a Player as follows:

- ✧ +1 for scoring a Strike
- ✧ +1 for scoring a bonus Strike (cumulative with the above)
- ✧ +1 for injuring an opponent
- ✧ +1 for seriously injuring an opponent (cumulative with the above)
- ✧ +1 for every Fan Check generated by one of their Actions or dice rolls
- ✧ +1 for taking part in a match
- ✧ +1 for taking part in a match (cumulative with the above) for every full 100mc Underdog bonus that the team was granted at the start of the match

For a Player to have 'taken part' in a match, they must have at least stepped onto the Pitch - remaining in the Subs' Bench doesn't count.

If a Player ever completely fills their experience track, they have nothing left to learn, and cannot improve their skills any further.

Loaned Players and MVPs never gain experience.



TEAM GALLERY



Kepler Deep Strikes

Head Coach: Chris Webb



Quantum Dynamics

Head Coach: Stewart Gibbs



Three Mile Island Plague

Head Coach: Dean Winkelspecht



Harl'im Peaceseekers

Head Coach: Andrés Amián Fernández



Craamar Contemplators

Head Coach: Rob Burman



Beltway Bruisers

Head Coach:
Tommie Soule



United Unicorns

Head Coach:
Vincent Pascaud



Lateral Dissidents

Head Coach:
Duncan Aldis



Murder One

Head Coach: Martin
Thirlwell



The Nightmares

Head Coach: Geoff
Burbidge

THEMED LEAGUES

In such a wide and varied galaxy, it stands to reason that not every DreadBall League will be the same. They will have to take into account the playing conditions on each planet, or the customs of its people. Leagues on Matsudo frown on fouling but reward honourable play, whereas games in what's left of the Sphyrian moons are adapted for their underwater stadia. It is said that on some worlds DreadBall is actually illegal, and the game is taken underground, but we'll leave the Xtreme Leagues for another day...

When setting up your own league, you can add a little variety by setting it on a specific planet in the Warpath universe. The only limit is your imagination – just come up with some special rules for the setting and how these rules will affect the Players in game. Write up a short description of the world to inspire your Coaches, and maybe come up with some new MVPs unique to that planet. You may even want to add some new cards to the deck to represent some new effects. This set includes some blank cards for you to fill in with your own events and special abilities.



As an example of what you can do, over the next few pages you will find rules for a League set in the Azure Forest.

THE AZURE FOREST LEAGUE

This section details the famous Azure Forest League, where DreadBall is played under a lush jungle canopy and the fans have never been closer to the action. The games are played in the Great Forest of Azure IX. This moon may sound familiar – it is home to the Yndij Tree Sharks team from the DreadBall core set.

The rules in the next few pages will detail how to play your own games of JungleBall, where the Players not only have to contend with the other team, but also with the changeable rainforest weather, the forest's deadly inhabitants and even the shaking earth itself!

In addition, you will learn more about Azure IX, and the culture of the Yndij – peaceful forest hunters whose way of life has been dramatically changed by contact with the GCPS.

I remember, as a child, sneaking away from my family's home to climb Ha'Te'So – the tallest tree in the forest, sacred to our people. Its name in our tongue meant something like 'the ladder to Heaven.' For a youth to climb it was forbidden, for its branches were treacherous and many who tried died in the attempt.

I climbed all that day, and part way into the night. The way was hard, and my body ached when I came to the summit. It was the first time I saw the stars, pale dots of light spread above the trees, framing the world you know as Azure like dew-touched leaves spreading across the sky.

And I knew then, despite how high I had climbed, my climb to the heavens was not done.

A'teo Adysi, A Life in Motion: Memoirs of a Striker

AZURE IX – THE BLUE MOON

Across the length and breadth of the GCPS there are a handful of worlds that regularly make the top tiers of the traveller's bucket list: the crystal arroyos and amethyst cliffs of Pallivyr Terminus, the singing pine forests of Tamatatiya, the binary stars that yet light the doomed Elphenstein worlds as they spin down in their slowly decaying orbits. And who could forget the lush, vibrant jungles of Azure IX.

When the explorers of the SanMar Corporation visited the system, they initially thought it unremarkable: A main sequence star orbited by a single barren world, whose surface was tinted a deep, rich blue due to mineral concentrations on its surface. They marked it down as a possible waypoint along the way for future expansion, but during a routine survey of Azure's nine moons they found something remarkable.

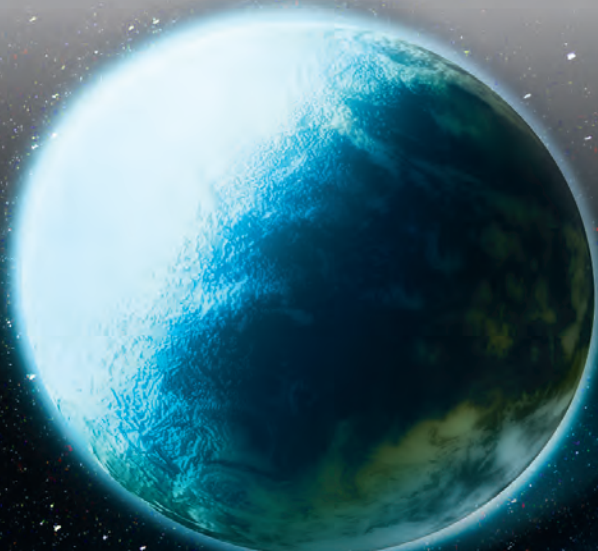
The ninth moon could not have been more different to its parent planet. It was clearly formed from the same rock, but where the planet was barren the moon was abundant with life. A massive rainforest stretched across its surface from pole to pole, with great mountains soaring through its canopy. Survey parties returned with samples of precious minerals and tales of exotic flora and fauna. Reports were filed and a colony tender lodged, swiftly won by Acosta Biológico EIRAS. Having secured exclusive rights to all genetic material on Azure IX, the nuclear medicine and agribusiness conglomerate wasted no time in putting together a colonial expedition.

The first settlers did not expect to find any sentient life and for five cycles the colonisation proceeded smoothly. It was only when the colony outgrew their first Shensig habtinners and began to clear a small section of forest for more that the native Yndij made themselves known.

Approaching the colonists peacefully, the Yndij explained that while they were happy to share their forests with the new residents, there were sacred laws regarding the felling of trees. To keep from angering the gods, permission had to be asked before any logging began, and to take more than was required was a grave transgression.

The colonists took their words to heart, and Azure IX has since become a beautiful blend of the best of corporate culture and the wonder and splendour of the natural world. Sculpted, decorative plascrete twinned with carefully tended trees, low-hanging branches supporting lattice-weave habitats open to the humid night air, and other, even more exotic delights bring travellers from as far as the Core Worlds. Azure IX is a holiday destination rated by Galactic Flaneur Magazine as second to none.

Azure IX is officially designated a mixed-use industrial/commercial world, with light manufacturing, research, and processed wood products listed as its main exports. Unofficially, though, most know it as home to one of the most exciting little DreadBall competitions in the galaxy: The Azure Forest League.



JUNGLEBALL!

It's little surprise that the galaxy's greatest sport can be found on Azure IX. As settlers flocked to the moon in increasing numbers, it was only a matter of time before an arena was built. The colony was still in its infancy at the time, with materials mostly restricted to what could be found on-world, so this first arena was considerably more low-tech than those found on more civilised worlds.

These limitations affected gameplay in a number of ways, but when better resources later became available, the league organisers realised that players and fans were enjoying the change of pace, and so were keen to keep the quirks. Soon, guidelines became rules and the Azure Forest League was born.

The most obvious difference between a regular game and an Azure Forest game is the open-air arena. DreadBall usually takes place in a sealed atmospheric environment where temperature, humidity and even gravity are rigorously controlled to stay within the DreadBall Governing Body (DGB) parameters.

It can take new players some time to adjust to the sudden downpours and sweltering heat of the jungle, not to mention the close proximity of the crowd! The stands are separated from the action by little more than a low flexiglass wall, bringing the players and fans into much closer proximity than in regular games. This makes the roar of the crowd all the more inspiring, even if it does make outside interference an occasional issue. As the league sponsors say, it's all part of the flavour!

YNDIJ CULTURE

Traditional Yndij culture revolves around the hunt. The jungle hosts many dangers, and as such, the Yndij have developed many rituals around the proper way to prepare oneself: hunters are given a drink made from fermented nuqtauk fruit, prayers are offered to the great forest spirits for courage and permission to take from their bounty.

Yndij rarely war amongst themselves: While territorial disputes and personal disagreements do happen, all Yndij know that they must save their strength for the hunt. As such, inter-tribal warfare is largely ceremonial: Battles are preceded by a Yunker-hai, a ferocious dance designed to intimidate and to celebrate the coming victory. Combat is limited to a small skirmish, with the loser honour-bound to cede the matter under dispute with no further animosity.

Since the Azure IX League began, the sponsors have hired Yndij cultural groups to perform their cultural dances as curtain-raisers; the Tree Sharks in particular are very enthusiastic about bringing their culture to the neodurium, performing a Yunker-hai after each strike, and the haunting call of traditional cultural songs can be heard from their Yndij cheerleading section at their games.



FRANCHISING

All prospective leagues seek registration with the DGB and to take advantage of the numerous benefits that come as a result. But, there is a strict list of criteria that must be met before this is allowed. Among other things, arenas must pass rigorous safety inspections, RefBots must be regularly updated with the most recent software, and arena technology must meet a minimum benchmark. While the DGB understands that this may be difficult for smaller arenas, it maintains that it is vital to preserve the integrity of the sport and prevent breaches of safety policy. Nader Zaelos, a small, but marginally successful tourism and resort management firm, did not let this stop them from taking their league to the airwaves.

CEO Harold Zaelos had built the first DreadBall pitch on Azure IX as part of a range of attractions for his treetop resort, and had initially given it no more thought than he did the glasspex-bottomed treetop-suspended swimming pool. Putting aside

enough in the operating budget to interest a handful of mid-tier teams, he had expected the tournament to bring a few thrills to the tourists and nothing more.

However, something unexpected happened: the Yndij, normally content to let the new settlers run their affairs in peace, took an interest in the game. Initially this was limited to watching the games and socializing with the visiting teams afterwards. Before too long though, a group of young Yndij 'adopted' some of the teams, conducting a version of their pre-hunt rituals before they went on the pitch.

From there it was a short step to including an Yndij team in the league. The Ninth Moon Tree Sharks got their start in the Azure IX League, and their quick-footed play style earned them a clutch of fans amongst the resort's regular guests.

It was one of those guests who first approached Harold Zaelos with a proposition.



AZURE'S PIRATE BROADCAST

The guest in question, Maxine Ryder of Ryder Broadcast Network (RBN), recognized something special in the ramshackle league playing on a dirt pitch in the jungle. DreadBall was already big business, with the glitz and glam of the professional leagues drawing billions of eyeballs with each CorpsNet pay-per-view broadcast.

Her proposal was this: Let her film a match, run it on her network, and see if there was enough demand to turn the hardscrabble league pro. Harold agreed, either unaware or deliberately ignorant of the harsh measures the DGB took against unlicensed operators looking to get a piece of the action.

In an entirely surprising and not at all coordinated coincidence, Maxine's trial broadcast happened to be playing at the same time that the Sirona League Pool C qualifying game mysteriously lost their feed. As a result, millions of eager DreadBall fans tuned in to this strange game from an unknown league, and were amazed at what they found.

Away from the bright lights and pyrotechnics of the big leagues, here was DreadBall as it was originally played – desperate men and women, scrabbling in the mud, chasing the titanium ball with only their skill and daring determining their success or failure.

Halfway through, a tree shark (the deadly creatures for which the now famous team is named) invaded the pitch, eating the Amasis Asteroid's star Jack and pushing the ratings through the roof!

The DGB, however, was furious. It was one thing for a two-bit tourist flophouse across the galaxy to have a private DreadBall tournament to show the rubes. It was quite another thing for an unlicensed, unsanctioned, and more importantly, non-fee-paying tournament to pre-empt prime time programming. A team of high-priced lawyers and their bodyguards were dispatched to Azure IX, with strict orders to bring this rogue outfit to heel.

Maxine and Harold were prepared, however, with their own legal team. The negotiations between them lasted months, and the manoeuvres and tricks employed by both sides became the stuff of attorney folklore.

In the end, Jesus Ortiz himself made the trip to Azure IX. Calling for a halt to the negotiations, he had one simple request: He wanted to see this so-called JungleBall for himself.

Whether it was the passion the Yndij players showed for the game, their obvious skill, or the potential for profit he saw in the sight of his high-tech game in such primitive surroundings, history does not relate. In the end, Azure IX was granted an associate franchise license, and RBN was sternly warned not to try anything like their pirate broadcast again.

CULTURE SHOCK

The marketing department of Nader Zaelos has gone to great lengths to paint a picture of the Yndij as wise mystics, at one with nature and possessed of ancient truths that the pace of modern life has caused GCPS citizens to forget.

The truth, as it always is, is a bit more complex than that.

The Yndij do have a mystic tradition, and as hunter/gatherers maintain a great deal of reverence for their jungle homes. However, this regard is more akin to the respect one has for a worthy and deadly adversary. The forest is their home and the source of their food, but its darkened boughs are host to razorbats, tree sharks, and a myriad of other predators ready to catch the heels of an inattentive hunter.

Additionally, not all Yndij are clinging to the old ways. The arrival of the technologically advanced and racially diverse Galactic Co-Prosperity Sphere has sent a sharp jolt through traditional Yndij society, and many of the younger generations are fascinated with life beyond the canopy of their home.

Inspired by A'teo Adysi, the first Yndij to take to the neodurium professionally, more and more young Yndij are looking for work amongst the stars. The Ninth Moon Tree Sharks, Azure IX's most famous DreadBall export, represent

the potential for fame and fortune beyond the jungle. Less well-known are the scores of unlucky Yndij who don't make it, falling foul of conmen, indentured labour contracts, or loan sharks.

Somewhere between the two extremes is the Yndij expatriate community, who could be working anywhere from an actuary job at a cubicle farm on Plors Termina to homesteading on the frontier or perhaps as a bounty hunter or corporate marine.

The Yndij elders have mixed feelings about all of this. On the one hand, the new tools and technology of the GCPS has made their lives immeasurably easier: If you asked a Yndij huntsmaster to give up their repeating laser carbine and go back to hunting rattlebirds with a crossbow, you would be met with a very, very firm refusal. Yndij are living longer, healthier lives, helped by the medicine and technological wonders they are now able to earn.

But, it is hard not to feel a strong nostalgia for the old ways. Even now, the hum of hover-cars can be heard over the call to evening prayers, and the lights of the treetop resort gleam through the shadowy canopies as the warriors stand their night-time vigil against the predators who would otherwise steal their children in the night. The light promises a life free of the fear of jungle creatures, but it also lures away the next generation to an uncertain fate, taking with them the future of the Yndij way of life.

THE AZURE LIE

Do not believe the lies of the imperialists! Brothers and sisters: The corporations lie, and no lie is more pernicious, more abhorrent, than the great lie of Azure IX!

Our world has two faces: One face shown to the galaxy, and one face kept hidden. One is beautiful, an image that is carefully shaped to present the illusion of benevolent governance. The other face, however, is horrific: The corporations are ravaging our world, and the galaxy appears not to know or care.

The gravitic forces of our sun and parent world mean our gentle moon spins at the same rate as Azure itself. As such, every McKinley cruiser only ever sees our home from the one hemisphere. The dark side of Azure IX, however, is being systematically cleared for industrial agriculture. Our trees are torn down and hacked to pieces, their wood shipped to the Core in the form of executive office furniture.

What's more, the vermin of Acosta Biológico lay claim to our very bodies, saying that the license they bought included the rights to our very genetic code. By corporate law, all births must be registered and our children's DNA sequenced, lest their precious intellectual property slip through their fingers.

If anyone speaks of this they are silenced. Famed documentarians attempting to share our struggle are buried under libel suits. Activists protesting this treatment are arrested, beaten, or killed by corporate assassins. The only choice left to us, is direct action.

Take up arms, kin and comrades! Smash their machines! Kill their soldiers! Know this: For every one of us that falls, ten more stand behind them. We will bring their enterprise to a halt, even if we must choke the gears of industry with our very bodies. But in the end, we shall prevail, and our people shall breathe free!

Rebel Propaganda sample 5821.32

Category: Non-permissible (accuracy)

Author unknown

AZURE FOREST LEAGUE RULES

The Azure Forest League has a number of unusual features that make it both an exciting variation and a different challenge for seasoned DreadBall Coaches. If you want to set your game or your whole league in the Azure Forest League, then simply modify your games with the following rules.

- ★ **DreadBall Cards:** The Azure Forest League has some new DreadBall cards to be shuffled into the deck.
- ★ **Weather:** This league is played on open-air pitches so the Players are exposed to the weather and other events.
- ★ **A'teo Adysi:** The Yndij MVP A'teo is available to play in Azure Forest League games.

DREADBALL CARDS

This League uses an enhanced card deck compared to normal games – shuffle the Action and Special cards from this set into the regular deck before the game. To remove them again, they can be easily identified by the  icon in the bottom corner.

These cards represent Actions and Special Effects exclusive to the unique conditions of Azure IX, and will add some flavour to your game.

WEATHER AND EVENTS

As Azure Forest League games aim to replicate the early matches that were played on the planet, they forego the sealed arena environments that are standard in regular games. This means the action takes place under the open sky, and teams can't rely on perfect DreadBall weather! The best Players soon learn to use this to their advantage.

The new card deck also includes some green-topped event cards – take these out before shuffling the Action and Special cards into the deck. These cards work just like the DreadBall Event deck (available separately), are used to control the weather and other Azure IX themed incidents during the game. If you are using the Azure Forest Event cards, do not use the regular event deck. Captain Events can be shuffled into the deck as normal.

At the start of the game, shuffle the Event cards and place them into the Event area.

After dealing Coaches their starting hands, shuffle the Trigger Event cards into the regular card deck. These cards will resolve an Event when drawn and are never taken into Coach's hands or used for any other purpose.



Some cards are resolved immediately and then discarded. Cards that 'Remain in Play' like the weather effects are placed in the Current Event area and the effects last until another 'Remains in Play' Event is drawn to replace it.



If there are ever multiple targets, routes, or other choices required to resolve an Event card, the currently Rushing Coach chooses their preferred option. If an Event affects multiple teams, alternate between Coaches.

AZURE IX TOP PLAYS

989 AE: An earthquake strikes during the Wu-Ling Wanderers and Fran-Taar Philosophers exhibition match, sending Koris and Tsudochan players stumbling – right into the dense network of wormholes the Koris had established earlier. In a panic, the Tsudochan use their 'abilities' against friend and foe alike. What follows is sixty minutes of players flying across the pitch at random, popping in and out of the corporeal realm. The game ends in a nil-scoring draw, but the real winners are the Philosopher's psychiatrists, as the hapless monks recover from their journey through the Koris' nightmare realm.

A'teo Adysi was certain his snout was broken. Every breath he took stank of congealed blood. On the plus side, this meant he didn't have to smell the stench of the Hobgoblins. Win or lose, he was going to have words with whoever thought it was a good idea to book the foul-smelling Rallion Roses against a species with an acute olfactory sense. Doing a season on his home planet after the Zlurpcorp MAXXX Cup had been his agent's idea – a homecoming tour would enhance his personal brand and maybe get him noticed by the Majors.

It was the last rush; the Tree Sharks were down by two points. If he could get the ball into the three-point zone and make the strike – a big 'if', looking at the towering Hulk between him and the strike zone – the Tree Sharks would take the Azure IX League championship for the third year running.

A'teo had his sights set slightly higher though.

A'teo was ambitious. He knew this about himself; there was no use denying his nature. The hunter who does not know their self, as the elders say, is unsure of their steps; and in the jungle, a misplaced step would get you killed. According to his agent, none of the Big Three leagues wanted to touch a player whose race was perceived to be in bed with the Rebels. A big win on the small but prestigious Azure IX circuit would help overcome their objections.

Movement in his peripheral vision caused him to turn just in time to receive a pass from T'tana – her form was sloppy, and A'teo made a mental note to run her through some drills after the match, before remembering that this was his final game with the Tree Sharks.

The crowd roared, sensing something special was coming. They said that the arena on Azure IX brought the crowd closer to the action than anywhere else in the galaxy; A'teo could believe it. Their chants echoed in his body like the beat of his heart. He would miss them, when he was gone, but his place was out there in the stars. And he could not let anything – not sentiment, not pride, not honour – stand in his way.

The Hulk snarled at him. A'teo found it hard to read the faces of galactics, but in that moment, A'teo knew the creature intended to kill him.

A'teo stopped in mid-stride, just out of the Goran's reach. Without looking, he tossed the ball into the air with a casual flick of his DreadBall glove.

Several things happened at once.

First, a low-flying Razorbat squawked in anger as a titanium projectile struck it squarely in its midsection. The vicious predator cried out in pain, causing the Hulk to look skyward.

Second, A'teo recognised that the ball's descent would bring it down right behind the lumbering brute's back. Before he could think, A'teo broke into a sprint, diving headlong between the Hulk's legs. He stood just as the ball fell towards him; acting on instinct, he scooped the falling ball in his glove, turned on the spot to keep the ball's momentum going, and hurled it at the strike target.

He felt the roar of the crowd before he recognised that it was a hit. He raised his arms in the air, soaking in the adulation of his fans, one last time.

APPENDIX – ABILITIES

ALERT

The Player is able to read the game far better than most, and is rarely surprised.

When an opposing Player moves into any adjacent hex, the Alert player may immediately turn to face them if they wish. This turn happens before the rest of the original Player's Action is resolved.

A SAFE PAIR OF HANDS

A Player with this ability gains a +1 modifier on *Catch* tests.



BACKFLIP

A Player with this ability who tries to *Stand Up* will automatically do so as if they doubled the test, without rolling.

BACKSTAB

The Player is adept at causing maximum damage to vulnerable areas. When the Player makes a *Slam* against an opponent that does not project a Threat Hex onto the *Slamming* Player, they gain a +1 modifier.

BOOST

The Player is either exceptionally long-limbed or has explosive reserves of energy. The Player gets a +1 modifier on *Dash* tests.

BRUSH ASIDE

A Player with this ability may *Brush Aside* opposing Players during a *Run* or *Sprint* in a similar way to *Evading*.

If a Player with this ability wants to move into a hex that is occupied by a standing, opposing Player they may try to *Brush Aside* rather than *Slamming* them. This will allow them to carry on moving past the other Player. There must be a space to push the opposing Player into.

A separate test must be made each time a player *Brushes Aside* during a move. There is no limit to the number of times this can be attempted in one Action.

Brush Aside: Strength test (123)

Modifiers

- ★ -1 if the Player being *Brushed Aside* is a Guard
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are *Brushing Aside* (maximum modifier -2)

Pass: The target Player is pushed into one of the 3 hexes directly away from the Player *Brushing Aside*, chosen by the winning Coach, and retains their facing. The winning Player must move into the vacated hex, and may then continue their move.

Pass Doubles: As above. In addition, the target Player must take an Agility test (X), where X is the number of successes achieved by the *Brush Aside* roll, or be knocked prone.

Fail: Turn the target model to face the Player using *Brush Aside*. The Action ends.

Although the Player may be moving out of a threat hex, they do not need to *Evade* as well when making a *Brush Aside* move.

It is possible that a Player will need to *Dash* to reach the currently occupied hex. Roll for the *Dash* first. If the *Dash* test is failed, the *Brush Aside* Action is still resolved but will fail automatically.

CAN'T FEEL A THING

This Player gains a +1 modifier to all Armour tests.

DUCK AND WEAVE

This Player gains a +1 modifier on any attempts to Dodge.

EXTENDED INTERFERENCE

This Player may make a *Run Interference* Action using any blue Action card, regardless of the Player role or specified Action on the card. The Player may also *Dash* as part of a *Run Interference* Action.

FAN FAVOURITE

A Player with this ability is loved by the crowd, and even the opposing team's supporters will cheer them on. The first time in each Rush that a Player with this ability doubles any test, make a Fan Check in addition to any that were generated anyway.

FEINT

Sometimes, getting out of a tight corner is more a matter of balance and poise than bluster and noise. Some Players have developed the skill of wrong-footing their opponents just long enough to slip past unmolested.

This Player has access to a new Action called *Feint*.

Important: Players can make a *Run* Action as part of a *Feint*, before rolling the test. This follows all the normal rules for a *Run*.

The target of a *Feint* must be a single standing opponent in one of the *Feinting* Player's 6 adjacent hexes.

- ★ If the target Player is a Jack or Guard, and has the *Feinting* Player in one of their Threat Hexes, they have two options – either to *Dodge* or to *Slam*. The target Player's Coach must choose before any dice are rolled.
- ★ If the target Player is a Striker, or has the *Feinting* Player in their rear arc, they may only *Dodge*, representing them trying to block the *Feinting* Player.

As an (X) test, the successes for the *Feint* will be compared to the successes rolled by the opposing Player's *Dodge* or *Slam*.



Feint: Speed test (X)

Modifiers

- ★ +1 if the Player is a Judwan
- ★ +1 if the *Feinting* Player started the Action adjacent to the target
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are misdirecting (maximum modifier -2)

Feint Wins: The winning Coach turns their Player to face any direction. They may then move the losing Player 1 hex in any direction, and with any facing, without making any *Evade* rolls. The Action ends.

Feint Doubles: As above. In addition, the losing Player is knocked prone. If the winning Player did not already *Run* as part of the *Feint*, they may make an immediate *Run* Free Action.

Draw: The Players both turn to face each other.

Feint Loses: The *Feinting* Player turns to face the other Player. Then, see the results for *Slamming/Dodging*.

FRAGILE

The Player suffers a -1 modifier to Armour tests.

GOTCHA

Some Players are very tricky to get away from. Even a single Player with this ability causes the maximum -2 modifier for threatening an opponent during a test. A Player with Gotcha may *Restrain* an opponent as normal, taking the modifier to -3.

GRAPPLE

The Player attempts to grab onto their opponent and physically wrestle them to one side.

If this Player has the option to *Slam* an opposing Player then they may choose to *Grapple* them. This is resolved in the same way as a *Slam*, and should be declared to your opponent before rolling. If the *Grappling* Player wins, use the following results.

Grapple Wins: The losing Player may be moved into another of the *Grappling* Player's Threat Hexes. Then, the winning Player turns to face the losing Player, and the losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated.

Grapple Doubles: The losing Player may be moved into another of the *Grappling* Player's adjacent hexes, front or rear. Then, the winning Player turns to face the losing Player, and the losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the

winning Coach, turning to face the hex they just vacated. The losing Player is knocked prone and must make an Armour Check. The Action ends.

GRIZZLED

A Player with this ability is a particularly tough veteran who takes little notice of physical pain. Any opponent making a *Slam* against this Player suffers a -1 modifier on the test.

ILLEGAL

The Player is completely unscrupulous and will do anything to win, including smuggling weapons onto the pitch!

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. If the *Slam* roll doubles, the Fouling Coach may make a Fan Check.

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.



JUMP

A Player with this ability may *Jump* directly over nearby Players during a *Run* or *Sprint*. This is an alternative way of *Evading* – you do not need to roll for both, and a *Jumping* Player can be *Restrained*.

Jumping is a 2 hex move (the first hex containing the Player being jumped over, and the second hex that the *Jumping* Player will land in).

Before rolling the dice, the Coach must state which hex they are attempting to move into.

A separate test must be made each time a player *Jumps* during a move. There is no limit to the number of times this can be attempted in one Action.

Jump: Agility test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are moving **from** (maximum modifier -2)

Pass: The Player moves into the chosen hex, facing any direction (even if *Sprinting*). The Player may continue their move, *Jumping* again if necessary. Remember that it will be harder to succeed with each successive attempt.

Fail: The Player is laid prone in the hex they were moving to. The Action ends.

- ★ If they were carrying the ball, they drop it and it scatters. If it is the Player's owning Coach's Rush, the Rush ends.
- ★ If a loose ball was in the hex they were moving to, it scatters.

It is possible that a Player will need to *Dash* in order to move far enough to *Jump*. Roll for the *Dash(es)* first, and then the *Jump*. If any of the *Dash* tests are failed, the *Jump* is still resolved but will fail automatically.

KEEPER

A Keeper is a specialised type of Guard – given a DreadBall Glove and charged with defending the team's Strike Zones. Unless a rule specifically differentiates between the two, or is overridden here, the Player should still be treated as a Guard.

The Player cannot *Throw*, *Catch*, or *Pick Up* the ball. However, they can use a special action called *Punt* to fling the ball down the pitch. A Keeper may choose to *Punt* anytime they move into a hex containing the ball, or anytime the ball scatters onto them. If a Keeper chooses not to *Punt*, scatter the ball as normal without ending the Rush.

The Keeper's facing when *Punting* will depend on whether they were *Running* or *Sprinting*, just like a *Pick Up* Action.

Punt: Skill test (1)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)
- ★ -1 if the Player was *Sprinting*.

Pass: Place the ball in any hex on the pitch in the Keeper's front arc, and scatter it. The *Punt* cannot be used to make a *Strike*, and the ball may not be *Caught* during its scatter. The Action ends, but the Rush does not.

Pass Doubles: As above. In addition the Keeper may make an immediate *Run* or *Slam* Free Action.

Fail: The Keeper has fumbled and the ball scatters. The Action ends. If it is the Player's owning Coach's Rush, the Rush ends.

Keepers are also trained to interfere with *Strike* attempts. If an opposing Player is making a *Strike* attempt, and you have a Keeper within the same *Strike Zone* and with the *Throwing* Player in their front arc, then the Keeper confers the -1 modifier for threatening the *Throwing* Player even if they are not adjacent.

Finally, in order to better protect the added investment of a Keeper, teams outfit Keepers with heavy protection. A Player with this ability has their Move stat reduced by 1, but improves their Armour stat by 1 (e.g. 4+ becomes 3+).

LINKED

Players with this ability have an uncanny knack of being able to predict what their teammates might do and will move to support them.

When a Coach plays an Action card on a Player with this ability in their own Rush, the Coach may first make a *Run Free Action* with one other Player with this ability.

LUCKY

Once per Rush this Player may re-roll any one dice rolled as part of a test.

MIGHTY

A Player with this ability gains a +1 modifier for *Slams* and Armour Checks against non-Giant opponents.

PILE-DRIVER

When a Player with this ability beats an opponent in a *Slam* then they may choose to use the following Pile-Driver results instead.

Pile-Driver Wins: The winning Player turns to face the losing Player. The losing Player is knocked prone without being pushed back.

Pile-Driver Doubles: As above. In addition, the losing Player must make an Armour Check with a -1 modifier.

PUMMEL

Once per Action, if a Player with this ability fails to knock down an opponent with a *Slam*, and ends that Action with the target Player still in their Threat Hex, they may immediately make a *Slam Free Action* against the same target.

QUICK RECOVERY

If a Player with Quick Recovery is injured, they are always placed in the '1' section of the Sin Bin, regardless of the amount of damage inflicted. The Faulty Medbots card applies as normal. A Player with this ability that suffers 4 or more damage is seriously injured and removed from the game as normal.

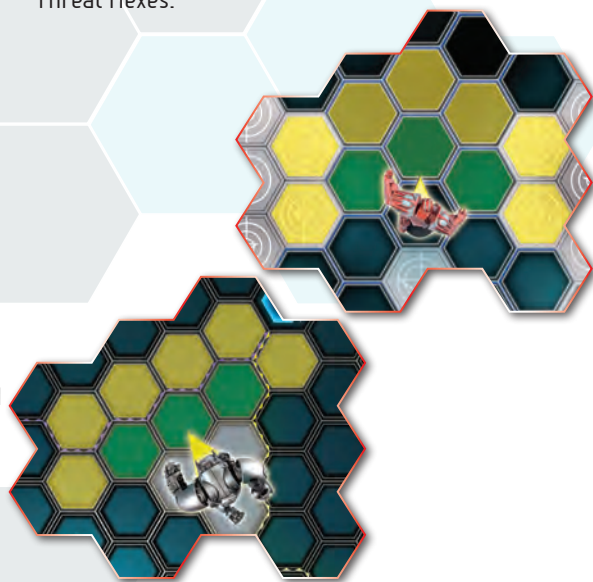
RAM

When this Player makes a *Slam*, their target may be pushed back, retaining its facing, and the *Ramming* Player must immediately follow up before the *Slam* is resolved. This could result in the target Player being pushed back twice.

REACH

This Player has long arms or prehensile appendages that allow it to act at a distance.

Players with Reach consider all hexes in their front arc and within two hexes of the Player to be their Threat Hexes.



Opponents will need to *Evade* out of these hexes as normal unless they are moving closer to the Player's front – moving from the outer yellow Threat Hexes to the green inner ones.

This Player may *Slam* or *Feint* against an opponent within this area, as long as at least one of the hexes in between is empty. Any modifier for being or moving adjacent only applies if the Player actually is adjacent to the target. Choose one of these hexes in between to use as the origin of the *Slam* for the purposes of determining push back direction. The target of the *Slam* or *Feint* may only *Dodge*, unless they also have Reach. Otherwise the test is resolved as normal.

This Player may also *Pick Up* the ball in the same way. If the test fails, the ball scatters from its original location.



SHOCK COLLAR

To keep them in line, some teams wear a shock collar that can be activated during a game.

Activating a shock collar is an ability used by a Coaching Assistant on the sidelines – see page 74. This may be done during your Rush, before or after spending an Action Token. It may be used on a prone Player.

The affected Player, and all adjacent Players from either team, are hit by a spectacular arc of electricity, resolved separately against each Player as follows:

Shock: 5+ test (1)

Modifiers

★ +2 against the Player wearing the collar

Pass: The Player is laid prone.

Pass Doubles: As above. In addition the Player must make an Armour Check against the number of successes rolled.

Fail: There is no further effect.

SHOVE

If this Player has the option to *Slam* an opposing Player then they may choose to *Shove* them. This is resolved in the same way as a *Slam*, with the *Shoving* Player gaining a +2 modifier, and should be declared to your opponent before rolling. If the *Shoving* Player wins, use the following result.

Shove Wins: The winning Player turns to face the losing Player. The losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated. The Action ends.

SHOW OFF

Some Players just love to play to the crowd, and even if they are talented it can hurt their game. This Player suffers an additional -1 modifier on any Strike attempt. If the Player succeeds in a Strike attempt then they make a Fan Check in addition to any that were generated anyway.

In a league, a Player with Show Off will generate an extra 5mc of revenue after any match they took part in.

STEADY

A Steady Player cannot be knocked down as a result of a *Slam*. They can be pushed back and injured as normal, but if they remain on the pitch they will stay upright.

Although they cannot be knocked down, a Steady Player can still fall over on their own, for example if they fail a *Dash* or *Evade* test or are *Brushed Aside*.

STENCH

This Player gives off a horrendous stench into all adjacent hexes. Any test made by an opposing Player within this area suffers a -1 modifier.



STRONG TAIL

The Player with this ability can use their tail to fend off attacks from behind.

A *Slam* or *Steal* attempt on this Player made from their rear arc suffers a -1 modifier. In addition, if a Player with this rule doubles on an *Evade* roll, choose one opponent they were *Evading* away from. They are hit by the tail and knocked prone. Steady Players remain standing as normal.

STUBBORN

A Player with this ability ignores a single Threat Hex when involved in a *Slam*.

For example, if the Stubborn Player was within 2 Threat Hexes, they would only suffer a -1 modifier rather than -2. If the Player was under 3 Threat Hexes, then they would suffer the maximum -2 modifier.

TAKE A DIVE

A Player with this ability may *Take a Dive*, pretending to have been tripped and attempting to get an opponent sent off by the Ref.

The *Take a Dive* Action may be used at any point during a Player's movement – either a *Run*, *Sprint* or *Run Interference* – while the Player is standing and in any opposing Player's Threat Hex. This will end their Action.

The *Diving* Player is laid prone, and their Coach calls Foul on any opposing Player threatening the *Diver*.

Firstly, resolve a *Spot Foul* test against the *Diving* Player to see if the Ref has seen through the ruse. The Player gains a +1 modifier to their *Distract* roll.

If the Foul is *Spotted*, the *Diving* Player is sent off as normal.

However, if *Distract* wins, the Ref has fallen for it – use the following result instead.

Distract Wins: The chosen opposing Player is sent off for a number of turns equal to the difference in successes rolled. If this number is 4 or more, the Player is sent off for the rest of the game.

THREATENING

This Player's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if a Threatening Player *Slams* an opponent then that target Player will receive a -1 modifier for being in the *Slamming* Player's Threat Hex.

TOXIC

When this Player injures another Player, the amount of damage is increased by 1. If they had already taken 3 damage, this would seriously injure them and put them permanently out of the game.



APPENDIX – TEAM ABILITIES

ACROBATIC (KALYSHI)

If a Player with this ability doubles a *Dodge*, they make their one-hex move as normal. They may then make an immediate *Run Free* Action.

ANARCHIC REBELLION (REBS)

Coordinating a galaxy-spanning rebellion is hard – there are countless races with countless problems, all wanting their voice heard and to do their own thing. DreadBall is no different. However, if properly motivated by the right plays, the Rebs can pull it together and make best use of the combined abilities of each race.

A Rebs Coach may only spend 1 Action Token on each Player per Rush, but may spend up to 3 Action Cards on a Player.

In addition, at the end of any Rush in which Rebs Players of at least 3 different races had Actions spent on them, draw a DreadBall card for free. At the end of any Rush in which Players of 5 different races made Actions, draw two cards instead.

Every oppressed race in the GCPS wants to be part of the rebellion. When building a team, Rebs only pay a 20mc premium on Transfers rather than 60mc.

HARMONICS (CRYSTALLANS)

This Player is more powerful when in close proximity to other members of their race.

Before a Player takes any Action, count the number of other Players with this ability within 3 hexes. For each one, gain a Coaching Dice (to a maximum of 3). These Coaching Dice should be kept separate, as they can only be used during the current Action (and any Free Actions it generates). They will remain available for the duration of the Action, even if the Player moves out of range. When the Action ends, these dice are discarded. They are calculated afresh at the start of each subsequent Action.

Players using an Action to enter the pitch consider any other Players in the Subs' Bench to be within 3 hexes for the purposes of this ability.

HONOURABLE (ADA-LORANA & MATSUDAN)

Whether it is a warrior code, religious teaching or simple programming, Players with this ability will not intentionally commit a Foul.

IT WASN'T ME (ZEES)

The Zees are all clones, and in a hectic game it can be hard for the Ref to count them or tell them apart. These rules are in effect whenever there are at least 4 Players with this ability on the pitch.

The Zees gain a +1 modifier to all *Distract* rolls. If any Foul committed by a Zee is *Spotted*, the Fouling Player does not have to be the one sent off – the Zee Coach may choose any of the *Distracting* Zee Players (if there were any) to be sent off instead.

In addition, the Ref will only get one chance to spot *Sneak* Fouls at the start of each Zee Rush. *Sneaking* at any other time during the Zees' Rush cannot be spotted. At the beginning of each Zee Rush, make one *Spot Foul* test for all the extra Players on the pitch. If *Spot Foul* wins or doubles, use the following result instead:

Spot Foul Wins: The Zee Coach chooses a number of Zee Players on the pitch equal to the difference in successes rolled, and places them in the 1 section of their Sin Bin (even if this takes the Zee team below 6 Players).

Any Fan Check card generated for ending a Rush without a *Sneak* Foul being *Spotted* is drawn immediately after this test, instead of at the end of the Rush.

MONKEY BUSINESS (ZEES)

Zee teams cannot buy Coaching Dice. They are simply too anarchic and confusing for a single Coach to train.

At the start of each Zee Rush, before rolling to *Spot* any *Sneak* Fouls, the Zees discard any Coaching Dice that they have. They then take a number of Coaching Dice equal to the number of Zee Players on the pitch past the legal limit. For example, if there were 9 Zees on the pitch in a regular game, the Zee Coach would receive 3 Coaching Dice. Zees can still earn Coaching Dice through Fan Checks as normal, but like the rest of their Coaching Dice any unused ones will be discarded at the start of each Rush.

PACIFIST (JUDWAN)

This Player will not intentionally harm another. They will not make any kind of *Slam*, or commit a *DodgeBall* or *Restrain* Foul, regardless of any rule allowing them to. They can inadvertently harm another Player if they miss a *Strike* while a Player is standing on the *Strike* Hex.

PEER PRESSURE

When Hobgoblins group together, their behaviour regresses into a childish, yet surprisingly violent, game of one-upmanship. They egg each other on like children in a schoolyard, and then constantly try to outdo one another.

Hobgoblins gain a +1 modifier to all *Throw*, *Slam* and *Steal* tests for each other Hobgoblin Player threatening the hex they are in.

If a test supported in this way achieves no successes, the failing Player is knocked prone by their teammates. After fully resolving the Action, the Coach may choose any one of the threatening Hobgoblin Players to make an immediate *Run*, *Slam*, *Steal* or *Throw* Free Action as they try to outperform their unfortunate comrade. If this Free Action results in a dropped ball being *Picked Up*, the Rush continues as normal.

PHASER (ADA-LORANA)

A Player with this ability may become insubstantial and move through other Players as if they were not there. A Phasing Player can exist in two distinct states: solid and insubstantial.

Solid Players act like any other, but they, and any other Player involved in a *Slam* with them, suffer a -1 penalty to Strength tests. Any Phasing Player that is not currently making an Action is solid.

At the start of any Action a Phasing Player may choose to become insubstantial for the duration of that Action. A Player carrying the ball cannot become insubstantial. An insubstantial Player has partly phased into another dimension and retains only the most tenuous connection to the real world. An insubstantial Player becomes solid at their end of their Action.

An insubstantial Player may only take *Run*, *Sprint* or *Stand Up* Actions. They never need to *Evade*, but can *Dash* as normal. Insubstantial Players can move through opposing Players, the Ref, and the ball, without it scattering, and can be moved through themselves. Both Players are entirely unaffected by Threat Hexes and they cannot interact in any way. Any opposing Player moved through becomes disoriented – turn them to face a direction of your choice.

If a Phasing Player ends their Action in the same hex as the ball then they must attempt to *Pick Up* with a -1 modifier as they become solid.

If a Phasing Player ends their Action in the same hex as another Player, they become solid. Treat this as a *Slam* against the opposing Player from the rear arc, without the usual Strength penalty. This is not considered a *Sucker Punch*. Regardless of the result, place the Phasing Player in their own Subs' Bench after rolling the test. A Phasing Player may not end their move in the same hex as the Ref.

PORTAL (KORIS)

Players with this ability can create wormholes, represented on the pitch by portal counters. These portals are linked by invisible, inter-dimensional tunnels that allow instantaneous movement between them.

As an Action, a Player with this ability may place a portal counter in any adjacent hex. The hex must be empty, and cannot be part of a *Strike* Zone, *Entry* Area, or the centreline. In addition, when setting up Players with this ability at the start of the match, a single portal counter can be placed in your half of the pitch, following the same restrictions.

A maximum of 3 portal counters may be on the pitch at any one time (even if both teams have Players with this ability). If a Player attempts to place a fourth counter, they must remove an existing one first.

Portal counters cannot be seen through for the purposes of a *Throw*. Giants and the Ref may not enter a hex containing a portal counter. If a regular Player or loose ball enters a hex containing a portal counter for any reason, they will be sucked inside, and must make a Confusion test to see if they survive the trip. Coaching Dice can be used as normal. The Rushing Coach should roll on behalf of a loose ball and may not use Coaching Dice.

Confusion: 4+ test (1)

Modifiers

- ★ +2 if the Player is a Koris

Pass: The opposing Coach chooses any portal counter on the pitch (which can be the same one), and places the Player in any adjacent hex. Determine the Player's facing using the scatter diagram. The Player's Action ends. A loose ball is moved to the chosen portal counter and is then scattered.

- ★ A Player that failed a *Dash* or *Evade* when moving into the portal will be laid prone in their new position.
- ★ A Player pushed into a portal by a doubled *Slam* will be laid prone in their new position and take their Armour Check as normal.

Pass Doubles: As above, but you may choose the portal, adjacent hex, and facing. You can choose the direction of scatter for a loose ball. A Player that was mid-move can continue their movement from their new position.

Fail: The Player is lost in the wormhole and is permanently out of the game. The DGB will force the Koris to return the poor Player after the match, without injury. If a loose ball or a Player holding the ball gets lost in this way, immediately launch a new one.

PUSH ('TSUDOCHAN')

A Player with this ability is able to move things with their mind, including other Players!

Push is an Action. The Player may not move as part of this Action. They must select a target for the *Push* – either another Player from any team or a loose ball. The target must be within 7 hexes of the *Pushing* Player.

The *Push* Action may also be used when a Player *Runs Interference*. This replaces the whole *Run Interference* Action – the *Pushing* Player may not also make the usual move, *Slam* or *Steal*. The interrupted Player's Action may continue as normal after the *Push*, if possible.

The test is rolled as follows:

Push: Skill test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)

Pass: The target is moved 1 hex in a direction and with a facing of the *Pushing* Coach's choice, without making any *Evade* rolls. A prone Player will remain prone. The *Pushing* Player may attempt to *Push* again if they wish, against the same or a different target, but remember that it will be harder to succeed with each subsequent attempt. Otherwise, the Action ends.

If a Player moves into a hex with the ball they must attempt a *Pick Up* if possible. If the ball moves into a hex with a Player, it is treated like a scattering ball.

If a *Catch* doubles, the *Catching* Player takes their Free Action as normal. The *Push* Action ends. If a *Catch* fails, and it is the *Catching* Player's Rush, the Rush ends as usual.

Pass Doubles: As above, but the target may be moved up to 2 hexes.

Fail: The *Pushing* Player has exhausted themselves. The Action ends.

RUNAROUND (ZEES)

Two different Players with this ability can both make a *Run* Action using a single Action Token. The Actions must be taken one after the other, and will count towards both Players' Action limit for the Rush.

TRANSFORM (META-BOTS)

The robot has been designed to modify its appearance and refocus its energies to best suit the task at hand.

All Meta-bots are purchased as Jacks. During the game Players with this ability change their role by using the *Transform* Action. Players will use all of the rules and limitations of their current role, but can change between roles as often as they like during a match. To *Transform*, spend an Action Token as usual and make the following test:

Transform: 4+ test (1)

Pass: The Player immediately changes roles. Jacks may *Transform* into Guards or Strikers. Guards and Strikers may only *Transform* into Jacks. The Action ends.

Pass Doubles: As above. In addition the Player may make an immediate *Run*, *Throw*, *Slam*, *Steal* or *Transform* Free Action.

Fail: There has been a technical problem. The Action ends.

If a Player is carrying the ball when they *Transform* into a Guard, the ball scatters, ending the Rush. Otherwise, a Player with the ball retains it whilst they *Transform*.

A Player may *Transform* whilst prone.

In a League, a *Transforming* Player earns experience like any other. When making advancements, they may use the advancement tables for any of the roles but may not choose the Keeper ability. However, on the pitch they may still only use abilities available to the role they are currently in (Extended Interference would be of no use to a Player when in a Striker role for example). A stat increase will increase the same

stat across all roles, but remember that no stat can be better than 3+.

When hiring transferred Players, Meta-bots are considered to have access to all roles, and therefore will pay 60mc premiums on all Player types.

SHELL (TERATONS)

Teratons get +1 to Armour Checks when they are attacked from the rear arc.

TELEPORT (TERATONS)

Teleport is an Action that can be used whenever a Player would normally *Run*, whether as a standalone Action, a Free Action, or as part of another Action such as a *Slam*. The Player immediately disappears, and reappears in an empty hex up to 4 hexes away, facing any direction. No *Evades* need to be made, and the *Teleporting* Player can move through other Players or the ball without touching them. Players can *Teleport* when prone, but remain prone in their new position.

A *Teleport* move cannot be interrupted midway through by *Run Interference* or any card, and cannot be extended by *Dashing*. In all other respects it is treated as a *Run*.

In addition, the *Teleport* Action is a defensive reflex. When a Player with this ability is *Slammed* or hit by a ball from their rear arc, they have a choice. They can *Dodge* as normal, or they can instantly *Teleport*. However, as they are disoriented by the attack, the opposing Coach chooses the empty hex that they *Teleport* to, exactly as above. If they *Teleport*, any *Slam* Action against them is ended. A ball *Thrown* at them will scatter. If the attack would have been a Foul, it still is.

WON'T STAY DOWN (CYBORGS)

This Player gains a +1 modifier on any attempts to *Stand Up*.

A'TEO ADYSI

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	6	4+	3+	4+	3+	5+	190	Alert, Duck and Weave, Jump

ALERT

When an opposing Player moves into any adjacent hex, A'teo may immediately turn to face them if they wish. This turn happens before the rest of the original Player's Action is resolved.

DUCK AND WEAVE

A'teo gains a +1 modifier on any attempts to Dodge.

JUMP

See the League Handbook for full details.



The Yndij are masterful hunters who live in harmony with their surroundings. Despite encouragement from the GCPS to join a wider society and learn about their place in the galaxy, most still refuse to leave their home worlds. A'Teo Adysi was the first exception. Adysi's story has inspired countless CorpsNet serials and documentaries; after all, who could resist his tale? Seeking his fortune, he bartered a handful of precious stones for passage on a bulk hauler and arrived in the Core without a single credit. His story might have ended soon thereafter if he hadn't interrupted an amateur DreadBall game in the back streets of Osiah City. His skill and agility impressed a talent scout on the lookout for a new hopeful. The rest is history.



TEAMS



TRONTEK 25ERS



Human Corporation Team

Human teams are flexible and versatile with the ability to adapt to a number of different styles of play. They are not the best at any one skill, but they aren't terrible at anything and have few real weak spots. In many ways you could say that this is the team equivalent of a Jack – it can try its hand at anything.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	4+	4+	100	x2	
Jack	5	4+	4+	4+	4+	4+	80	x3	
Striker	5	4+	4+	4+	4+	5+	95	x3	
DreadBall Cards							75	x3	
Coaching Dice							50	x1	





Guard

Jack

Striker

Perhaps the greatest of all DreadBall's corporate sponsors is the industrial giant known as Trontek. With product lines ranging from hamburgers to space freighters, Trontek already touches the lives of almost every citizen of the spheres. Backing the hottest new sport in the galaxy was a natural choice.

Through its network of vidcasts and sports channels, Trontek brought the first rough and ready form of DreadBall to the masses in its earliest days. The rapid explosion of the sport's popularity, along with some bold management decisions, gained Trontek contracts for the creation of bespoke armoured suits, game equipment, and whole arenas. The corporation's aggressive business practices matched the violence on the pitch, muscling out any competition for almost eighty years, and until very recently all DreadBall kit was made by them. Even now the majority of famous players swear by the Trontek brand.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Stubborn
4	Can't Feel a Thing
5	Shove
6	Lucky

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Duck & Weave
4	Extended Interference
5	Jump
6	Lucky

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Feint
4	Quick Recovery
5	Boost
6	Lucky

GREENMOON SMACKERS



Marauder Team

Orcs and Goblins have different strengths and make an interesting combination. The most obvious tactic starts with using the brute might of the Orcs to smash as many of your opponents as possible. Once there are few of them left standing, the fact that the Goblins are prone to dropping the ball is less of a worry. Sometimes it's a problem not having Strikers, though you do get excellent Guards to make up for it.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Orc Guard	5	3+	4+	4+	5+	4+	125	x3	
Goblin Jack	5	5+	3+	3+	4+	4+	90	x5	
DreadBall Cards							75	x1	
Coaching Dice							50	x2	





Guard



Jack

According to the team's official history, the Smackers began their career as pirates, ambushing lone merchant vessels from their hideout on the green moon of Lanthis IV. Eventually they found some recordings of DreadBall games in the entertainment suite of the CSS Bilge Rat and, with little to do for months on end, started playing games amongst themselves. As their raids began to focus on stealing DreadBall equipment, they soon came to the notice of Digby, who decided to strike a deal and bring their raw talent to the big leagues.

True to their origins, only Orcs and Goblins can join the ranks of the Smackers. It's not always easy to get quality recruits, but most Goblins are fairly adept at sliding out of trouble (and running away). They're easy to replace too. Orcs, on the other hand, can always be relied upon to thump things with little or no formal training.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Speed bonus
2	Agility or Skill bonus
3	Can't Feel a Thing
4	Pile-Driver
5	Brush Aside
6	Threatening

Jack

Dice Roll	Advancement
1	Skill bonus
2	Strength bonus
3	Illegal
4	Take a Dive
5	Duck and Weave
6	Backstab

MIDGARD DELVERS

Forge Father Team

Forge Father teams are perhaps a little more flexible than they at first appear. Their obvious strength is their Strength, which is even more potent when combined with their heavy armour. Together they make a front line of Guards who are very hard to shift. However, they can also work well with a variety of other styles of play and can easily surprise an unwary opponent.



PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	4	3+	4+	5+	4+	3+	130	x3	
Jack	4	3+	4+	5+	4+	3+	95	x3	
Striker	4	3+	4+	5+	4+	4+	100	x2	
DreadBall Cards							75	x1	
Coaching Dice							50	x1	





Guard



Jack



Striker

It all began with a deal, as is common with the Forge Fathers. They would be allowed to play in the major leagues in exchange for certain mining rights and technical know-how. These days, after years of play and several championship victories, it is hard to imagine DreadBall without the doughty presence of the dwarven teams.

The Forge Fathers aren't the most demonstrative race, but DreadBall has rapidly built a fanatical following in the mining fields of several clans. In particular, the stalwart players of the Midgard Delvers have been feted by the Forge Lord of their parent Ward ship and gifted great wealth for their successes on the pitch.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Skill bonus
2	Stubborn
3	Pile-Driver
4	Quick Recovery
5	Can't Feel a Thing
6	Ram

Jack

Dice Roll	Advancement
1	Agility or Skill bonus
2	Stubborn
3	Grapple
4	Shove
5	Can't Feel a Thing
6	Duck and Weave

Striker

Dice Roll	Advancement
1	Agility or Skill bonus
2	Stubborn
3	Brush Aside
4	Quick Recovery
5	Lucky
6	Grizzled

SKITTERSNEAK STEALERS

Veer-myn Team

With a clarity of self-realisation uncommon in sport, the Veer-myn focus their training on the area they are naturally weakest at. The idea is that training will compensate for a lack of innate talent and, to a degree, this works. This concentration creates teams comprised mostly of highly trained Strikers, with a smattering of hardier rats as Guards. With a habit of making way more scoring chances than every other team, but missing far more of them, Veer-myn teams are not for Coaches with a nervous disposition or weak heart.



PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	6	4+	4+	3+	5+	4+	125	x2	
Striker	6	4+	3+	3+	5+	5+	100	x6	
Coaching Dice							50	x3	





Guard

Striker

Veer-myn colonies exist throughout the GCPS so it was perhaps inevitable that the roar of the DreadBall crowds would draw out a few members of this reclusive race. The most famous team to be formed from these normally secretive creatures is the Skittersneak Stealers – winners of the Thudweiser League in '87 and '89, and holder of more 'Most Fouls' awards than any other team in DreadBall's history.

Veer-myn may not seem a natural fit for DreadBall. Many have terrible depth perception and their natural twitchiness causes them real problems when catching the ball. They are cunning though, and fast. Many an enemy player has been caught out by a Veer-myn Striker simply stealing the ball right out of their hands before sprinting away to their own strike zone.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Strength bonus
2	Agility or Skill bonus
3	Backstab
4	Strong Tail
5	Illegal
6	Stench

Striker

Dice Roll	Advancement
1	Move bonus
2	Skill bonus
3	Take a Dive
4	Strong Tail
5	Duck and Weave
6	Feint

VOID SIRENS

Human Corporation Team

The Void Sirens' roster relies on their Jacks, and their training focuses on running interference. This, together with an extensive additional coaching schedule, enables them to react swiftly to opposing plays, and makes the Sirens very tricky to predict. Any offensive drive needs to punch a much bigger hole than usual to guarantee a way past the Sirens' nimble Jacks.



PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	4+	4+	110	x1	
Jack	5	4+	4+	4+	4+	4+	95	x4	<i>Extended Interference</i>
Striker	5	4+	4+	4+	4+	5+	95	x3	
DreadBall Cards							75	x1	
Coaching Dice							50	x3	

EXTENDED INTERFERENCE

This Player may make a *Run Interference* Action using any blue Action card, regardless of the Player role or specified Action on the card. The Player may also *Dash* as part of a *Run Interference* Action.





Guard



Jack



Striker

Jesus Ortiz's influence on the sport he invented extends far beyond the day to day control over the game he maintains from DGB's head office. Despite not having touched a live ball for more than two decades, the Ortiz style of team building and play calling remains the dominant coaching style across most of corporate space. Not everyone agreed with that style of game management though.

In 973AE, a young coach named Sill Clapper steered her team, the AlphaCom Interceptors, to victory in the Fargone Classic tournament using a set of plays that relied far more on speed and play-interruption than was typical then for a human team. Most importantly, their opponent in the Fargone final that year was none other than the Trontek 29'ers, a team being coached by Mora Sherman – a first generation disciple of Ortiz. Since then, 'interceptor' style teams, faster, lighter than a standard Corp outfit, have continued to win games and earn fans throughout the five spheres.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Can't Feel a Thing
4	Grapple
5	Stubborn
6	Alert

Jack

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

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Duck and Weave
4	Feint
5	Stubborn
6	Boost

PELGAR MYSTICS



Judwan Team

The tiny number of Judwanese teams play an odd game of DreadBall. They have neither Guards nor Jacks and never try to damage their opponents; they simply outplay them. A Judwan Striker needs no glove to catch or throw the ball, instead using his long, lithe arms and slender fingers to launch the ball with as much speed as other races. Their games are fast and often surprising, with a tendency to end suddenly in a 7-point landslide.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Striker	5	4+	4+	3+	4+	5+	145	x6	Pacifist, Feint
DreadBall Cards							75	x1	
Coaching Dice							50	x1	

PACIFIST

This Player will not intentionally harm another. They will not make any kind of *Slam*, or commit a *DodgeBall* or *Restrain Foul*, regardless of any rule allowing them to. They can inadvertently harm another Player if they miss a *Strike* while a Player is standing on the *Strike Hex*.

FEINT

This Player has access to a new Action called *Feint*.

Judwan can make a *Run* Action as part of a *Feint*, before rolling the test. This follows all the normal rules for a *Run*.

The target of a *Feint* must be a single standing opponent in one of the *Feinting Player's* 6 adjacent hexes.

- ★ If the target Player is a Jack or Guard, and has the *Feinting Player* in one of their Threat Hexes, they have two options – either to *Dodge* or to *Slam*. The target Player's Coach must choose before any dice are rolled.
- ★ If the target Player is a Striker, or has the *Feinting Player* in their rear arc, they may only *Dodge*, representing them trying to block the *Feinting Player*.

As an (X) test, the successes for the *Feint* will be compared to the successes rolled by the opposing Player's *Dodge* or *Slam*.

Feint: Speed test (X)

Modifiers

- ★ +1 if the Player is a Judwan
- ★ +1 if the *Feinting Player* started the Action adjacent to the target
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are misdirecting (maximum modifier -2)

Feint Wins: The winning Coach turns their Player to face any direction. They may then move the losing Player 1 hex in any direction, and with any facing, without making any *Evade* rolls. The Action ends.

Feint Doubles: As above. In addition, the losing Player is knocked prone. If the winning Player did not already *Run* as part of the *Feint*, they may make an immediate *Run Free* Action.

Draw: The Players both turn to face each other. The Action ends.

Feint Loses: The *Feinting Player* turns to face the other Player. Then, see the results for *Slamming* / *Dodging*.





Striker

The Judwan are a peaceful and philosophical race. The story of their exile from their home planet, and how they ended up playing DreadBall, is a long and sad one. Suffice it to say that the Judwan were unfortunate in that they inhabited a land under which lay considerable mineral wealth, and doubly unfortunate in that they lacked any formal military when GCPS industrial surveyors arrived on their world.

The Judwan players in the GCPS now are fully-aware that they have been exploited by the very corporate empires that they now play for. But in this, as with everything else, the Judwan remain stoic.

DreadBall has provided them with both a focus for their time and a means to raise funds for their eventual return to Pelgar. It has been a long struggle, and is likely to go on for many more years still. But, while it does, the many fans of DreadBall will be more than happy to watch their unique style of play on the arena floor.

The practice of Mu'shen'wan is often mistakenly described by non-Judwan as a martial art. This could not be further from the truth. Whilst the physical motions could theoretically be used in a martial fashion, nothing is further from the mind of an honest practitioner when he is lost in the deep meditation that characterises the true expert. The art is learned in strictly defined forms, much like the kata of human martial arts. However, a central and unvarying principle is that although Mu'shen'wan is performed with a partner, neither should ever touch the other. Mu'shen'wan is a completely non-contact art.

Despite its nature, the Judwan have found that Mu'shen'wan is of considerable use on the DreadBall pitch. Instead of harming their opponents, they confuse and mislead them with sinuous and graceful movements that appear to lead in one direction before the Judwan disappears in another.

ADVANCEMENT TABLES

Striker

Dice Roll	Advancement
1	Agility bonus
2	Skill bonus
3	Take a Dive
4	Duck and Weave
5	Reach
6	Backflip

CHROMIUM CHARGERS



Meta-bot Team

DreadBall's rules state very clearly that a player must play as a single position, but they never considered that someone could change from one to another within a match. The Chromium Chargers could. They would troop out onto the pitch as Jacks, but at the whirr of a servo they could change to a Striker or a Guard, avoiding any infringement of the letter of the rules by only ever being a single role at a time, but the spirit of the rules is ridden over roughshod. And the crowd loved it.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	3+	5+	4+	4+	4+	-	-	Transform
Jack	6	4+	4+	4+	4+	4+	145	x6	Transform
Striker	5	5+	3+	4+	4+	5+	-	-	Transform

DreadBall Cards 75 x1

Coaching Dice 50 x1

TRANSFORM

The robot has been designed to modify its appearance and refocus its energies to best suit the task at hand.

All Meta-bots are purchased as Jacks. During the game Players with this ability change their role by using the *Transform* Action. Players will use all of the rules and limitations of their current role, but can change between roles as often as they like during a match. To *Transform*, spend an Action Token as usual and make the following test:

Transform: 4+ test (1)

Pass: The Player immediately changes roles. Jacks may *Transform* into Guards or Strikers. Guards and Strikers may only *Transform* into Jacks. The Action ends.

Pass Doubles: As above. In addition the Player may make an immediate *Run*, *Throw*, *Slam*, *Steal* or *Transform* Free Action.

Fail: There has been a technical problem. The Action ends.

If a Player is carrying the ball when they *Transform* into a Guard, the ball scatters, ending the Rush. Otherwise, a Player with the ball retains it whilst they *Transform*.

A Player may *Transform* whilst prone.

In a League, a *Transforming* Player earns experience like any other. When making advancements, they may use the advancement tables for any of the roles but may **not** choose the Keeper ability. However, on the pitch they may still only use abilities available to the role they are currently in (Extended Interference would be of no use to a Player when in a Striker role for example). A stat increase will increase the same stat across all roles, but remember that no stat can be better than 3+.

When hiring transferred Players, Robots are considered to have access to all roles, and therefore will pay 60mc premiums on all Player types.





Guard



Jack



Striker

The original DreadBall games were considered, by some, to be a showcase for the prowess of biological organisms. In a galaxy so dominated by technology it was a reminder of simpler things; a primal battle for dominance, a conflict settled in bloodshed, all bound up in the context of a glorious sporting spectacle. But the robots were bound to come.

Too many big corporations had vested interests in showing off their cybernetic prowess for the lobby to go away and the first robot team took to the field in the early days of Shantek SmackDown III. Many deaths, lawsuits and expensive settlements later, Digby finally laid out regulations limiting and defining exactly how well-armoured and armed robots on the pitch may be. The role of robots in DreadBall arenas seemed to be extremely well-defined. At least until the first Meta-bots, the Chromium Chargers arrived...

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Brush Aside
2	Pummel
3	Can't Feel a Thing
4	Stubborn
5	Threatening
6	Choose from this list

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Linked
4	Grapple
5	Extended Interference
6	Choose from this list

Striker

Dice Roll	Advancement
1	Backflip
2	Duck and Weave
3	Alert
4	Quick Recovery
5	Feint
6	Choose from this list

LOCUST CITY CHIEFS



Z'zor Team

On the pitch the Locusts are a versatile team, with a fearsome punch from their lone Guard. They rely a lot on their Jacks, who are slightly more mobile than most. This leaves their few specialists to focus on being in exactly the best positions for the winning moves.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	3+	4+	4+	5+	4+	170	x1	<i>Can't Feel a Thing, Threatening</i>
Jack	5	4+	4+	4+	4+	4+	105	x5	<i>Boost, Can't Feel a Thing</i>
Striker	6	4+	4+	4+	5+	5+	90	x2	<i>Can't Feel a Thing</i>
DreadBall Cards							75	x1	
Coaching Dice							50	x1	

BOOST

The Player is either exceptionally long-limbed or has explosive reserves of energy. The Player gets a +1 modifier on *Dash* tests.

CAN'T FEEL A THING

This Player gains a +1 modifier to all Armour tests.

THREATENING

This Player's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if a Threatening Player *Slams* an opponent then that target Player will receive a -1 modifier for being in the *Slamming* Player's Threat Hex.





Guard



Jack



Striker

Of the myriad alien races that take to DreadBall pitches across the GCPS, the Z'zor are perhaps the most uncomfortable – a least for human spectators – to watch.

It's not the violence. Z'zor Guards are some of the most dangerous in the game, but a hardened DreadBall fan has seen dismemberments and deaths many times before. Nor is it their unusual resilience that concerns many viewers. Sure, rigidly plated exoskeletons can be a tough nut for an opponent to crack, but challenge is part of the game.

Perhaps then, it is that despite being very definitely alien, the Z'zor also look disturbingly familiar. They are like common insects grown to monstrous size. And their body language, all hairy limbs and dripping, clicking mandibles, suggests a constant readiness to pounce upon the next warm-blooded thing that passes by their multi-faceted eyes.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility bonus
2	Speed or Skill bonus
3	Linked
4	Toxic
5	Pummel
6	Mighty

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Linked
4	Extended Interference
5	Reach
6	Gotcha

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Linked
4	Feint
5	Reach
6	Alert

UKOMO AVALANCHERS



Teraton Team

On the pitch Teratons are too slow to make good Strikers, but their natural armour and bulk makes them fine Guards, and what they lack in agility they make up for with their ability to disappear into thin air!

Although they can play passing games if they must, their main advantage lies in their strength – they specialise in battering their opponents into submission, and only then scoring.

PLAYER STATS	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	3+	5+	5+	4+	4+	130	x4	Shell, Teleport
Jack	5	3+	5+	5+	4+	4+	100	x4	Shell, Teleport
Coaching Assistants							80	x1	

SHELL

Teratons get +1 to Armour Checks when they are attacked from the rear arc.

TELEPORT

Teleport is an Action that can be used whenever a Player would normally *Run*, whether as a standalone Action, a Free Action, or as part of another Action such as a *Slam*. The Player immediately disappears, and reappears in an empty hex up to 4 hexes away, facing any direction. No *Evades* need to be made, and the *Teleporting* Player can move through other Players or the ball without touching them. Players can *Teleport* when prone, but remain prone in their new position.

A *Teleport* move cannot be interrupted midway through by *Run Interference* or any card, and cannot be extended by *Dashing*. In all other respects it is treated as a *Run*.

In addition, the *Teleport* Action is a defensive reflex. When a Player with this ability is *Slammed* or hit by a ball from their rear arc, they have a choice. They can *Dodge* as normal, or they can instantly *Teleport*. However, as they are disoriented by the attack, the opposing Coach chooses the empty hex that they *Teleport* to, exactly as above. If they *Teleport*, any *Slam* Action against them is ended. A ball *Thrown* at them will scatter. If the attack would have been a *Foul*, it still is.





Guard



Jack

Elder Teratons occupy many positions of power and authority throughout corporate space, bringing the weight of their great intellect – and considerable patience – to bear in advancing the interests of the GCPS. For the younger members of the race though, DreadBall has proven to be a wonderful way of expressing their more primitive side. Females on the Teraton homeworld of Tortugoa are relatively rare and competition for a partner intense. A full grown male Teraton, while smaller than a mature female, is still capable of tearing a rival to shreds – far better to employ that power in demonstrating dominance against an opponent in the arena!

Their bulk and raw power belies an important trick every 'ton has up their armoured sleeve though. The ability to teleport a short distance – an evolutionary holdover from a time when the Teraton was not the dominant species on Tortugoa – allows them to either move rapidly across the neodurium for an attacking rush or to dodge a back-breaking slam attempt by an opponent. Teams like the Ukomo Avalanchers have used this ability to great effect; during the Three System Throwdown of '87, Guard Eissur Nomo chained together three career-ending slams against the Goran team, the 'Destroyas', in one rush.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility bonus
2	Speed or Skill bonus
3	Pile-Driver
4	Ram
5	Can't Feel a Thing
6	Threatening

Jack

Dice Roll	Advancement
1	Agility bonus
2	Speed or Skill bonus
3	Brush Aside
4	Shove
5	Can't Feel a Thing
6	Pummel

KOEPUTKI KOLOSSALS



Zee Team

The Zees play a chaotic game of DreadBall. Individually they are among the worst players on the circuit. However, throw enough monkeys at a problem and eventually they'll come up with the right answer. The endless carousel of tiny identical creatures is enough to confuse the audience, the referee, and the opposing team, and before you know it the ball has somehow turned up in the Strike Zone!

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Jack	5	5+	3+	4+	5+	4+	85	x10	<i>It Wasn't Me, Runaround</i>
DreadBall Cards							75	x2	

IT WASN'T ME

The Zees are all clones, and in a hectic game it can be hard for the Ref to count them or tell them apart. These rules are in effect whenever there are at least 4 Players with this ability on the pitch.

The Zees gain a +1 modifier to all *Distract* rolls. If any Foul committed by a Zee is *Spotted*, the Fouling Player does not have to be the one sent off – the Zee Coach may choose any of the *Distracting* Zee Players (if there were any) to be sent off instead.

In addition, the Ref will only get one chance to spot *Sneak* Fouls at the start of each Zee Rush. *Sneaking* at any other time during the Zees' Rush cannot be spotted. At the beginning of each Zee Rush, make one *Spot Foul* test for all the extra Players on the pitch. If *Spot Foul* wins or doubles, use the following result instead:

Spot Foul Wins: The Zee Coach chooses a number of Zee Players on the pitch equal to the difference in successes rolled, and places them in the 1 section of their Sin Bin (even if this takes the Zee team below 6 Players).

Any Fan Check card generated for ending a Rush without a *Sneak Foul* being *Spotted* is drawn immediately after this test, instead of at the end of the Rush.

RUNAROUND

Two different Players with this ability can both make a *Run* Action using a single Action Token. The Actions must be taken one after the other, and will count towards both Players' Action limit for the Rush.

TEAM SPECIAL RULE – MONKEY BUSINESS

Zee teams cannot buy Coaching Dice. They are simply too anarchic and confusing for a single Coach to train.

At the start of each Zee Rush, before rolling to *Spot* any *Sneak* Fouls, the Zees discard any Coaching Dice that they have. They then take a number of Coaching Dice equal to the number of Zee Players on the pitch past the legal limit. For example, if there were 9 Zees on the pitch in a regular game, the Zee Coach would receive 3 Coaching Dice. Zees can still earn Coaching Dice through Fan Checks as normal, but like the rest of their Coaching Dice any unused ones will be discarded at the start of each Rush.



Jack

Some corporate sponsors don't have easy access to bizarre aliens or giant robots to form unusual teams, but everyone wants something weird to draw in the crowds. Farbiketek scientists began experimenting with retraining cerebrally enhanced apes, mainly for their own amusement, when a supply problem marooned them on Shebentor IV's outer moon for over two years. A rescue team eventually found two teams of highly trained 'zees playing DreadBall amidst the bones of the original scientists. Not one to miss out on a potential profit, the commander of the rescue mission kept the teams intact and ran a league of his own on the way back to civilisation. BioNod Industries bought the rights to the DNA of the Farbiketek strain, and have been producing clones for DreadBall ever since.

ADVANCEMENT TABLES

Jack

Dice Roll	Advancement
1	Strength bonus
2	Skill bonus
3	Speed bonus
4	Extended Interference
5	Illegal
6	Feint

KALIMARIN ANCIENTS



Nameless Team

The Ancients' playing style is highly synergetic, especially with their two types of Guard. Working together in pairs they are deadly. Their victims quickly learn that being entangled in a mass of tentacles does nothing good for your ability to defend yourself. Fortunately their victims are given plenty of time in the hospital to reflect on this valuable lesson.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Feromite Guard	5	3+	5+	4+	5+	4+	150	x2	<i>Steady</i>
Undulan Guard	4	4+	4+	4+	5+	4+	135	x2	<i>Gotcha, Reach</i>
Striker	6	4+	5+	4+	4+	5+	95	x4	
Coaching Dice	50		x1						

STEADY

A Steady Player cannot be knocked down as a result of a *Slam*. They can be pushed back and injured as normal, but if they remain on the pitch they will stay upright.

Although they cannot be knocked down, a Steady Player can still fall over on their own, for example if they fail a *Dash* or *Evade* test or are *Brushed Aside*.

GOTCHA

Some Players are very tricky to get away from. Even a single Player with this ability causes the maximum -2 modifier for threatening an opponent during a test. A Player with Gotcha may *Restrain* an opponent as normal, taking the modifier to -3.

REACH

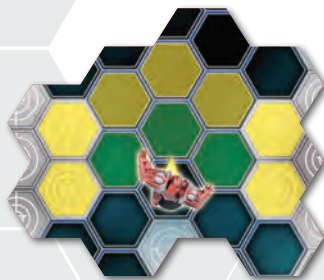
This Player has long arms or prehensile appendages that allow it to act at a distance.

Players with Reach consider all hexes in their front arc and within two hexes of the Player to be their Threat Hexes.

Opponents will need to *Evade* out of these hexes as normal unless they are moving closer to the Player's front - moving from the outer yellow Threat Hexes to the inner green ones.

This Player may *Slam* or *Feint* against an opponent within this area, as long as at least one of the hexes in between is empty. Any modifier for being or moving adjacent only applies if the Player actually is adjacent to the target. Choose one of these hexes in between to use as the origin of the *Slam* for the purposes of determining push back direction. The target of the *Slam* or *Feint* may only *Dodge*, unless they also have Reach. Otherwise the test is resolved as normal.

This Player may also *Pick Up* the ball in the same way. If the test fails, the ball scatters from its original location.





Feromite Guard



Undulan Guard



Striker

The Nameless worlds have spawned countless strange creatures and, while ETCU has not yet divined their collective goal in the GCPS, it is clear many of them have a great desire and ability to play DreadBall. Argolian specialists (of the 4th Grade and above) can understand enough of the babbling screeches and clicks which pass for language amongst the Nameless to act as go-betweens, allowing many Nameless teams to secure lucrative contracts with corporate sponsors.

The first of these teams was simply called 'The Nameless'. Other team names focus on their apparent aquatic origins, or their many tentacles.

ADVANCEMENT TABLES

Feromite Guard

Dice Roll	Advancement
1	Speed bonus
2	Agility or Skill bonus
3	Can't Feel a Thing
4	Threatening
5	Pummel
6	Brush Aside

Undulan Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Alert
4	Threatening
5	Grapple
6	Backstab

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Reach
4	Threatening
5	Stench
6	Boost

SHAN-MEEG STARHAWKS



Asterian Team

Asterians aren't the first teams to use strategic fouls as a standard tactic, though they are one of the more proficient at it. Whilst the Zees come at the business of fouling from one direction, the Asterians approach it from entirely another. They make up for their physical fragility by bending the rules to their advantage, while their superior Strikers strut their stuff.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	6	4+	4+	3+	4+	4+	120	x1	<i>Duck and Weave, Fragile</i>
Jack	6	5+	4+	3+	4+	4+	100	x3	<i>Duck and Weave, Fragile, Take a Dive</i>
Striker	6	5+	4+	3+	3+	5+	145	x4	<i>Duck and Weave, Fragile, Show Off</i>

DUCK AND WEAVE

This Player gains a +1 modifier on any attempts to Dodge.

FRAGILE

The Player suffers a -1 modifier to Armour tests.

TAKE A DIVE

A Player with this ability may *Take a Dive*, pretending to have been tripped and attempting to get an opponent sent off by the Ref.

The *Take a Dive* Action may be used at any point during a Player's movement – either a *Run*, *Sprint* or *Run Interference* – while the Player is standing and in any opposing Player's Threat Hex. This will end their Action.

The *Diving* Player is laid prone, and their Coach calls Foul on any opposing Player threatening the *Diver*.

Firstly, resolve a *Spot Foul* test against the *Diving* Player to see if the Ref has seen through the ruse. The Player gains a +1 modifier to their *Distract* roll.

If the Foul is *Spotted*, the *Diving* Player is sent off as normal.

However, if *Distract* wins, the Ref has fallen for it – use the following result instead.

Distract Wins: The chosen opposing Player is sent off for a number of turns equal to the difference in successes rolled. If this number is 4 or more, the Player is sent off for the rest of the game.

SHOW OFF

Some Players just love to play to the crowd, and even if they are talented it can hurt their game. This Player suffers an additional -1 modifier on any Strike attempt. If the Player succeeds in a Strike attempt then they make a Fan Check in addition to any that were generated anyway.

In a league, a Player with Show Off will generate an extra 5mc of revenue after any match they took part in.





Guard



Jack



Striker

Asterians have a very mixed reputation among the citizens of the GCPS. To some they are the archetype of the elegant and enigmatic alien, with their unearthly designs and haunting songs. To others they are simply traders and merchants, to be trusted as much as every other weird alien with an exotic cargo to sell. To yet others they are simply the bloodthirsty murderers of the Yolinian Massacre and should be put down as vermin.

This complexity is reflected in the DreadBall arena. On the one hand, Asterian players have a lithe and fluid grace that is entrancing to watch. On the other, they employ the most outrageous and underhanded tactics. On the pitch they bend or break rules as needed, particularly faking all manner of fouls to get an opposition player sent off and gain a momentary advantage in which to make a strike.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Skill bonus
2	Pummel
3	Illegal
4	Backstab
5	Boost
6	Remove Fragile

Jack

Dice Roll	Advancement
1	Agility bonus
2	Skill bonus
3	Illegal
4	Backstab
5	Shove
6	Backflip

Striker

Dice Roll	Advancement
1	Agility bonus
2	Move bonus
3	Illegal
4	Backflip
5	Feint
6	Alert

THE UNINCORPORATED



Rebs Team

Teams of the 'unincorporated' are built around the concept of the whole being greater than the sum of the parts. Battle-hardened Rin and implacable Gaelians clear the way for the squishy but accurate Ralarat Strikers, while the Sorak protect the flanks and pick up deep passes.

Their anarchic playstyle means the players aren't always the best at following a coach's orders, but the sheer unpredictability of these rebel teams is what the fans love about them. You never know exactly what wild or crazy play they might have hidden up their sleeves for the next rush.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Rin Guard	5	4+	4+	4+	5+	4+	115	x2	<i>Pummel</i>
Gaelian Jack	7	4+	5+	4+	4+	4+	125	x2	<i>Ram, Shove</i>
Sorak Jack	5	4+	3+	4+	4+	4+	110	x2	<i>A Safe Pair of Hands</i>
Ralarat Striker	5	5+	4+	4+	3+	5+	150	x2	<i>Jump</i>

PUMMEL

Once per Action, if a Player with this ability fails to knock down an opponent with a *Slam*, and ends that Action with the target Player still in their Threat Hex, they may immediately make a *Slam* Free Action against the same target.

RAM

When this Player makes a *Slam*, their target may be pushed back, retaining its facing, and the *Ramming* Player must immediately follow up before the *Slam* is resolved. This could result in the target Player being pushed back twice.

SHOVE

If this Player has the option to *Slam* an opposing Player then they may choose to *Shove* them. This is resolved in the same way as a *Slam*, with the *Shoving* Player gaining a +2 modifier, and should be declared to your opponent before rolling. If the *Shoving* Player wins, use the following result.

Shove Wins: The winning Player turns to face the losing Player. The losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated. The Action ends.

A SAFE PAIR OF HANDS

A Player with this ability gains a +1 modifier on *Catch* tests.

JUMP

A Player with this ability may *Jump* directly over nearby Players during a *Run* or *Sprint*. This is an alternative way of *Evading* – you do not need to roll for both, and a *Jumping* Player can be *Restrained*.

Jumping is a 2 hex move (the first hex containing the Player being jumped over, and the second hex that the *Jumping* Player will land in). Before rolling the dice, the Coach must state which hex they are attempting to move into.

A separate test must be made each time a player *Jumps* during a move. There is no limit to the number of times this can be attempted in one Action.

It is possible that a Player will need to *Dash* in order to move far enough to *Jump*. Roll for the *Dash(es)* first, and then the *Jump*. If any of the *Dash* tests are failed, the *Jump* is still resolved but will fail automatically.

Jump: Agility test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are moving from (maximum modifier -2)

Pass: The Player moves into the chosen hex, facing any direction (even if *Sprinting*). The Player may continue their move, *Jumping* again if necessary. Remember that it will be harder to succeed with each successive attempt.

Fail: The Player is laid prone in the hex they were moving to. The Action ends.

- ★ If they were carrying the ball, they drop it and it scatters. If it is the Player's owning Coach's Rush, the Rush ends.
- ★ If a loose ball was in the hex they were moving to, it scatters.





Guard



Sorak



Gaelian

Jack



Striker

The Rebellion playing as an officially sanctioned team was, on the face of it, one of the most risky and controversial decisions that Digby had ever taken. Though the popularity of DreadBall was undisputed, many initially saw this as a power play by the DGB that the Council would not take kindly to. Of course, as far as the Council was concerned, this was all to the good.

Allowing the Rebels to play in sanctioned leagues gave several distinct advantages. It literally took Rebel fighters off the front lines, draining the movement of talented young soldiers who would often be quickly seduced by the lifestyle they could lead. It also meant that the message of the rebellion could be tightly controlled, choreographed, and diluted to the Council's best advantage. And it meant that the Rebs themselves could be seen. They could be witnessed in hi-def glory, brawling and bleeding on the 'durium the same as anyone else. Not legendary heroes and freedom fighters, but common people who lived and died just like anyone else. Just as DreadBall can make heroes out of monsters, it can make nothings out of heroes.

TEAM SPECIAL RULE – ANARCHIC REBELLION

Coordinating a galaxy-spanning rebellion is hard – there are countless races with countless problems, all wanting their voice heard and to do their own thing. DreadBall is no different. However, if properly motivated by the right plays, the Rebs can pull it together and make best use of the combined abilities of each race.

A Rebs Coach may only spend 1 Action Token on each Player per Rush, but may spend up to 3 Action Cards on a Player.

In addition, at the end of any Rush in which Rebs Players of at least 3 different races had Actions spent on them, draw a DreadBall card for free. At the end of any Rush in which Players of 5 different races made Actions, draw two cards instead.

Every oppressed race in the GCPS wants to be part of the rebellion. When building a team, Rebs only pay a 20mc premium on Transfers rather than 60mc.

ADVANCEMENT TABLES

Rin Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Quick Recovery
4	Can't Feel a Thing
5	Stubborn
6	Threatening

Gaelian Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Grapple
4	Brush Aside
5	Feint
6	Grizzled

Sorak Jack

Dice Roll	Advancement
1	Speed bonus
2	Strength or Skill bonus
3	Strong Tail
4	Extended Interference
5	Take a Dive
6	Jump

Ralarat Striker

Dice Roll	Advancement
1	Speed bonus
2	Agility bonus
3	Backflip
4	Duck and Weave
5	Quick Recovery
6	Feint

NEMION OCEANICS



Sphyr Team

The Sphyr are a solid and well-rounded team that draw on the heightened senses of their aquatic ancestry. They are hard to surprise, and are masterful in the use of their fifth limb – their powerful tail. They eschew fancy tactics, but have little in the way of obvious weaknesses. For this reason they are a reliable team that is far harder to beat than many opponents expect.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	4+	4+	120	x2	Alert, Strong Tail
Jack	5	4+	4+	4+	4+	4+	100	x2	Alert, Strong Tail
Striker	5	4+	3+	4+	4+	5+	140	x4	Alert, Strong Tail

ALERT

The Player is able to read the game far better than most, and is rarely surprised.

When an opposing Player moves into any adjacent hex, the Alert player may immediately turn to face them if they wish. This turn happens before the rest of the original Player's Action is resolved.

STRONG TAIL

A *Slam* or *Steal* attempt on this Player made from their rear arc suffers a -1 modifier. In addition, if a Player with this rule doubles on an *Evade* roll, choose one opponent they were *Evading* away from. They are hit by the tail and knocked prone. Steady Players remain standing as normal.





Guard



Jack



Striker

There was a time when Sphyrria was an oceanic paradise; 96% of the world's surface was covered in great seas that positively surged with life. That was until an administrative error marked the emerald planet as the target for large-scale seismic shock weapons testing by Accutek. In the ensuing apocalypse, Sphyrria's seas were boiled away, leaving behind little more than an arid dust-bowl.

Any Sphyr who had the chance immediately severed ties with the GCPS. Many joined the Rebellion. Some Sphyr, suspicious of another human-dominated organisation, looked for other ways to strike back. DreadBall presented the perfect opportunity. DreadBall leagues allow like-minded Sphyr to organize and amass much-needed funding and information, all essential ingredients to any successful revolutionary movement.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Move or Speed Bonus
2	Strength or Agility Bonus
3	Threatening
4	Stubborn
5	Can't Feel a Thing
6	Backstab

Jack

Dice Roll	Advancement
1	Move or Speed Bonus
2	Skill or Agility Bonus
3	Backstab
4	Stubborn
5	Extended Interference
6	Backflip

Striker

Dice Roll	Advancement
1	Move or Speed Bonus
2	Skill bonus
3	Feint
4	Stubborn
5	Boost
6	Backflip

RALLION ROSES



Hobgoblin Team

Part of the Hobgoblins' appeal, apart from their inventive levels of cruelty on the pitch, is in their Guards. Hobgoblins are one of the few races that seem to have a true affinity with Hulks. These gigantic creatures, whose origins are still somewhat hazy, are almost as large as actual giants, and the prospect of seeing several of them on the pitch at once is often all that is needed to sell out a game.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Hulk Guard	5	3+	5+	5+	5+	4+	200	x1	Brush Aside, Mighty, Steady
Hobgoblin Jack	5	4+	4+	4+	5+	4+	95	x4	Peer Pressure
Hobgoblin Striker	5	4+	4+	4+	5+	5+	100	x2	Peer Pressure
Coaching Dice							50	x2	
Cheerleaders							60	x2	

BRUSH ASIDE

A Player with this ability may *Brush Aside* opposing Players during a *Run* or *Sprint* in a similar way to *Evading*.

If a Player with this ability wants to move into a hex that is occupied by a standing, opposing Player they may try to *Brush Aside* rather than *Slamming* them. This will allow them to carry on moving past the other Player. There must be a space to push the opposing Player into.

Brush Aside: Strength test (123)

Modifiers

- ★ -1 if the Player being *Brushed Aside* is a Guard
- ★ -1 per opposing Player threatening the hex you are in, ignoring the Player you are *Brushing Aside* (maximum modifier -2)

Pass: The target Player is pushed into one of the 3 hexes directly away from the Player *Brushing Aside*, chosen by the winning Coach, and retains their facing. The winning Player must move into the vacated hex, and may then continue their move.

Pass Doubles: As above. In addition, the target Player must take an Agility test (X), where X is the number of successes achieved by the *Brush Aside* roll, or be knocked prone.

Fail: Turn the target model to face the Player using *Brush Aside*. The Action ends.

A separate test must be made each time a player *Brushes Aside* during a move. There is no limit to the number of times this can be attempted in one Action.

Although the Player may be moving out of a threat hex, they do not need to *Evade* as well when making a *Brush Aside* move.

It is possible that a Player will need to *Dash* to reach the currently occupied hex. Roll for the *Dash* first. If the *Dash* test is failed, the *Brush Aside* Action is still resolved but will fail automatically.

MIGHTY

A Player with this ability gains a +1 modifier for *Slams* and Armour Checks against non-Giant opponents.

STEADY

A Steady Player cannot be knocked down as a result of a *Slam*. They can be pushed back and injured as normal, but if they remain on the pitch they will stay upright. Although they cannot be knocked down, a Steady Player can still fall over on their own, for example if they fail a *Dash* or *Evade* test or are *Brushed Aside*.

PEER PRESSURE

When Hobgoblins group together, their behaviour regresses into a childish, yet surprisingly violent, game of one-upmanship. They egg each other on like children in a schoolyard, and then constantly try to outdo one another.

Hobgoblins gain a +1 modifier to all *Throw*, *Slam* and *Steal* tests for each other Hobgoblin Player threatening the hex they are in.

If a test supported in this way achieves no successes, the failing Player is knocked prone by their teammates. After fully resolving the Action, the Coach may choose any one of the threatening Hobgoblin Players to make an immediate *Run*, *Slam*, *Steal* or *Throw Free* Action as they try to outperform their unfortunate comrade. If this Free Action results in a dropped ball being *Picked Up*, the Rush continues as normal.



Guard



Jack



Striker

Hobgoblins are generally not popular creatures. Even most other Gorans view them with disdain and it is a rare band of Marauders that will count one of these creatures amongst its ranks.

When Hobgoblins first approached the DGB to play DreadBall, having formed a loose federation and spent months in training and preparation, they were laughed out of the building. Discouraged, the Hobgoblin DreadBall Federation fell into disarray, though many of its individual members took their solace playing games on the Xtreme circuit. Some of these individuals became very good indeed, as it turned out that a stench that could level armies and a sinister delight in pain and the inherent team spirit that comes from being a race of pariahs made for an effective set of players. Their reputation grew to such an extent when the DGB put out the call for new teams and the Rallion Roses turned up, they were welcomed – if not with open arms – at least with a friendly grimace and as much air freshener as was available. They have enjoyed some success, though more with the fans than in terms of actual victories, and this has encouraged other teams of Hobgoblins to come forward.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Stubborn
3	Can't Feel a Thing
4	Ram
5	Threatening
6	Pile Driver

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Stench
4	Illegal
5	Backstab
6	Lucky

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Stench
4	Take a Dive
5	Lucky
6	Backflip

ROTATEK ROCKSLIDES



Brokkr Team

Once out on the neodurium, the Brokkrs demonstrate the grim determination that has rightly made them famous. This goes for every aspect of the game, whether it's breaking heads or actually trying to put some points on the board. Their extraordinary toughness counteracts their lack of agility, but when required they can show a surprising turn of speed for beings with such short legs.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	4	3+	5+	4+	4+	4+	130	x4	Grizzled, Steady
Jack	4	3+	5+	4+	4+	4+	95	x2	Grizzled, Steady
Striker	4	3+	5+	4+	4+	5+	95	x2	Grizzled, Steady
Coaching Dice	50		x2						

GRIZZLED

A Player with this ability is a particularly tough veteran who takes little notice of physical pain. Any opponent making a *Slam* against this Player suffers a -1 modifier on the test.

STEADY

A Steady Player cannot be knocked down as a result of a *Slam*. They can be pushed back and injured as normal, but if they remain on the pitch they will stay upright.

Although they cannot be knocked down, a Steady Player can still fall over on their own, for example if they fail a *Dash* or *Evade* test or are *Brushed Aside*.





Guard



Jack



Striker

Brokkrs tend towards a more emotional and tempestuous approach to life than is the norm for the Star Realm. This makes them excellent prospectors and pioneers for their people. It also makes them natural DreadBall players.

Every bit as tough and unyielding as their Forge Father brethren, Brokkrs play with a passion and ferocity that sets them apart from other dwarves. A Brokkr might explain the difference by pointing out that his teammates have lost more and had to fight harder to regain their place in the universe than the pampered sons of Forge Lords. A Forge Father might say Brokkrs simply have thicker skulls.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Move bonus
2	Agility or Skill bonus
3	Can't Feel a Thing
4	Quick Recovery
5	Pummel
6	Ram

Jack

Dice Roll	Advancement
1	Move bonus
2	Agility or Skill bonus
3	Shove
4	Quick Recovery
5	Brush Aside
6	Illegal

Striker

Dice Roll	Advancement
1	Move bonus
2	Agility or Skill bonus
3	Stubborn
4	Quick Recovery
5	Brush Aside
6	Illegal

LONG ROCK LIFERS



Convict Team

The convicts are the perfect showcase for the spectacle that modern DreadBall has become. They aren't professionals; they're criminals, promised early parole in return for time served on the pitch. Of course, the promises are often empty, and the fact that they aren't supplied with proper armour means that they don't always make it back to their cells... However, their lack of skill and regard for the rules isn't a shortcoming; in fact it goes down incredibly well with DreadBall's bloodthirsty fans.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Grogan Guard	5	3+	4+	4+	5+	5+	140	x2	<i>Illegal, Shock Collar</i>
Human Jack	5	4+	4+	4+	5+	5+	70	x3	<i>Illegal, Shock Collar</i>
Human Striker	5	4+	4+	4+	4+	6+	100	x3	<i>Illegal, Shock Collar</i>
Coaching Dice							50	x1	
Coaching Assistants							80	x2	

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.

SHOCK COLLAR

To keep them in line, Convict teams wear a shock collar that can be activated during a game.

Activating a shock collar is an ability used by a Coaching Assistant on the sidelines – see page 74. This may be done during your Rush, before or after spending an Action Token. It may be used on a prone Player.

The affected Player, and all adjacent Players from either team, are hit by a spectacular arc of electricity, resolved separately against each Player as follows:

Shock: 5+ test (1)

Modifiers

★ +2 against the Player wearing the collar

Pass: The Player is laid prone.

Pass Doubles: As above. In addition the Player must make an Armour Check against the number of successes rolled.

Fail: There is no further effect.





Guard



Jack



Striker

Everyone loves a good redemption story - which is why the owners of the Long Rock Lifers went out of their way to promote one. Billed as a charismatic cast of misunderstood rogues, born on the wrong side of the tracks, the Lifers have been given a second chance to make something of themselves by a driven, yet eccentric, DreadBall coach known only as "the Warden". Their promotional flyers also hint that the Lifers will grow closer together through the uplifting and unifying power of sport and maybe learn a little something about themselves along the way.

With their shaven heads, extensive tattoos and heavy shock collars, the Long Rock Lifers cut a mean appearance as they strut into the arenas. Still, there is a large debate among DreadBall fans as to the authenticity of the Lifers. Whether or not they truly are ex-criminals turned DreadBall superstars, the players have taken to their role on the pitch with gusto, quickly becoming known as one of the most gleefully violent and destructive teams in the league.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Speed bonus
2	Agility or Skill bonus
3	Pile-Driver
4	Pummel
5	Threatening
6	Can't Feel a Thing

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
	Strength or Skill bonus
3	Extended Interference
4	Grizzled
5	Backstab
6	Stubborn

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Quick Recovery
4	Take a Dive
5	Lucky
6	Stubborn

BREMLIN NEBULAS



Kalyshi Team

The Kalyshi are Asterians, but they play DreadBall quite differently. Like their more civilised kin they lack physical power, but are vicious. They choose to play in especially light armour which only enhances their preternatural agility, and they run rings around their opponents on the pitch, striking like an arrow to the heart.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Jack	6	5+	3+	4+	4+	5+	105	x4	Acrobatic, Backstab
Striker	6	5+	3+	4+	4+	6+	145	x4	Acrobatic, Jump

ACROBATIC

If a Player with this ability doubles a *Dodge*, they make their one-hex move as normal. They may then make an immediate *Run Free* Action.

BACKSTAB

The Player is adept at causing maximum damage to vulnerable areas. When the Player makes a *Slam* against an opponent that does not project a Threat Hex onto the *Slamming* Player, they gain a +1 modifier.

JUMP

A Player with this ability may *Jump* directly over nearby Players during a *Run* or *Sprint*. This is an alternative way of *Evading* – you do not need to roll for both, and a *Jumping* Player can be *Restrained*.

Jumping is a 2 hex move (the first hex containing the Player being jumped over, and the second hex that the *Jumping* Player will land in).

Before rolling the dice, the Coach must state which hex they are attempting to move into.

A separate test must be made each time a player *Jumps* during a move. There is no limit to the number of times this can be attempted in one Action.

It is possible that a Player will need to *Dash* in order to move far enough to *Jump*. Roll for the *Dash(es)* first, and then the *Jump*. If any of the *Dash* tests are failed, the *Jump* is still resolved but will fail automatically.

Jump: Agility test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are moving from (maximum modifier -2)

Pass: The Player moves into the chosen hex, facing any direction (even if *Sprinting*). The Player may continue their move, *Jumping* again if necessary. Remember that it will be harder to succeed with each successive attempt.

Fail: The Player is laid prone in the hex they were moving to. The Action ends.

- ★ If they were carrying the ball, they drop it and it scatters. If it is the Player's owning Coach's Rush, the Rush ends.
- ★ If a loose ball was in the hex they were moving to, it scatters.





Jack

Striker

The Bremlin Nebulas are reputedly a band of vicious Asterian pirates, captured by GCPS agents and now forced to play in the arenas, paying for their crimes with blood and any prize money they earn. It's a good story that sets the hearts of many a fan racing in anticipation of some wild violence. In truth, the Nebulas are part of a troop of Kalyshi, Asterians who have chosen to learn as much as they can about their neighbours in the GCPS. Playing DreadBall throughout the five spheres has allowed them to see far more of humanity than they ever could have working the shipping lanes nearer Asterian space. The fact that their natural athleticism - and expert martial artistry - has made their new careers extremely lucrative doesn't hurt either.

ADVANCEMENT TABLES

Jack

Dice Roll	Advancement
1	Speed bonus
2	Strength or Skill bonus
3	Illegal
4	Feint
5	Shove
6	Quick Recovery

Striker

Dice Roll	Advancement
1	Move or Speed bonus
2	Skill bonus
3	Quick Recovery
4	Feint
5	Duck and Weave
6	Boost

GLAMBEK GHOSTS



Ada-Lorana Team

Outside the Co-Prosperity Sphere, the Ada-Lorana are arbiters of justice. They will not break rules; at least not those set by the DGB, but the rules of physics are another matter entirely. They have the ability to phase through solid objects, which takes some serious getting-used-to for their opponents!

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	3+	4+	4+	145	x1	Honourable, Phaser
Jack	5	4+	4+	3+	4+	4+	125	x2	Honourable, Phaser
Striker	5	4+	4+	3+	4+	4+	160	x3	Honourable, Phaser
DreadBall Cards							75	x1	
Coaching Dice							50	x1	

HONOURABLE

Whether it is a warrior code, religious teaching or simple programming, Players with this ability will not intentionally commit a Foul.

PHASER

A Player with this ability may become insubstantial and move through other Players as if they were not there. A Phasing Player can exist in two distinct states: solid and insubstantial.

Solid Players act like any other, but they, and any other Player involved in a *Slam* with them, suffer a -1 penalty to Strength tests. Any Phasing Player that is not currently making an Action is solid.

At the start of any Action a Phasing Player may choose to become insubstantial for the duration of that Action. A Player carrying the ball cannot become insubstantial. An insubstantial Player has partly phased into another dimension and retains only the most tenuous connection to the real world. An insubstantial Player becomes solid at their end of their Action.

An insubstantial Player may only take *Run*, *Sprint* or *Stand Up* Actions. They never need to *Evade*, but can *Dash* as normal. Insubstantial Players can move through other Players, the Ref, and the ball, without it scattering. Both Players are entirely unaffected by Threat Hexes and they cannot interact in any way. Any opposing Player moved through becomes disoriented – turn them to face a direction of your choice.

If a Phasing Player ends their Action in the same hex as the ball then they must attempt to *Pick Up* with a -1 modifier as they become solid.

If a Phasing Player ends their Action in the same hex as another Player, they become solid. Treat this as a *Slam* against the opposing Player from the rear arc, without the usual Strength penalty. This is not considered a *Sucker Punch*. Regardless of the result, place the Phasing Player in their own Subs' Bench after rolling the test. A Phasing Player may not end their move in the same hex as the Ref.





Guard



Jack



Striker

The ability to phase through solid matter may seem like an unfair advantage for a DreadBall team. However, it does make carrying the ball rather tricky, and so there is a balance to be struck by the insubstantial Ada-Lorana. They cannot remain insubstantial the whole match, and this leaves them just as vulnerable to slams and stomps as everyone else.

Even so, many teams are very wary of the Ghosts, and are uncomfortable playing against them. A few of the more superstitious players simply refuse to face them at all; an issue that has caused at least one match to be forfeited. The Ada-Lorana themselves simply assume that these teams have something to hide. In reality it is simply that many people are afraid of the risen dead and this is exactly the kind of folktale that the Ada-Lorana remind them of.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility bonus
2	Strength or Skill bonus
3	Stubborn
4	Can't Feel a Thing
5	Pummel
6	Quick Recovery

Jack

Dice Roll	Advancement
1	Agility bonus
2	Strength or Skill bonus
3	Stubborn
4	Extended Interference
5	Shove
6	Quick Recovery

Striker

Dice Roll	Advancement
1	Agility bonus
2	Skill bonus
3	Stubborn
4	Boost
5	Alert
6	Grizzled

SULENTIC SHARDS



Crystallan Team

The Sulentic Shards were one of the first Crystallan DreadBall teams, putting their natural abilities and talents to good use on the neodurium and enabling them to live a more settled life. Their unique physical characteristics mean that when all of their energies are aligned few teams can match them. When they are not, then there is always the option of just smashing down anyone who gets in their way.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	4	3+	5+	5+	4+	3+	130	x5	Harmonics
Jack	4	3+	5+	5+	4+	3+	90	x3	Harmonics
DreadBall Cards							75	x1	

HARMONICS

This Player is more powerful when in close proximity to other members of their race.

Before a Player takes any Action, count the number of other Players with this ability within 3 hexes. For each one, gain a Coaching Dice (to a maximum of 3). These Coaching Dice should be kept separate, as they can only be used during the current Action (and any Free Actions it generates). They will remain available for the duration of the Action, even if the Player moves out of range. When the Action ends, these dice are discarded. They are calculated afresh at the start of each subsequent Action.

Players using an Action to enter the pitch consider any other Players in the Subs' Bench to be within 3 hexes for the purposes of this ability.





Guard



Jack

Crystallis was a beautiful planet, rich in precious minerals and ores, many of which were of particular interest to the Forge Fathers. The ensuing war between the two races was vicious and bloody and was only ended by the detonation of the Phase Flare device. Its explosive force shattered Crystallis, sending much of the planet's rocky mass spiralling away into the cosmos. The rest was forever bonded with the remains of its living inhabitants. The Crystallans were thus forced into a nomadic life, wandering across the cosmos as they attempt to avoid both the more tenacious Brokkr fleets and the attentions of various corporations.

Almost every DreadBall team is sponsored by one corporation or another. This is where many of the team names originate, and the fact that DreadBall is the perfect format for advertising makes most corporations very happy to fund the game. The Sulentic Shards are one of the rare exceptions to this rule. They are self-funded, which means that they can sub-let their advertising to whomever they like and also that they can keep all their profits. Quite why they chose this difficult route into the game isn't clear. Perhaps it has something to do with an understandable mistrust of corporate management. Given their previous experiences at the hands of the Forge Fathers and various, less scrupulous corporations, it is perhaps unsurprising that they choose to go down this difficult and complex route. Whatever the reason it doesn't seem to have held them back much.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Quick Recovery
2	Linked
3	Brush Aside
4	Can't Feel a Thing
5	Threatening
6	Choose from this list

Jack

Dice Roll	Advancement
1	Move or Skill bonus
2	Linked
3	Alert
4	Can't Feel a Thing
5	Grizzled
6	Choose from this list

FRAN-TAAR PHILOSOPHERS



FRAN-TAAR PHILOSOPHERS

Tsudochan Team

On the pitch the Tsudochan appear relatively unremarkable, until you watch what they can do with their “powers”. These can move other players from either side out of the way of a scoring run, or into a blocking position to halt their opponents, as the Tsudochan decide. Careful use of this skill can be incredibly powerful and is what wins almost every one of their games.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Jack	5	5+	4+	4+	4+	4+	100	x8	Push
	DreadBall Cards						75	x2	
	Coaching Dice						50	x1	

PUSH

A Player with this ability is able to move things with their mind, including other Players!

Push is an Action. The Player may not move as part of this Action. They must select a target for the *Push* – either another Player from any team or a loose ball. The target must be within 7 hexes of the *Pushing* Player.

The *Push* Action may also be used when a Player *Runs Interference*. This replaces the whole *Run Interference* Action – the *Pushing* Player may not also make the usual move, *Slam* or *Steal*. The interrupted Player's Action may continue as normal after the *Push*, if possible.

The test is rolled as follows:

Push: Skill test (123)

Modifiers

- ★ -1 per opposing Player threatening the hex you are in (maximum modifier -2)

Pass: The target is moved 1 hex in a direction and with a facing of the *Pushing* Coach's choice, without making any *Evade* rolls. A prone Player will remain prone. The *Pushing* Player may attempt to *Push* again if they wish, against the same or a different target, but remember that it will be harder to succeed with each subsequent attempt. Otherwise, the Action ends.

If a Player moves into a hex with the ball they must attempt a *Pick Up* if possible. If the ball moves into a hex with a Player, it is treated like a scattering ball.

If a *Catch* doubles, the *Catching* Player takes their Free Action as normal. The *Push* Action ends. If a *Catch* fails, and it is the *Catching* Player's Rush, the Rush ends as usual.

Pass Doubles: As above, but the target may be moved up to 2 hexes.

Fail: The *Pushing* Player has exhausted themselves. The Action ends.





Jack

The Tsudochan are an itinerant and highly religious culture that wanders the many planets of the Galactic Co-Prosperity Sphere and far beyond. Knowing that it takes more than a strong belief to persuade most sentient creatures to listen, the Tsudochan have devised a number of technological tricks to help entertain and amuse the masses while they are being preached to.

Chief among these is the use of cunning devices that manipulate the underlying electromagnetic and gravitic fields that surround everything. To most observers, this gives the Tsudochan the appearance of possessing awesome telekinetic powers. To the DGB it looked like a brilliant basis for a team.

The Fran-Taar Philosophers team came about almost by accident. Having pitched up to the offices of the DGB to attempt to spread the good word, they were spotted by one of the DGB's talent scouts and found themselves invited to a tryout. Turning up at the appointed time, the troupe of travelling monks found themselves demonstrating their skills to a wider audience than they were used to, and being asked to place a small silver sphere into various areas of the space around them, whilst avoiding the attentions of various other beings who seemed intent on taking the sphere for themselves.

Of course, the monks quickly realised what was going on, and they stepped up a gear to start performing feats that had the various corporations' talent scouts fall over each other trying to sign them up. The monks quickly realised the potential that playing in front of large crowds in televised games might bring. Fran-Taar – a media publishing company – was the lucky corporation which signed them, and has sponsored them ever since.

ADVANCEMENT TABLES

Jack

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

WU-LING WANDERERS



Koris Team

On the pitch it is only the Jacks that carry the devices that create new wormholes, though all are adept at navigating the screaming terrors that lie inside them. Using these devices, players open portals throughout the pitch, allowing the Koris to suddenly appear on the opposite side of the pitch, ready to score. For their opponents this creates even more of a challenge, though the wormholes can be navigated by anyone brave enough...

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	4	4+	4+	4+	4+	4+	105	x2	<i>Shove</i>
Jack	4	4+	4+	4+	4+	4+	125	x5	<i>Portal</i>
Striker	4	4+	4+	4+	4+	5+	85	x1	
DreadBall Cards							75	x1	

SHOVE

If this Player has the option to *Slam* an opposing Player then they may choose to *Shove* them. This is resolved in the same way as a *Slam*, with the *Shoving* Player gaining a +2 modifier, and should be declared to your opponent before rolling. If the *Shoving* Player wins, use the following result.

Shove Wins: The winning Player turns to face the losing Player. The losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated. The Action ends.

PORTAL

Players with this ability can create wormholes, represented on the pitch by portal counters. These portals are linked by invisible, inter-dimensional tunnels that allow instantaneous movement between them.

As an Action, a Player with this ability may place a portal counter in any adjacent hex. The hex must be empty, and cannot be part of a Strike Zone, Entry Area, or the centreline. In addition, when setting up Players with this ability at the start of the match, a single portal counter can be placed in your half of the pitch, following the same restrictions.

A maximum of 3 portal counters may be on the pitch at any one time (even if both teams have Players with this ability). If a Player attempts to place a fourth counter, they must remove an existing one first.

Portal counters cannot be seen through for the purposes of a *Throw*. Giants and the Ref may not enter a hex containing a portal counter. If a regular Player or loose ball enters a hex containing a portal counter for any reason, they will be sucked inside, and must make a Confusion test to see if they survive the trip. Coaching Dice can be used as normal. The Rushing Coach should roll on behalf of a loose ball and may not use Coaching Dice.

Confusion: 4+ test (1)

Modifiers

- ★ +2 if the Player is a Koris

Pass: The opposing Coach chooses any portal counter on the pitch (which can be the same one), and places the Player in any adjacent hex. Determine the Player's facing using the scatter diagram. The Player's Action ends. A loose ball is moved to the chosen portal counter and is then scattered.

- ★ A Player that failed a *Dash* or *Evade* when moving into the portal will be laid prone in their new position.
- ★ A Player pushed into a portal by a doubled *Slam* will be laid prone in their new position and take their Armour Check as normal.

Pass Doubles: As above, but you may choose the portal, adjacent hex, and facing. You can choose the direction of scatter for a loose ball. A Player that was mid-move can continue their movement from their new position.

Fail: The Player is lost in the wormhole and is permanently out of the game. The DGB will force the Koris to return the poor Player after the match, without injury. If a loose ball or a Player holding the ball gets lost in this way, immediately launch a new one.





Guard



Jack



Striker

The Koris are a confusing group to study both because of their wormhole technology and their near-inability to tell the truth. In turn, they find the expectation of other races for facts to be unembellished and straightforward to be odd in the extreme. So ingrained is the Koris cultural tendency to make up stories that almost anything researchers have found out has later been discovered to be a fabrication. At least they think it has.

The Koris' term for the ability to create these wormholes is "portal spinning", and it is held in very high regard among them. It is done with a combination of a small machine and possibly some innate ability of the Koris themselves. This is supposition based on the fact that humans have not been able to use the devices, despite having thousands of hours of DreadBall match footage to study them in operation. The Koris are not much help either, probably because they aren't interested in giving away their signature technology, though it also seems likely that the lack of understanding among the humans amuses them. If this is the case then the utter frustration of the even more able Forge Father technicians would have them in fits of laughter.

The Koris themselves are not actually from the same dimension as the rest of the races in DreadBall. It is clear that they have travelled throughout known space (and presumably beyond) for many centuries. Some scholars have suggested that the ability to port themselves between both places and dimensions, coupled with their love of mischief, may account for some of the many legends of trickster gods and heroes to be found across the inhabited worlds. As with most things about this enigmatic race, nothing is provable, though it would explain quite a lot.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Illegal
4	Grapple
5	Pummel
6	Gotcha

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Illegal
4	Shove
5	Backstab
6	Gotcha

Striker

Dice Roll	Advancement
1	Move bonus
2	Agility or Speed bonus
3	Skill bonus
4	Illegal
5	Lucky
6	Feint

DRACONIS ALL-STARS

Neo-bot Team

On the surface, the Neo-bots look like any of the corporate human teams, or at least the cybernetic equivalent of one. However, what goes on under their shiny armour plating makes all the difference. The Neo-bots could literally play DreadBall backwards, so advanced is their programming. Their attacks are classic pincer movements, and their catchers are in place before a throw was even conceived.



PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	5	4+	4+	4+	4+	4+	120	x3	Linked
Jack	5	4+	4+	4+	4+	4+	110	x2	Linked
Striker	5	4+	4+	4+	4+	5+	115	x3	Linked

DreadBall Cards 75 x1

LINKED

Players with this ability have an uncanny knack of being able to predict what their teammates might do and will move to support them.

When a Coach plays an Action card on a Player with this ability in their own Rush, the Coach may first make a *Run Free Action* with one other Player with this ability. Like any Free Action, this does not count towards the Player's limit.





Guard



Jack



Striker

Yuri Mitrenko was a DreadBall referee, back before Digby moved to the new robot referees. Not only costing him his job, but his greatest love, Mitrenko vowed vengeance. This vow was largely forgotten as shortly after his last game Yuri disappeared for 10 years.

Yuri was not idle during his time away. Instead, Mitrenko set to work incorporating two generations' worth of DreadBall play data into a new robot AI system.

Where Mitrenko obtained the funding or expertise for such an endeavour is a mystery, but the results were very successful. The advanced AI and custom robotics allowed them to dominate the pitch. Today, the Draconis All-Stars play as if the best DreadBall players in living memory were all playing together - inside bodies which know neither pain nor fatigue.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Alert
4	Can't Feel a Thing
5	Pile-Driver
6	Quick Recovery

Jack

Dice Roll	Advancement
1	Agility or Speed bonus
2	Strength or Skill bonus
3	Alert
4	Extended Interference
5	Shove
6	Quick Recovery

Striker

Dice Roll	Advancement
1	Agility or Speed bonus
2	Skill bonus
3	Alert
4	Duck and Weave
5	Feint
6	Boost

NINTH MOON TREE SHARKS



**ninth moon
tree sharks**

Yndij Team

The Yndij are natural hunters, raised in the Azure Forest. When the GCPS 'incorporated' them, their skills ingrained from catching razorbats and evading deadly tree-sharks were turned to DreadBall, making them one of the quickest and most agile teams on the circuit.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	6	4+	3+	4+	4+	4+	135	x1	
Jack	6	4+	3+	4+	4+	4+	115	x3	
Striker	6	4+	3+	4+	4+	5+	130	x4	





Guard



Jack



Striker

Corporate propaganda seems to take pleasure in painting Yndij as rebel fighters. Today, in many population centres across the GCPS, 'Yndij' is synonymous with 'traitor'.

But while they may be unhappy with the treatment of their race, not all Yndij see a need for open, armed revolt. The Tree Sharks believe that the best way to serve their people is to play DreadBall.

Wearing kits reminiscent of their ancestor's armour, these Yndij bound about the pitch, leaving the opposition grasping at their shadows.

They spend much of their free time and funding advocating for the fair treatment of their species throughout the GCPS and have made some headway in showing the Yndij as a race that can fully and successfully incorporate into the GCPS.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Speed bonus
2	Strength or Skill bonus
3	Stubborn
4	Duck and Weave
5	Strong Tail
6	Alert

Jack

Dice Roll	Advancement
1	Speed bonus
2	Strength or Skill bonus
3	Extended Interference
4	Duck and Weave
5	Strong Tail
6	Alert

Striker

Dice Roll	Advancement
1	Speed bonus
2	Skill bonus
3	Backflip
4	Duck and Weave
5	Strong Tail
6	Alert

MATSUDO TECTONICS



MATSUDO TECTONICS

Matsudan Team

Relatively new to DreadBall, the Matsudan tirelessly pursue the perfection of their craft, training endlessly to quickly become one of the most competent teams around, without a foul in sight. Their considerable bulk takes time to move around the pitch, but once in position there's nothing they can't deal with.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Guard	4	3+	4+	5+	3+	4+	140	x3	Grapple, Honourable, Steady
Jack	4	3+	4+	5+	3+	4+	125	x4	Grapple, Honourable, Steady
DreadBall Cards							75	x1	

GRAPPLE

The Player attempts to grab onto their opponent and physically wrestle them to one side.

If this Player has the option to *Slam* an opposing Player then they may choose to *Grapple* them. This is resolved in the same way as a *Slam*, and should be declared to your opponent before rolling. If the *Grappling* Player wins, use the following results.

Grapple Wins: The losing Player may be moved into another of the *Grappling* Player's Threat Hexes. Then, the winning Player turns to face the losing Player, and the losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, and turns to face the hex they just vacated.

Grapple Doubles: The losing Player may be moved into another of the *Grappling* Player's adjacent hexes, front or rear. Then, the winning Player turns to face the losing Player, and the losing Player is pushed into one of the 3 hexes directly away from the winning Player, chosen by the winning Coach, turning to face the hex they just vacated. The losing Player is knocked prone and must make an Armour Check. The Action ends.

HONOURABLE

Whether it is a warrior code, religious teaching or simple programming, Players with this ability will not intentionally commit a Foul.

STEADY

A Steady Player cannot be knocked down as a result of a *Slam*. They can be pushed back and injured as normal, but if they remain on the pitch they will stay upright.

Although they cannot be knocked down, a Steady Player can still fall over on their own, for example if they fail a *Dash* or *Evade* test or are *Brushed Aside*.





Guard

Jack

The planet Neo Matsudo is home to a race of quarter-ton, lizard-like creatures with a rich cultural background. Venerating the concept of honour, the immense Matsudan warriors routinely take part in tests of strength and endurance, similar to the sports of sireum and sumo from Old Earth.

Incorporated under the sponsorship of House Kajima, a corporation with a culture and philosophy almost identical to that of Neo Matsudo, most Matsudan made the transition from independent to GCPS citizen effortlessly. The added luxuries GCPS life has brought their planet has only shown how wise a choice incorporation truly was.

It did not take long for the Kajima coaches to realize the potential for such large, strong players, and the Matsudo Tectonics was the first Matsudan team to grace the major leagues.

ADVANCEMENT TABLES

Guard

Dice Roll	Advancement
1	Speed bonus
2	Agility bonus
3	Threatening
4	Pile-Driver
5	Alert
6	Ram

Jack

Dice Roll	Advancement
1	Speed bonus
2	Agility bonus
3	Brush Aside
4	Shove
5	Alert
6	Backflip

NEW EDEN REVENANTS



Cyborg Team

The Revenants play like no other team alive today, although that's possibly because they aren't alive today! The Cyborgs have the unique ability to employ varied players from across the GCPS. They have access to a huge range of skills, but the players don't retain all of their former glory. Their reanimated bodies are slow and awkward on the pitch, but implacable in their advance.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Orc Guard	4	3+	5+	4+	5+	4+	125	x2	Quick Recovery, Won't Stay Down
Nameless Undulan Guard	3	4+	5+	4+	5+	4+	135	x1	Gotcha, Quick Recovery, Reach, Won't Stay Down
Human Jack	4	4+	5+	4+	4+	4+	80	x2	Quick Recovery, Won't Stay Down
Human Jack	4	4+	5+	4+	4+	4+	95	x1	Extended Interference, Quick Recovery, Won't Stay Down
Judwan Striker	4	4+	5+	3+	4+	5+	145	x1	Feint, Quick Recovery, Won't Stay Down
Kalyshi Striker	5	5+	4+	4+	4+	6+	145	x1	Acrobatic, Jump, Quick Recovery, Won't Stay Down
Coaching Dice	50							x1	

QUICK RECOVERY

If a Player with Quick Recovery is injured, they are always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. The Faulty Medbots card applies as normal. A Player with this ability that suffers 4 or more damage is seriously injured and removed from the game as normal.

WON'T STAY DOWN

This Player gains a +1 modifier on any attempts to *Stand Up*.

GOTCHA

Some Players are very tricky to get away from. Even a single Player with this ability causes the maximum -2 modifier for threatening an opponent during a test. A Player with Gotcha may *Restrain* an opponent as normal, taking the modifier to -3.

REACH

See League Handbook.

EXTENDED INTERFERENCE

This Player may make a *Run Interference* Action using any blue Action card, regardless of the Player role or specified Action on the card. The Player may also Dash as part of a *Run Interference* Action.

FEINT

See League Handbook.

ACROBATIC

If a Player with this ability doubles a *Dodge*, they make their one-hex move as normal. They may then make an immediate *Run Free* Action.

JUMP

See League Handbook.





Renaldo Abominava was a biochemist with a dozen outstanding arrest warrants for 'unconscionable biological experimentation'. At least he was until he brought his creations onto the neodurium floors of the DreadBall major leagues.

According to the team's press release, Abominava has been experimenting on the legally purchased corpses of deceased players for years, perfecting his skill in reanimating and enhancing them for continued play. Certainly, many of the players on his team resemble famously deceased players from the past.

But surely, even the DGB wouldn't stoop so low as to allow the remains of deceased players to be desecrated through such brutal exploitation? And, even if they did, they couldn't also make all Abominava's past legal problems disappear too, could they?

Whatever the truth, the track record of the Revenants shows the team's brutal efficiency and skill and it is unlikely that any serious investigation will occur as long as they continue to pull in the crowds.

TEAM SPECIAL RULE – BACK FROM THE DEAD

When building a Cyborg team from scratch, you cannot hire transferred Players in the usual way. Instead, you can recycle other teams' dead Players! Cyborg teams select their Players from any other team, without a transfer premium, but with the following amendments:

- ★ Their Move and Agility stats are reduced by 1.
- ★ Remove the Pacifist or Honourable abilities, if applicable.
- ★ Give them the Quick Recovery and Won't Stay Down abilities.

This does not change the Player's cost. You cannot take more of any Player type than they have in their own recommended team. For example, you could only take a single Yndij Guard, but you could take up to ten Zee Jacks. Players may use the advancement table from their original team, or the one from the Cyborg team.

Cyborg teams hire players on loan and MVPs as normal, with a limit of 4 per team. Cyborgs can be hired as transfers themselves as normal, subject to the same limits on Player types as above.

ADVANCEMENT TABLE

All Player Roles

Dice Roll	Advancement
1	Threatening
2	Grizzled
3	Stench
4	Can't Feel a Thing
5	Linked
6	Choose from this list

KOVLOSS KRYPTICS



Mutant Team

BREWED IN A VAT

A mutant team does not have a fixed set of stats or a recommended roster like most teams. Instead, the Players are built from scratch using the following rules, and can be customised to match using the multi-part miniatures. You may purchase DreadBall Cards, Coaching Dice, Supporting Staff and any other extras as normal.

- ★ Each Player starts with the Starting Statline listed below.
- ★ Each Player must be given Training to play a single role.
- ★ Each Player must have at least one Mutation.
- ★ Only one selection may be made for each Body Part, except for Internal Upgrades, of which two may be taken.
- ★ All stat upgrades improve the stat by 1 (improving a 4+ stat to a 3+ stat for example).
- ★ Players do not benefit from stats or abilities unusable by their role (such as a Strength upgrade on a Striker).
- ★ Add up the cost of the Starting Statline, Training and Mutations to get the total cost of the Player for the roster.
- ★ No two Players in the team may have the same combination of mutations.
- ★ Your starting team must consist of at least 2 Guards, 2 Jacks and 2 Strikers.
- ★ Your team may never have more than 4 Guards, 6 Jacks and 4 Strikers

STARTING STATLINE

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Mutant	5	4+	5+	4+	5+	5+	30	

Training

Role	Upgrades	Cost
Guard	All Guard bonuses, Armour Upgrade	60
Jack	All Jack bonuses	0
Striker	All Striker bonuses	15



MUTATIONS

Body Part	Type	Upgrades	Cost
Head	Asterian	Skill Upgrade	40
	Grogan	Illegal	25
	Judwan	Feint	45
	Nameless	Toxic	15
	Z'zor	Alert	20
Arm(s)	Judwan	Reach	30
	Nameless	Gotcha	25
	Teraton	Strength Upgrade	35
	Z'zor	A Safe Pair of Hands (Jack or Striker)	15
		Keeper (Guard – no stat changes)	20
Torso and Legs	Toughened Skin	Armour Upgrade	30
	Yndij	Move Upgrade	20
Additional	Kraaw Wings	Jump	25
	Sphyr Tail	Strong Tail	15
	Veer-myn Tail	Agility Upgrade	25
Internal	Accelerated Metabolism	Speed Upgrade	20
	Augmented Focus	Skill Upgrade	40
	Chemical Conditioning	Linked	25
	Enhanced Muscle Density	Grizzled	20
	Enhanced Reflexes	Agility Upgrade	25
	Skeletal Reinforcement	Can't Feel a Thing	20
	Regenerative Ability	Quick Recovery	25



EXAMPLE PLAYERS



Guard

Grogan Head
Teraton Arm
Yndij Legs

Guard

Nameless Head
Nameless Arm

Jack

Z'zor Head
Z'zor Arm

Jack

Sphyr Tail
Enhanced Reflexes

Striker

Judwan Head
Judwan Arms

Striker

Asterian Head
Veer-Myn Tail

When Digby amended their longstanding rules excluding mutant players from the leagues, the various campaigners for mutant rights celebrated their great victory. Then the Kryptics arrived and started to play, and they were all forced to have a bit of a rethink.

It wasn't just that the only person from the team who ever gave interviews was the head coach – a wiry, crazy looking old man with thick glasses and insane hair. It wasn't even the fact that the teams facing them seemed to think that entirely new levels of violence were acceptable. It was the fact that the players themselves seemed to change so very often. Persistent rumours suggest that 'Dr' Kain, their head coach, is in the habit of 'recycling' players who displeased him, though nothing has ever been proved.

Now the Kryptics have perhaps one of the most conflicted fan followings in all of the leagues. Many remain concerned at their apparent exploitation but all are still happy to see them do well on the pitch

WE CAN REBUILD THEM!

Other teams often employ Kain to augment their own Players. If the other Coaches in a League agree, a non-Mutant Coach may task Kain with grafting his grotesque creations onto their own Players before a game.

This comes at a cost of 60mc per mutation, taken from the Coach's roster and added to the Player's value. The Coach may choose any mutation from the list, and benefit from the upgrades it provides. The miniature should be modelled to match.

Non-mutant Players may only have a single mutation. The mutation cannot be from the race that they already are, and as usual it may not take a stat beyond 3+.

ADVANCEMENT TABLE

All Player Roles

Dice Roll	Advancement
1	Speed or Agility
2	Strength or Skill
3	Threatening
4	Stench
5	Shock Collar
6	Choose from this list



RO-TEK BRUTES

Mechanite Team

THE MECHANICS OF PERFECTION

A Mechanite team does not have a fixed set of stats or a recommended roster like most teams. Instead, the Players are built from scratch using the following rules, and can be customised to match using the multi-part miniatures. You may purchase DreadBall Cards, Coaching Dice, Supporting Staff and any other extras as normal.

- ★ Each Player starts with the Starting Statline listed below.
- ★ Each Player must be assigned Basic Coding to play a single role.
- ★ Each Player must exactly one of each of Locomotion, Chassis, and Head, and exactly two Arms.
- ★ Players may have as many Additional Upgrades as you can afford.
- ★ All stat upgrades improve the stat by 1 (improving a 4+ stat to a 3+ stat for example). As usual it may not take a stat beyond 3+.
- ★ Players do not benefit from stats or abilities unusable by their role (such as Extended Interference on a Guard).
- ★ Add up the cost of the Starting Statline, Basic Coding and Components to get the total cost of the Player for the roster.
- ★ No two Players in the team may have the same combination of Components.
- ★ Your starting team must consist of at least 2 Guards, 2 Jacks and 2 Strikers.
- ★ Your team may never have more than 4 Guards, 6 Jacks and 4 Strikers.

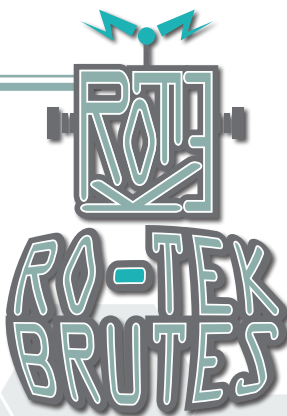
STARTING STATLINE

Mechanite

Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
4	5+	5+	5+	5+	5+	0	

Basic Coding

Role	Upgrades	Cost
Guard	All Guard bonuses, Armour Upgrade	40
Jack	All Jack bonuses	5
Striker	All Striker bonuses	25



The background image shows a variety of custom-built miniature figures on a game board. In the foreground, a large green robot with a boxy head and heavy-duty treads is prominent. To its right, a player figure with dreadlocks, wearing an orange and white outfit, is in a dynamic pose. Other figures include a blue robot, a white humanoid, and several other robots in different colors and configurations. The game board has a dark surface with red and yellow hexagonal patterns.

Innovation is the key to success, according to many of the business gurus and motivational speakers in the GCPS, and no team exemplifies this spirit of innovation more than the Ro-Tek Brutes. Built using the patented “Mechanite” modular robotics kitset developed by Teraton engineer Kraato Gon, the Brutes are rarely the same from one game to another. The Mechanite system lets users swap out, customise, change and tinker parts and players, a feature the Ro-Tek mechanics exploit to the fullest.

The Brutes make up for the lack of the refinement and polish of teams like the Chromium Chargers by being cheaper, harder, and more brutal. You haven’t been slammed, as one Mechanite fan blog put it, until you’ve been slammed by a quarter-ton Mechanite waving a wrecking ball that’s twice its size.

WE CAN REBUILD THEM!

Other teams often employ Ro-Tek’s mechanics to augment their own Players. If the other Coaches in a League agree, a non-Mechanite Coach may task them with bolting their scrap parts onto their own Players before a game.

This comes at a cost of 60mc per part, taken from the Coach’s roster and added to the Player’s value. The Coach may choose any robotic part from the list, and benefit from the upgrades it provides.

Non-Mechanite Players may only have a single robotic part. As usual it may not take a stat beyond 3+.

This rule can also be used when creating a New Eden Revenants Cyborg team from scratch – any Player can be given one robotic part as part of their starting statline at the usual cost of 60mc.

COMPONENTS

Body Part	Type	Upgrades	Cost
Locomotion	Quad Wheels	Move Upgrade, Steady	40
	Mono Wheel	Move Upgrade, Speed Upgrade	30
	Quad Legs	Agility Upgrade, Stubborn	40
	Bird Legs	Move Upgrade x 2, Agility Upgrade	55
	Armoured Legs	Armour Upgrade	25
Chassis	Body A	Strength Upgrade	35
	Body B	Speed Upgrade	20
	Body C	None	5
	Body D	Strength Upgrade, Can't Feel a Thing	50
Head	Cranehead	Reach	30
	Quadeye	Skill Upgrade, Speed Upgrade	55
	Radar	Skill Upgrade, Agility Upgrade, Fragile	50
	Slim	Skill Upgrade	40
	Tank	None	5
Arms * Jacks and Strikers must take at least one arm marked with *	Wrecking Ball	Strength Upgrade	35
	Air Cannon	Shove	20
	Grab	Gotcha	25
	Hammer	Pile-Driver	25
	Ram	Ram	25
	Hand/Claw*	None	5
	Launcher*	Skill Upgrade	40
	Glove*	A Safe Pair of Hands	15
Additional Upgrades	Damage Control	Quick Recovery	25
	Tactics Upgrade	Extended Interference	20
	Situational Awareness	Alert	20
	Motion Focus	Boost	15



Monowheel



Quad wheels



Bird legs



Quad legs



Armoured legs

EXAMPLE PLAYERS



Guard
Body B
Wrecking Ball Arm
Grab Arm
Bird Legs
Tank Head



Guard
Body C
Ram Arm
Hammer Arm
Armoured Legs
Radar Head



Jack
Body D
Hammer Arm
Claw Arm
Monowheel
Slim Head



Jack
Body A
Air Cannon Arm
Launcher Arm
Quad Wheels
Cranehead



Striker
Body D
Glove Arm
Claw Arm
Quad Legs
Quadeye Head



Striker
Body B
Glove Arm
Hand Arm
Bird Legs
Tank Head



Body B



Body A



Cranehead



Tank



Quadeye



Body C



Radar



Slim



Air cannon



Hammer



Body D



Wrecking ball



Launcher



Grab



Glove



Ram



Hand



Claw

ADVANCEMENT TABLE

All Player Roles

Dice Roll	Advancement
1	Speed or Agility
2	Strength or Skill
3	Linked
4	Grapple
5	Pummel
6	Choose from this list

THE RENTON REJECTS



Xtreme Team

Some are captive 'exotics' - dangerous pets seized from unlicensed dealers. Others are prisoners and lethal security 'bots, liberated from the strongholds of crime lords. Some are even genuine former players, stars on professional teams until stim addiction or disfiguring injury brought them down into the sporting gutter. Who their sponsor is - and why exactly anyone would want to risk their megacredits on such a volatile mix of miscreants - remains a mystery. It doesn't matter though. As long as this collection of the GCPS's least-wanted is off the streets and doing something useful - smashing skulls and scoring strikes - everyone involved, including Digby, is very happy indeed.

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Recommended Team	Abilities
Jetari GL14 Guard	4	3+	4+	4+	5+	4+	140	x1	<i>Can't Feel a Thing, Grizzled</i>
Pusk Rampager Guard	4	4+	4+	4+	6+	4+	125	x1	<i>Ram, Quick Recovery</i>
Avaran Treebeast Jack	3	3+	5+	5+	4+	4+	80	x1	<i>Can't Feel a Thing, Reach</i>
Yxaal Bloodsucker Jack	6	4+	4+	3+	5+	4+	115	x1	<i>Steady, Toxic</i>
Zee Buccaneer Jack	5	5+	4+	3+	5+	5+	60	x2	<i>Duck and Weave, Runaround</i>
Jetari SL22 Striker	5	5+	4+	4+	3+	5+	115	x1	<i>A Safe Pair of Hands</i>
Vlorox Spinpede Striker	4	3+	3+	5+	4+	4+	115	x1	<i>Can't Feel a Thing, Rolling</i>
Yndij Reaver Striker	6	4+	3+	4+	4+	5+	160	x1	<i>Backflip, Jump</i>

RUNAROUND

Two different Players with this ability can both make a *Run* Action using a single Action Token. The Actions must be taken one after the other, and will count towards both Players' Action limit for the Rush.

ROLLING

When the Player *Sprints*, they move at triple their movement value instead of double. However, they may only make a single 60° turn during the *Sprint*. Players with this ability cannot *Sprint* normally.

ALL OTHER ABILITIES

See League Handbook.



JETARI GL14 'BRAWLER'

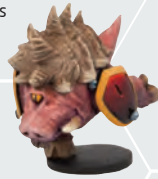
DreadBall training grounds have been making use of these drones as cheap Guards for some time. Though basic, the GL14 still packs a punch.



The widening entry requirements to draw in fresh teams has meant that the GL 14 has become very useful in the Major leagues as well. Enterprising coaches that can only afford three or four top-notch Strikers will often fill out the rest of the team with GL14s, which are solid and dependable enough to serve as Guards allowing the fancier bots get on with the business of scoring.

PUSK RAMPAGER

Pusks seem to be indigenous to many planets – perhaps left there by some ancient race, seeding the galaxy with them for some unknown purpose. Brutish, bestial and entirely impossible to communicate with, they are nonetheless dangerous apex predators on many of the worlds they inhabit.



In DreadBall, they are somewhere halfway between entertaining and terrifying, able to swiftly demolish a defensive line, but then given to either start trying to eat it or the crowd, rather than follow up.

AVARAN TREEBEAST

Though they are large and ponderous physically, the prehensile tongues of Avaran Treebeasts make them very capable Jacks in any situation. The reach the tongue gives them, combined with their solid bulk, means that they are able to respond accordingly over a wide area to any attack, and to pummel any defence which underestimates them or is too busy concentrating on the Strikers.



YXAAL BLOODSUCKER

For a long time, the Yxaal were not even considered to play in DGB leagues. Though they are fantastically agile and entertaining to watch, their habit of draining their victim's vital fluids kept player's union lobbyists insistent on their absence.



Still, all things must change. It turns out that these so-called 'bloodsuckers' are all the rage amongst the younger generation. Some fans even go so far as to write elaborate and disturbing blogs about their desire to be blood-suckers next victim. Whatever the reasoning, for the moment, Yxaal players are here to stay.

ZEE BUCCANEERS

Being as fractious and mischievous as they naturally are, it is no surprise that many Zees are drawn to lives of crime, petty and otherwise.



Zee Buccaneers are an example of what happens to Zees who are not under direct and constant control. As it turns out, even then, they can make surprisingly good DreadBall players.

JETARI SL22 'THROWER'

The SL22 is another old workhorse from the Jetari Corporation that was given new life on the Xtreme circuit as a makeshift Striker that didn't die as quickly.



Solidly put together, and with a reasonable level of accuracy, it can fill the gap for those coaches who favour an aggressive team build but still need someone to actually handle the ball.

VLOROX SPINPEDE

In their search for cheap and expendable meat for games, Xtreme sponsors found the Spinpede – a harmless, if dumb, creature that could be trained to literally curl up around a ball and roll towards the strike zone.



The DGB has allowed some of the more notably well-trained examples of these creatures to register as Free Agents and take part in the leagues. If nothing else, they can be amusing to watch, if they don't try to chew through the strike zone wiring.

YNDIJ REAVER

Yndij is a word that the corporations coined, and not one that the Yndij themselves seem to care much for. Doing so implies a certain uniformity which the people themselves do not typically display.



Some fight for the Rebs, others earn a crust as mercenaries. Some just try and make an honest living doing whatever shekwork they can get in the GCPS. And some play DreadBall.

ADVANCEMENT TABLE

All Player Roles

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

'LUCKY' LOGAN

Human Corporation Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	4+	4+	4+	4+	4+	205	Lucky, Fan Favourite

LUCKY

Once per Rush Logan may re-roll any one dice rolled as part of a test.

FAN FAVOURITE

The first time in each Rush that Logan doubles any test, make a Fan Check in addition to any that were generated anyway.



The most famous of the Trontek 29er's many captains throughout the years, 'Lucky' Logan has already led the team to three undefeated seasons. Trontek is famous for hiring some of the jammiest Jacks, and Logan fits this description perfectly.

He is called lucky for good reason. His trademark seems to be getting just out of the way of the slam, being just over the line, or just hitting the mark. His luck seems to follow him even off the pitch. Even after suffering the most horrific injuries on the pitch, more often than not, he is ready and raring to take to the pitch during the team's next game, sometimes with fewer scars than he left with...

SLIPPERY JOE

Marauder Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker (C)	5	5+	3+	3+	4+	5+	230	A Safe Pair of Hands

A SAFE PAIR OF HANDS

Joe gains a +1 modifier to Catch tests.

Note: The Marauders do not have a Striker advancement table. Slippery Joe may use the Marauder Jack advancement table instead.



One might assume that the hulking and belligerent Orcs would take the lead on the pitch, but in practice the Guards are having too much fun cracking heads. Besides, at the end of the day, points win games, no matter how many of the other team's players end up on stretchers. The Smacker's first season saw them led by the flamboyant and agile Slippery Joe, a goblin whose accuracy with a DreadBall was matched only by the splendour of his obviously fake moustache.

Joe's moustache is a great, black soup-strainer of a thing that sits like a giant slug on his upper lip. He twirls it thoughtfully as he leers at the crowd in his personal interpretation of showboating.

GORIM IRONSTONE

Forge Father Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker (C)	4	3+	4+	4+	4+	5+	210	Grizzled, Stubborn

GRIZZLED

Any opponent making a *Slam* against Gorim suffers a -1 modifier on the test.

STUBBORN

Gorim ignores a single Threat Hex when involved in a *Slam*.



Nobody expects Dwarfs to be fast, and it's true that even Gorim is unlikely to break any records against the Veer-myn. But, among his kin he shows a real turn of speed. Gorim was a veteran warrior long before he took to the DreadBall pitch and is old even for a Forge Father.

On the pitch this translates into a fearless disregard for the opposition, or 'enemy' as he calls everyone. His age also allows him to get away with a very old-fashioned helmet that has no visor. Although this would not be allowed in a modern team, Gorim maintains that this was the helmet he was issued with when he first took up the game, and if it was good enough then, it's good enough now. The sight of his salt and pepper beard and steely gaze is a familiar one to DreadBall fans, and adorns several advertising campaigns for the game.

REEK 'PAYBACK' ROLAT

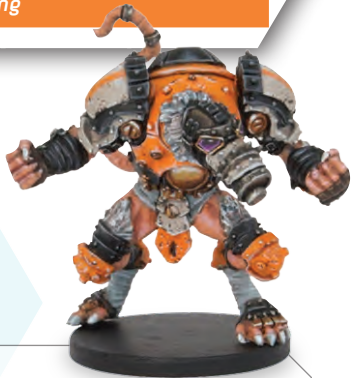
Veer-myn Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	6	3+	3+	4+	5+	4+	280	Can't Feel a Thing

CAN'T FEEL A THING

Reek gains a +1 modifier to all Armour tests.



In a typical game of DreadBall the Veer-myn get thumped. A lot. This can be a little wearing for your average Striker, though it has to be said that spending much of their time being slapped about only makes them all the happier when it comes to their team's turn to do the thumping. 'Payback' is a firm favourite for just this reason. Veer-myn come in a variety of shapes and sizes, and Reek is a particularly large and ornery example of his race. He stands head and shoulders above most Veer-myn players, and even other Guards look a bit weedy in comparison. In addition to being physically large, Reek wears a set of specially made armour. Whilst this does conform to DreadBall regulations, it also seems to offer slightly more protection than normal, which makes him even more difficult for his opponents to get rid of.

'Payback' is aptly named.

WILDCARD

Human Corporation Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	4+	4+	4+	4+	4+	215	Boost, Extended Interference, Fan Favourite

BOOST

Wildcard gets a +1 modifier on Dash tests.

EXTENDED INTERFERENCE

Wildcard may make a Run Interference Action using any blue Action card, regardless of the Player role or specified Action on the card. She may also Dash as part of a Run Interference Action.

FAN FAVOURITE

The first time in each Rush that Wildcard doubles any test, make a Fan Check in addition to any that were generated anyway.



One of the current favourites of the crowd is the dazzling Wildcard. Like Lucky Logan, she appears in all the most fashionable commercials, and also like Logan she specializes in pulling victory from the jaws of defeat. Wildcard is a fast and agile human, with a distinctive uniform and a flashing smile. She is a boon to the cameras which often focus on her even when the ball is elsewhere on the pitch.

On the pitch her movements are almost languid when her team is winning, but as soon as things go awry she redoubles her efforts. Every opposing move is scrutinised for weak points and she is quick to exploit any that she finds.

MEE-KEL

Judwan Captain

PLAYER STATS

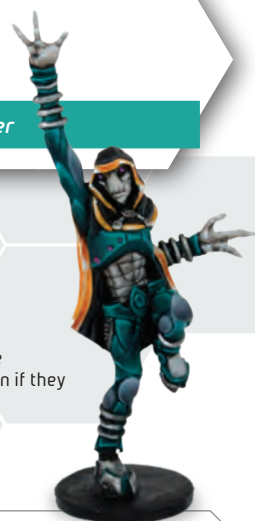
	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker (C)	6	5+	4+	3+	4+	5+	265	Pacifist, Feint, Defender

PACIFIST & FEINT

See Judwan Team Card.

DEFENDER

If an opposing Player is making a Strike attempt, and Mee-kel is within the same Strike Zone and has the Throwing Player in his front arc, then he confers the -1 modifier for threatening the Throwing Player even if they are not adjacent.



The Judwan are an ancient and noble people who were hustled off their planet by Kru-Garlen Industries' security forces and scattered across the sector. After their exile, the tiny handful of survivors struggled against extinction. They were saved from that tragedy by the strength of mind of their spiritual leader, the last of their noble line: Mee-kel, heir to the Judwan throne.

Mee-kel himself is modest and unassuming. On the pitch he is easily distinguished from the other Judwan by the hooded Kreelat he wears in mourning for the loss of his world. This marks him out for special attention by the opposing Guards, but to the Judwan in general, and to Mee-kel in particular the respect this shows is worth the pain.

DBR7 – ‘FIREWALL’

Meta-bot Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	5	3+	4+	5+	4+	3+	295	Steady, Keeper

STEADY

Firewall cannot be knocked down as a result of a *Slam*. It can be pushed back and injured as normal, but if it remains on the pitch it will stay upright. Although it cannot be knocked down, Firewall can still fall over on its own, for example if it fails a *Dash* or *Evade* test, or is *Brushed Aside*.

KEEPER

See the League Handbook for full details. Firewall’s statline already includes the Keeper amendments.

Since the days of the Oilers, the vast majority of DreadBall sports ‘bots have been designed and built by Brize & Low in their extensive Nenrod orbital factories. They have a well-earned reputation for reliability and resilience as well as a violent dislike of anything approaching fair competition. Once the concept of an evolving robot emerged, B&L struggled with building a robot that could both change roles, and make an effective Keeper. Mutsunembu LLC saw an opportunity.

In great secrecy they produced a new, cutting-edge robot Keeper design known as DBR7. Only one DBR7 ever took to the pitch, and was up-staged by B&L’s own new MorphMod 444 line. Mutsunembu sold their robotics wing to B&L and retired from the field.

However, the sole DBR7 to actually play had been surprisingly successful, and Digby decided to purchase him for his PR value, renting him out as an MVP before he ultimately found a home with the Chromium Chargers.



LUDWIG

Z’zor Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	7	4+	3+	4+	4+	4+	265	Can’t Feel a Thing, Jump

CAN’T FEEL A THING

Ludwig gains a +1 modifier to all Armour tests.

JUMP

See the League Handbook for full details.

Ludwig first took to the pitch for the Radion Roaches first during the semi-finals of the Lashkey Cup. Though there was much protest and complaint, he was eventually cleared to play, as per the tournament’s rules.

The game started and the first ball shot out, and before it hit the other side Ludwig had caught it and was in the air, flying straight for the strike zone well out of reach of the opposing players. The roar of the crowd almost took the roof off the arena. These days Ludwig is required to wear devices to restrict his flight, reducing its effectiveness to a fluttering jump. He has since signed on with the Locust City Chiefs and the buzz of his wings is always answered by a similar sound from the crowd.



KAL TERZA

Teraton Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	4	3+	5+	5+	4+	3+	285	Teleport, Keeper, Shell, Stubborn

SHELL & TELEPORT

See Teraton Team Card.

KEEPER

See the League Handbook for full details. Kal's statline already includes the Keeper amendments.

STUBBORN

Kal ignores a single Threat Hex when involved in a Slam.



Kal Terza first joined the Avalanchers six years ago as a Jack. Kal loved his role and excelled at it, until the team's fateful match up against the Cheshan Crushers in the final rounds of the Ruitov Conference.

In the final minutes of the game Kal had just scored a strike when he was set up by a trio of heavily-muscled Orcs. Though he survived the horrific ordeal, his natural armour was in tatters, and he had lost nearly all manual dexterity in his throwing arm.

Shaken by the experience, Kal has vowed that he won't let his team suffer as he did. Wearing brand new, reinforced armour and a Keeper's glove, Kal is still strong enough to make opposing players pay for hurting his teammates.

RILLER

Zee Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	5+	3+	4+	4+	4+	225	It Wasn't Me, Runaround, Show Off, Take a Dive

IT WASN'T ME & RUNAROUND

See Zees Team Card.

SHOW OFF

Riller suffers an additional -1 modifier on any Strike attempt. If Riller succeeds in a Strike attempt then he makes an extra Fan Check. In a league, Riller will generate an extra 5mc of revenue after any match he took part in.

TAKE A DIVE

See the League Handbook for full details.



All clones are equal, but some are more equal than others. It's no secret that Riller came from a bad batch of clones, all of whom came to an unpleasant end in one way or another. Several have succumbed to addictions, others have turned to crime and not a few have joined the military.

Of the whole batch, Riller is the only one that still survives. Possibly because of this, Riller is very impressed with his own brilliance and isn't shy about telling anyone who'll listen. True, for a Zee he is an impressive player, though he is more than a handful when it comes to working with him.

JOHN DOE

Nameless Captain

PLAYER STATS

Undulan Guard (C)

Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
5	3+	4+	4+	5+	4+	295	Fan Favourite, Gotcha, Reach

FAN FAVOURITE

The first time in each Rush that John Doe doubles any test, make a Fan Check in addition to any that were generated anyway.

GOTCHA & REACH

See Nameless Team Card.



The first exposure Dreadball fans had to the Nameless was John Doe, who started his career as a Free Agent in the early days of the Heisenberg Premiership. Even for a sporting public already jaded with alien players, Doe was something... else.

As it happened, John Doe, as the commentators took to calling him, was just a nice guy. Language barriers aside, off-pitch Doe would spend his time visiting sick fans in hospital and volunteering for charities. Digby took notice, and reached out to Doe, ultimately leading to the introduction of Nameless teams into regular DreadBall competition. Doe was a natural pick to lead the Kalimarin Ancients and others of his species are often appointed to captain other Nameless teams.

MELLISANDRA

Asterian Captain

PLAYER STATS

Jack (C)

Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
6	4+	4+	3+	4+	4+	230	Boost, Duck and Weave, Fragile, Illegal

BOOST

Mellisandra gets a +1 modifier on Dash tests.

DUCK AND WEAVE

Mellisandra gets a +1 modifier on Dodge tests.

FRAGILE

Mellisandra suffers a -1 modifier to Armour tests.

ILLEGAL

See the League Handbook for full details.



In her youth, Mellisandra was a bad girl – a very bad girl. So much so that when she was captured in an anti-pirate mission by Enforcers she was unceremoniously dumped in a quad-max confinement facility and forgotten. Years later, rumours began circulating of a new and impressively violent Asterian on the illegal DreadBall Xtreme circuit. In cases like this the high and mighty of the DreadBall world have been known to go slumming it among the Xtreme players, and this seems to have been the case here.

On the pitch, Mellisandra could put her years of combat training to good use. It wasn't quite the same as genuine combat among the smugglers and pirates, but at least nobody seemed to mind about the body count. In fact she was applauded for it.

GALDO

Rebs Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	6	5+	4+	4+	4+	4+	225	Alert, Quick Recovery, Stubborn

ALERT

When an opposing Player moves into any adjacent hex, Galdo may immediately turn to face them if he wishes. This turn happens before the rest of the original Player's Action is resolved.

QUICK RECOVERY

If Galdo is injured, he is always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. If Galdo suffers 4 or more damage he is removed from the game as normal.

STUBBORN

Galdo ignores a single Threat Hex when involved in a *Slam*.

Note: The Rebs do not have a Kraaw advancement table. Galdo may use either of the Sorak or Gaelian Jack advancement tables instead.



Galdo is not all that bright. After a string of foolish decisions, many having to do with extensive gambling debts, he was caught by one of the underbosses to whom he owed several lifetimes' worth of pay.

Though he survived, the underboss had taken his debts in blood. Just why Galdo wasn't killed outright is uncertain, but someone had stepped in and provided cybernetics to repair his poor, mangled body.

The battered Kraaw has been given a second chance, and that chance is in the arena. Though he will never fly again, and can make little more than a few mechanical sounds through his implants, his determination to do well is clear, and his artificial senses give him a number of advantages to make up for his battered body.

IRSALA

Sphyr Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	4+	4+	3+	4+	4+	220	Gotcha!, Toxic

GOTCHA

Some Players are very tricky to get away from. Even a single Player with this ability causes the maximum -2 modifier for threatening an opponent during a test. A Player with Gotcha may *Restrain* an opponent as normal, taking the modifier to -3.

TOXIC

When Irsala injures another Player, the amount of damage is increased by 1. If they had already taken 3 damage, this would put them permanently out of the game.



Sphyria was host to a wide variety of species, and among these were the graceful Sephalin. Top-tier predators, the Sephalin hunted by luring their prey close with guile and charm, before lashing out with their poisonous tentacles.

When the Oceanics debuted, Irsala was an unlikely choice for team captain, and skeptics claimed she was chosen simply because she looked good in post-match interviews. She soon put those doubters in their place, becoming one of the most dynamic and lethal Jacks in the sport in short order.

Later, Sphyrian teams followed the Oceanic's lead, and most Sphyrian teams will have their own enchanting Sephalin leading the charge.

GRAGGOT

Hobgoblin Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	4+	5+	4+	5+	4+	210	Can't Feel a Thing, Illegal, Peer Pressure, Stench

CAN'T FEEL A THING

Graggot gains a +1 modifier to all Armour tests.

ILLEGAL

See the League Handbook for full details.

PEER PRESSURE

See Hobgoblin Team Card.

STENCH

Graggot gives off a horrendous stench into all adjacent hexes. Any test made by an opposing Player within this area suffers a -1 modifier.



Graggot loves explosives but he's never been particularly good with the things. Even among his peers, a race of creatures considered extremely careless, he has always been considered a liability. That about says it all. So it was, after having lost yet another limb that Graggot decided to hang in the towel and give up his mercenary life as a demolitions expert. So happy was the Hobgoblin Demolitionist Association about this turn of events that they were willing to pay for shiny new prosthetics for Graggot. Prosthetics that eventually got him the attention of the new Rallion Roses. At first, he tried sneaking explosives onto the pitch, but the team was only willing to replace his expensive prosthetics once, so he's since taken to using hidden blades, which he's much better with.

THE EXCAVATOR

Brokkr Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	4	3+	5+	5+	6+	3+	270	Can't Feel a Thing, Driller, Steady

CAN'T FEEL A THING

The Excavator gains a +1 modifier to all Armour tests.

DRILLER

Opposing Players suffer a -1 modifier to their Armour Checks following a Slam by the Excavator.

STEADY

The Excavator cannot be knocked down as a result of a Slam. It can be pushed back and injured as normal, but if it remains on the pitch it will stay upright. Although it cannot be knocked down, a Steady Player can still fall over on its own, for example if it fails a Dash or Evade test, or is Brushed Aside.



It might be a bit of a stretch to call the converted mining robot known as 'The Excavator' the Rockslide's captain. It might be a bit of a stretch of the rules to even let the thing onto the pitch, but as long as the Rockslide's mascot-cum-battering-ram keeps pulling the crowds, the DGB will keep on letting it play.

Mining equipment is a fact of life for most Forge Fathers and in truth until other teams started complaining, the Brokkr's didn't even think that letting what amounted to a tank play a sport was that big a deal. (At least, that's their story and they're sticking to it). As such, many Brokkr teams will field their own Excavators, much to the dismay of their opponents.

'BRICKBAT' VOGNAR

Convict Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	5	3+	4+	4+	5+	5+	270	Illegal, Mighty, Shock Collar

ILLEGAL & SHOCK COLLAR

See Convict Team Card.

MIGHTY

Vognar gains a +1 modifier for *Slams* and Armour Checks against non-Giant opponents.



Brickbat's combination of cool thinking and violent capability was exactly what The Warden was looking for when assembling his debut team. Buying his contract from D4-209-C (a privately-owned corporate prison) for cents on the dollar, the Warden watched Vognar blossom into a capable on-field leader for the Lifers, able to keep his head when the Slams kept coming and keep the other Convicts on-task. While not particularly forthcoming in post-match interviews, Brickbat nevertheless has a devoted InfoSphere fandom and would be able to transfer to any team of his choosing, if he wasn't allegedly serving a life sentence for copyright infringement under the Warden's purview.

KAILASA

Kalyshi Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	6	4+	3+	4+	4+	4+	290	Acrobatic, Backstab, Pile Driver

ACROBATIC & BACKSTAB

See Kalyshi Team Card.

PILE DRIVER

When Kailasa beats an opponent in a *Slam* then she may choose to use the following Pile-Driver results instead.

Pile-Driver Wins: Kailasa turns to face the losing Player. The losing Player is knocked prone without being pushed back.

Pile-Driver Doubles: As above. In addition, the losing Player must make an Armour Check with a -1 modifier.

Note: The Kalyshi do not have a Guard advancement table. Kailasa may use the Kalyshi Jack advancement table instead.



The Kalyshi represent a return to the old ways of the Asterians, and Kailasa epitomises this more than most. She is an Ilanesh: a matriarchal figure who leads her people towards a greater purpose. Unlike her forebears, she has chosen instead to seek glory in the DreadBall arena. Indeed, she seems to have been the driving force behind the Kalyshi's decision to take part in the sport.

When she plays DreadBall she is a ruthless warrior, leaving the ball to her team-mates as she tears through opposing players with ease. Any Kalyshi who share the arena with her are driven to greater deeds, none wishing to be found wanting.

PHANTASM

Ada-Lorana Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	3+	4+	3+	4+	4+	250	Honourable, Phaser, Pursuit of Justice

HONOURABLE & PHASER

See Ada-Lorana Team Card.

PURSUIT OF JUSTICE

If a *Spot Foul* test is made against an opposing Player within 5 hexes of Phantasm, and the Player is not sent off, Phantasm must immediately make a free *Slam* Action against that Player. This *Slam* may be made as normal, or by moving through the Player and becoming solid, as the Coach wishes.



The entity known as Phantasm in his DreadBall guise, is an Ada-Lorana on a mission. It is well known that they are, as a race, steeped in the pursuit of justice and the rule of law, and Phantasm is no different. In several interviews he has told reporters that he is pursuing a particularly vile and unpleasant individual whose crimes against all sentient life are some of the most outrageous on record. Presumably this individual knows who he is. The rest of us are left to guess.

On the pitch, Phantasm lives up to his name. He is a spectre that slips through any defence and dodges every tackle. He appears without warning in the heart of the opponent's position to snatch the ball or sack the carrier. He cannot be stopped. And what's more, to the crowd's endless surprise he actually follows the rules!

CRYPT

Crystallan Captain

PLAYER STATS

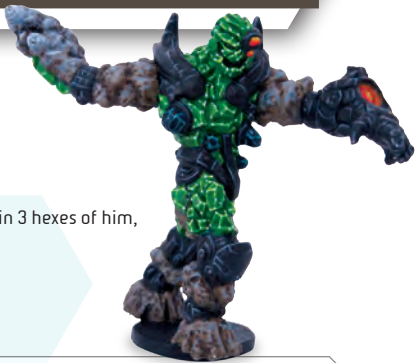
	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	4	3+	5+	5+	4+	3+	255	Harmonics, Power of Crystallis

HARMONICS

See Crystallan Team Card.

POWER OF CRYSTALLIS

Crypt contributes 2 dice instead of 1 when another Crystallan Player uses Harmonics within 3 hexes of him, increasing the maximum bonus to 4 dice.



A former general in the Crystallan military, Crypt stood on the front lines against the Forge Father invasion. After the end of the war, he saw what had happened to his world and blamed himself and his fellow leaders for their fate. Despondent, he took to travelling the galaxy alone.

He took jobs as a mercenary and prize fighter, sinking lower than he could ever have imagined, spending any credits he earned on narcotics and cybernetic replacements for injuries he sustained. When he ran into a group of his kin on their way to an underground DreadBall match, something changed. He felt a surge of energy and renewed purpose from proximity to his own kind, as well as a responsibility to save them from the life of criminality and squalor into which they had descended.

M'ZEI KEIN

Tsudochan Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	4	4+	3+	4+	4+	4+	255	Push, Martial Artist

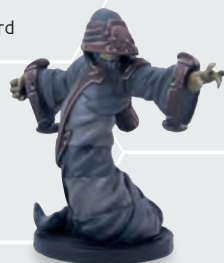
PUSH

See Tsudochan Team Card.

MARTIAL ARTIST

M'zei Kein has highly tuned senses, allowing him to easily fend off attacks from behind, and use opponents' strength against them when they block his way. A *Slam* or *Steal* attempt on M'zei Kein made from their rear arc suffers a -1 modifier. In addition, if M'zei Kein doubles on an *Evade* roll, choose one opponent he was *Evading* away from. They are knocked prone. Steady Players remain standing as normal.

Note: The Tsudochan do not have a Guard advancement table. M'zei Kein may use the Tsudochan Jack advancement table instead.



M'zei Kein has lived for many years and followed many paths. Today he is a DreadBall player, before that he was a monk, and before that a form of esoteric warrior. On the DreadBall pitch he manages to fuse all of these roles together into one seamless whole. His quiet calm lulls opponents into the mistaken belief that he cannot be dangerous, but his use of the signature Tsudochan technology, plus his martial artistry and violence come together to smash great holes in defences and cripple Strikers poised for the score.

He is a very flexible player, using a wide variety of approaches to get his hands on an opposing ball carrier. Coaches who study his previous games in preparation for a match are often shocked to find him using an entirely new style of play every time.

KRYPHOS

Koris Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	4	4+	3+	3+	4+	4+	285	Gotcha, Portal Master

GOTCHA

Some Players are very tricky to get away from. Even a single Player with this ability causes the maximum -2 modifier for threatening an opponent during a test. A Player with Gotcha may *Restrain* an opponent as normal, taking the modifier to -3.

PORTAL MASTER

This ability works the same way as Portal (see Koris Team Card) with the following modification: Kryphos can use his mechanical appendages to place up to two portal counters as a single Action, and can place them up to 3 hexes away.



Koris society is anarchic, lacking overall leaders, but it seems as though charismatic individuals with advanced mastery of the race's portal-generating technology tend to gather followers around them. These individuals are perfect choices to lead as captains of Koris teams.

Kryphos' disturbingly alien appearance tends to bring out a strong reaction from the fans: either they love him or hate him. A natural showman and raconteur, Kryphos' talent on the pitch is matched only by his talent for tall tales in the post-game interviews. His frequent embellishments have earned him a solid following – as well as several book deals.

ROMEO BLUE

Neo-bot Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	5	4+	4+	4+	4+	4+	230	Linked, Alert, Lucky

LINKED

When a Coach plays an Action card on a Player with this ability in their own Rush, the Coach may first make a *Run Free* Action with one other Player with this ability. Like any *Free Action*, this does not count towards the Player's limit.

ALERT

When an opposing Player moves into any adjacent hex, the Alert player may immediately turn to face them if they wish. This turn happens before the rest of the original Player's Action is resolved.

LUCKY

Once per Rush the Player may re-roll any one dice rolled as part of a test.



Romeo Blue is an anomaly. Mitrenko's AI programming is advanced, of that there is no doubt. It even allows the AI a certain level of creativity for solving problems, though even this is, by necessity, bounded by certain parameters.

When Mitrenko created Romeo Blue however, he unintentionally broke the mould. Though Mitrenko cannot seem to find the fault in his program, some rogue algorithm or broken line of coding has allowed Romeo the unique ability to actually deviate from its coding when solving problems.

More distressingly, Romeo's AI seems to be developing itself, creating new strings and variables faster than Mitrenko can remove them.

NA'HUATL

Yndij Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker (C)	6	4+	3+	4+	4+	5+	270	Duck & Weave, Backflip, Stubborn

DUCK AND WEAVE

This Player gains a +1 modifier on any attempts to Dodge.

BACKFLIP

A Player with this ability who tries to *Stand Up* will automatically do so as if they doubled the test, without rolling.

STUBBORN

A Player with this ability ignores a single Threat Hex when involved in a *Slam*.



From his youth, Na'huatl has only ever wanted to be the best. He is extremely competitive and never turns his back on a challenge. When DreadBall was first brought to Azure IX he watched the new sport with rapt attention.

Na'huatl stepped up to captain the Tree Sharks after the previous captain was assassinated on the pitch. Since then, Na'huatl has fearlessly stood up for the rights of Yndij everywhere. He has unofficially been given the title *Tlatoani*, or 'Speaker', by his people.

The thing Na'huatl is best known for, however, is his aggressive and arrogant gloating and 'Yunker-hai' victory dances after each Strike. The crowds seem to love them, but they haven't endeared him to any rival teams.

RAIDEN

Matsudan Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	4	3+	4+	5+	3+	4+	265	Grapple, Honourable, Mighty, Steady

GRAPPLE, HONOURABLE, & STEADY

See Matsudan Team Card.

MIGHTY

A Player with this ability gains a +1 modifier for Slams and Armour Checks against non-Giant opponents.



Raiden has been banished from his homeworld. He has never been happy with the annexation of his homeworld by House Kajima, and when he attacked one of their settlements he vented his frustration on everything and everyone in sight.

Finally brought down, he was about to be executed when his fellow Matsudan begged for his life to be spared. He was granted this grace on two conditions: that he serve time on the pitch, and that he never be allowed to return to Neo Matsudo.

Raiden graduated the DreadBall academy younger than any Matsudan before him. He was promoted to captaincy within a season and has held the record for most dismemberments for twenty years.

FRANK BURKE

Cyborg Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack (C)	4	4+	4+	5+	4+	4+	210	Can't Feel a Thing, Illegal, Quick Recovery, Won't Stay Down

CAN'T FEEL A THING

This Player gains a +1 modifier to all Armour tests.

ILLEGAL

See League Handbook.

QUICK RECOVERY & WON'T STAY DOWN

See Cyborg Team Card.



Frank was an illicit arms dealer, in the most literal sense – selling black-market body parts to willing buyers.

One of his clients, displeased with the condition of their latest shipment, decided to sell Frank off to cover their losses. He eventually ended up strapped with an explosive collar and pushed onto the pitch of the Xtreme circuit.

He did well there, building a reputation for himself until his untimely death, exploded during the last few seconds of a game in order to clear two rampaging Orcs out of the way of the team's Striker. His body was sold on to Abominava who happily returned Frank to fighting condition.

'DEADMAN' DAVITZ

Mutant Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	5	4+	4+	4+	4+	4+	230	Can't Feel a Thing, Grizzled

CAN'T FEEL A THING

Davitz gains a +1 modifier to all Armour tests.

GRIZZLED

Any opponent making a *Slam* against Davitz suffers a -1 modifier on the test.



Many Mutant teams find it handy to have a familiar face for fans to identify with, and if they have existing brand recognition, then all the better.

The only constant in the ever-revolving cast of horrors that comprise the ranks of the Kryptics – apart from the seemingly unhinged character of Dr Kain – is “Deadman” Davitz. Bearing a rather suspicious similarity to the dearly departed and fondly remembered Gregor “The Big D” Davitz, the once-star Guard for the Trontek 29ers (before being dismembered by a trio of disgruntled Orcs), the reborn Davitz brings just as much ferocity to the pitch as the original. It’s just best not to ask how the good Doctor got his hands on him.

BRUTE FORCE

Mechanite Captain

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard (C)	5	3+	4+	5+	5+	4+	290	Brush Aside, Steady

BRUSH ASIDE

See the League Handbook for full details.

STEADY

Brute Force cannot be knocked down as a result of a *Slam*. She can be pushed back and injured as normal, but if she remains on the pitch it will stay upright. Although she cannot be knocked down, Brute Force can still fall over on her own, for example if she fails a *Dash* or *Evade* test, or is *Brushed Aside*.



For many Mechanite coaches/mechanics, watching the action from the sidelines isn't enough. It's one thing to pour night after night of love and attention into your creations and turn them loose on the pitch, but it's quite another to be out there in the thick of it with them.

The first mechanic to make the switch to captain was Lydia Winger, who got her start as an assistant to Kraato Gon himself back when he was testing the Mechanite package in the underground DreadBall Xtreme circuit. This happened quite by accident, when she rushed into the middle of a game wearing her SAMS-02 “Brute Force” loading suit to secure a loose oil cable on one of her players, she found herself caught up in the rush of the game. The adrenaline rush proved to be addictive, and now Lydia leads her creations personally.

ASYLUM

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	4+	3+	4+	4+	5+	115	Pummel, Threatening

PUMMEL

Once per Action, if Asylum fails to knock down an opponent with a *Slam*, and ends that Action with the target Player still in his Threat Hex, he may immediately make a *Slam* Free Action against the same target.

THREATENING

Asylum's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if he *Slams* an opponent then the target Player will receive a -1 modifier for being in Asylum's Threat Hex.



Blake Ludovic trod the neodurium alongside the likes of Lucky Logan and Reek Rolat back in the early days of their careers. After a string of drug charges, violent outbursts and a murder trial he was detained and lobotomised.

In a way, the procedure seems to have worked for he has since been declared sane, and retaken to the pitch. The only hint of his previous life that is seen is in the levels of violence to which he descends during a game, smashing any opponents that get in his way.

BUZZCUT

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	6	2+	4+	4+	5+	4+	200	Grizzled, Ram

GRIZZLED

Any opponent making a *Slam* against Buzzcut suffers a -1 modifier on the test.

RAM

When Buzzcut makes a *Slam*, his target may be pushed back, retaining its facing, and Buzzcut must immediately follow up before the *Slam* is resolved. This could result in the target Player being pushed back twice.



If eating your greens makes you grow up big and strong, then Buzzcut must have devoured forests.

Nothing is subtle about his style of play, which consists mainly of hurting people and laughing at them when they try to hurt him back.

Buzzcut has only rarely been knocked down, and he can count on one hand the number of times he has been carried off injured. Well, he would if he could count...

THE ENFORCER

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	7	3+	4+	4+	4+	3+	190	Backflip, Jump

BACKFLIP

If the Enforcer tries to *Stand Up* he will automatically do so as if he doubled the test, without rolling.

JUMP

See the League Handbook for full details.



It is possible that the Enforcer was a DreadBall player before he joined the military and is simply returning to his roots. It's hard to be certain as his official story keeps changing.

What is a particular curiosity is his armour, which seems to be almost an entire suit of Enforcer battle armour – a rare and expensive piece of kit. It even retains its integral jump pack, which allows the Enforcer to be even faster and more agile than he doubtless is naturally.

GRAK

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	3+	4+	4+	6+	4+	150	Pile Driver, Uncontrolled

PILE-DRIVER

When Grak beats an opponent in a *Slam* then he may choose to use the following Pile-Driver results instead.

Pile-Driver Wins: Grak turns to face the losing Player. The losing Player is knocked prone without being pushed back.

Pile-Driver Doubles: As above. In addition, the losing Player makes an Armour Check with a -1 modifier.

UNCONTROLLED

If Grak starts an Action with an opposing Player in any of his Threat Hexes then he must *Slam* them, even if they are prone. He will gain a +1 modifier to the test. In addition, Grak is so intimidating that he always contributes dice to a *Distract* test when in range, even when he is being threatened or is *Distracting* from his own Fouls!



Hailing from the merciless desolation of the Furon arena, Grak has served his Tsudochan masters well over many years. Though simplistic, his view of violence as being the best tool to solve every puzzle hasn't failed him yet.

He takes one opponent at a time and crushes them as thoroughly as he can, routinely stomping on those who survive his slams. Sure, he is also routinely sent off for ungentlemanly behaviour, but the crowds love this bad boy and expect nothing less.

LYRA THE FIXER

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	6	4+	4+	3+	4+	4+	140	Backstab, Boost, Feint

BACKSTAB

When Lyra makes a *Slam* against an opponent that does not project a Threat Hex onto her, she gains a +1 modifier.

BOOST

Lyra gets a +1 modifier on *Dash* tests.

FEINT

See the League Handbook for full details.



Lyra entered the game only recently but has quickly risen from obscurity to being one of the hottest talents in the sport.

According to PR, she was once the assassin-slave of a crime lord and became enamoured with DreadBall after witnessing an underground match her target was attending. Instead of killing him, she forced the mark into backing her as a player in exchange for his life.

Whether this is truth or fiction, Lyra has maintained her old nickname, 'the Fixer', and it seems no less applicable now than before.

NIGHTSHADE

PLAYER STATS

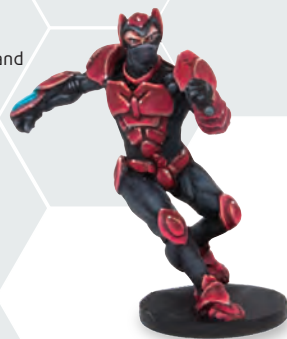
	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	6	4+	3+	3+	4+	5+	145	Dirty Tricks, Take a Dive

DIRTY TRICKS

Nightshade's Coach can spend an Action on him to draw two Event Cards. Pick one to put into play, and discard the other without resolving it.

TAKE A DIVE

See the League Handbook for full details.



With a shady past, dubious playing style and a penchant for cheating, Nightshade is aptly named indeed.

On the pitch, Nightshade is infamous for the number of strange 'coincidences' that happen around him during plays.

Lighting will fail at crucial moments, flooring will become unstable and trip his opponents. Even strike targets have been known to fail to appear when opponents were about to score.

NUMBER 88

PLAYER STATS

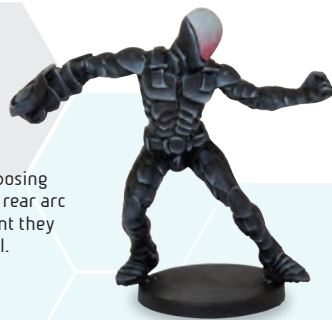
	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	8	5+	3+	2+	4+	4+	140	Acrobatic, Martial Artist

ACROBATIC

If Number 88 doubles a *Dodge*, they make their one-hex move as normal. They may then make an immediate *Run Free Action*.

MARTIAL ARTIST

Number 88 can contort its body to easily fend off attacks from behind, and rebound off of opposing Players as they try to grab hold of it. A *Slam* or *Steal* attempt on Number 88 made from their rear arc suffers a -1 modifier. In addition, if Number 88 doubles on an *Evade* roll, choose one opponent they were *Evading* away from. They are knocked prone. Steady Players remain standing as normal.



He or she (nobody is quite sure) appeared from nowhere, disappears entirely between matches and never gives interviews.

This, of course, only makes the fans want to know about Number 88 even more, and speculation over where the most enigmatic player in the game comes from and actually is has reached conspiracy theory proportions.

On the pitch, Number 88 is hard to spot and moves very fast, making it difficult to stop. Number 88's preference seems to be to avoid being where the danger is rather than strong-arming their way out of trouble.

THE PRAETORIAN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	6	4+	3+	4+	3+	4+	185	A Safe Pair of Hands, Can't Feel a Thing

A SAFE PAIR OF HANDS

The Praetorian gains a +1 modifier to *Catch* tests.

CAN'T FEEL A THING

The Praetorian gains a +1 modifier to all *Armour* tests.



This DreadBall MVP appears to be a Cypher - an Asterian military robot. This is strange because it shouldn't be in corporate space at all, let alone playing a sport.

The Praetorian has a number of useful skills that make it a great all-round Striker. For one, its charge glove makes it quite adept at ball handling. It is also unusually tough for a Striker, its skin being made of alien metal. This makes it adept at running plays where it can survive the rough attentions of the opposing Guards better than most.

RICO VAN DIEN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	6	4+	4+	4+	3+	5+	130	Fan Favourite, Show Off

FAN FAVOURITE

The first time in each Rush that Rico doubles any test, make a Fan Check in addition to any that were generated anyway.

SHOW OFF

Rico suffers an additional -1 modifier on any Strike attempt. If he succeeds in a Strike attempt then he makes an extra Fan Check. In a league, Rico will generate an extra 5mc of revenue after any match he took part in.



Handsome, suave, well-educated, and hugely rich, Rico is a natural showman. He gets away with unparalleled arrogance, ego and preening simply because he gives the crowd the spectacle that they come to see.

His ability to play the crowd has been likened to that of a virtuoso musician with their chosen instrument, building their hopes slowly to a pitch and then hushing them or boiling them over into a frenzy. He's great for business. He demands a high price, but is worth every credit.

SCHNÖRCEL THE AVENGER

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	4	4+	4+	4+	5+	4+	85	Fan Favourite, Gotcha, Klutz, Steady

FAN FAVOURITE

The first time in each Rush that Schnörkel doubles any test, make a Fan Check in addition to any that were generated anyway.

GOTCHA

Schnörkel causes the maximum -2 modifier for threatening an opponent during a test even on his own. He may *Restrain* an opponent as normal, taking the modifier to -3.

KLUTZ

Schnörkel is rather accident-prone. If he ever rolls multiple 1s in any test, all successes are discarded.

STEADY

Schnörkel cannot be knocked down as a result of a *Slam*. He can be pushed back and injured as normal, but if he remains on the pitch he will stay upright. Although he cannot be knocked down, Schnörkel can still fall over on his own, for example if he fails a *Dash* or *Evade* test, or is *Brushed Aside*.



Schnörkel is an endearing, if bumbling, fan favourite. Despite his outrageously ludicrous backstory and bumbling antics on the pitch, he remains a highly popular and sought-after addition to teams all across the Sphere.

In fact, part of his popularity is his backstory, which places him as the sole survivor of his slain race. Amusingly, he keeps up this charade despite the crowds of Elastopod fans that attend his games. His many fans happily point out that his wild stories are much more fun than the truth.

WYN GRETH'ZKI

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	5	5+	3+	4+	3+	5+	175	Advanced Analysis, Alert

ADVANCED ANALYSIS

Wyn's Coach may spend an Action on it to draw a DreadBall card (even if this takes the Coach over the limit for the Rush), or to use any Coaching Assistant ability.

ALERT

When an opposing Player moves into any adjacent hex, Wyn may immediately turn to face them if the Coach wishes. This turn happens before the rest of the original Player's Action is resolved.



Originally designed as a research platform, Wyn was only given legs as a last minute suggestion by one of the development team who was too lazy to walk over to adjust Wyn's power settings. In the end, the plug was pulled on the funding and Wyn was sold for parts. It was eventually bought whole by the Drino Rocks to act as an assistant coach. However, its advanced military cortex refused to simply analyse games and it instead took to the pitch, testing all its collected data in real time.

YURIK 'PAINMASTER' YURIKSON

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	4	3+	4+	5+	4+	3+	165	Can't Feel A Thing, Quick Recovery, Steady

CAN'T FEEL A THING

Yurik gains a +1 modifier to all Armour tests.

QUICK RECOVERY

If Yurik is injured, he is always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. If Yurik suffers 4 or more damage he is removed from the game as normal.

STEADY

Yurik cannot be knocked down as a result of a Slam. He can be pushed back and injured as normal, but if he remains on the pitch he will stay upright. Although he cannot be knocked down, Yurik can still fall over on his own, for example if he fails a Dash or Evade test, or is Brushed Aside.



DGB researchers have drawn a blank on most of Yurik's background, which is hardly surprising given the routine secrecy of his race. Nor is his agent any the wiser. At least, if he is then he's not telling. As you would expect from a Forge Father, his slams are bone-crunchingly hard and he leaves injured opponents littered in his wake. However, he is far more famous for his defensive skills than his offense. Hurting Yurik is all but impossible. Buzzcut himself once famously called Yurik "well 'ard".

ALPHA SIMIAN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack - Giant	5	4+	3+	3+	4+	4+	205	Boost, Show Off, Threatening

BOOST

Alpha Simian gets a +1 modifier on *Dash* tests.

SHOW OFF

Alpha suffers an additional -1 modifier on any *Strike* attempt. If he succeeds in a *Strike* attempt then he makes an extra Fan Check. In a league, Alpha will generate an extra 5mc of revenue after any match he took part in.

THREATENING

Alpha's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if he *Slams* an opponent then the target Player will receive a -1 modifier for being in Alpha's Threat Hex.

The Munchu-Bentu Simians are known for their speed and strength so training them for DreadBall seemed like an ideal plan. After several unsuccessful - and violent - attempts to train Alpha as a Striker, his bruised and broken trainers decided to let him be what he wanted to be: a Jack. This allowed him to do whatever he felt like on the pitch and that suited Alpha perfectly. DreadBall has since given Alpha a way to vent his frustration and anger in a healthy manner. The biggest disappointment for the training staff has been his lack of interest in developing his ball skills. Perhaps if they had spent more time practising throwing the ball at the other players instead of the Strike Hex he would have paid more attention. Certainly that seems to be his favourite use of it.



BARRICADE

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard - Giant	7	4+	4+	3+	5+	4+	225	Barricades, Comin' Through, Ram

BARRICADES

Barricade gets a +1 modifier to *Armour* Checks when it is attacked from the front arc.

COMIN' THROUGH

Barricade gets a +1 modifier on *Brush Aside* tests.

RAM

When Barricade makes a *Slam*, its target may be pushed back, retaining its facing, and Barricade must immediately follow up before the *Slam* is resolved. This could result in the target Player being pushed back twice.

Originally built by DreadBall fanatic and amateur robotics enthusiast Josiah Zizz as a solution to inner-city traffic problems, Barricade's wheeled design was a short cut to avoid the complexities of balancing a walking robot and allows it to move at high speed while also carrying a massive shield on each arm. Thanks to the personality chip Zizz gave it, Barricade likes to have fun. Unfortunately for everyone else, fun for Barricade means smashing holes in an opponent's lines. In full flight, Barricade can rearrange half an enemy team in a single rush. The pair were spotted by a talent scout when Josiah took Barricade with him to a match and the result was an instant crowd favourite. The sound of Barricade revving up its carefully amplified engines before going on the rampage is guaranteed to drive the crowd wild every time.



BIG MECH

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack - Giant	5	3+	3+	5+	5+	4+	170	Can't Feel a Thing, Stubborn

CAN'T FEEL A THING

Big Mech gains a +1 modifier to all Armour tests.

STUBBORN

Big Mech ignores a single Threat Hex when involved in a *Slam*. For example, if Big Mech was within 2 Threat Hexes, it would only suffer a -1 modifier rather than -2. If it was under 3 Threat Hexes, then it would suffer the maximum -2 modifier.



Big Mech was originally designed as a military walker by Blasmet Military Industries but attempts to adapt the frame to DreadBall were frustrated by Digby's rules regarding piloted mechs. Essentially, the pilot of a powered vehicle of such a mech is classed as wearing a massive armoured suit, and this flouting of DB uniform regulations couldn't be allowed. Needing a quick fix, Blasmet engineers took the CPU out of the nearest - and cheapest - robot they could find and hooked it up to their giant suit. It turns out a decommissioned janitorial services robot is not always the best at reading a play or learning a complex strategy. Luckily, the Big Mech suit is strong enough that its ability to mop up the opposition is unrivalled.

DOZER

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard - Giant	5	3+	5+	5+	4+	4+	235	Shell, Strong Tail, Teleport, Threatening

SHELL

Dozer gets +1 to Armour Checks when she is attacked from the rear arc.

STRONG TAIL

A *Slam* or *Steal* attempt on Dozer made from her rear arc suffers a -1 modifier. In addition, if Dozer doubles on an *Evade* roll, choose one opponent she was *Evading* away from. They are hit by her tail and knocked prone. Steady Players remain standing as normal.

TELEPORT

See the Teraton Team Card for full details.

THREATENING

Dozer's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if she *Slams* an opponent then the target Player will receive a -1 modifier for being in Dozer's Threat Hex.



Construction, or, really, destruction, has always been Dozer's forte. It was while working on Radnor, helping with the demolition of a three thousand year old ruin, that Dozer was spotted by a Minor league talent scout and offered the opportunity to change her life forever. Once training armour big enough to fit her had been found, she did not fail to impress the coach of the Blue Bay Bayonets on the pitch either. After just a few hours, her new boss declared his biggest problem now was figuring out how to replace the three veteran players Dozer had sent to the med-centre and the six training 'bots she had scrapped with swipes of her massive tail. Dozer has moved on to bigger and better things since then, of course. She is now one of the most feared and respected Guards in the game and the winner of multiple league championships. She is also the pin-up model of choice for most of its young male Teraton players.

NAMELESS SPAWN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard - Giant	4	4+	4+	3+	5+	4+	250	Gotcha, Reach, Threatening



GOTCHA

The Spawn causes the maximum -2 modifier for threatening an opponent during a test even on its own. It may *Restrain* an opponent as normal, taking the modifier to -3.

REACH

See the League Handbook for full details.

THREATENING

The Spawn's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if it *Slams* an opponent then the target Player will receive a -2 modifier (due to Gotcha) for being in the Spawn's Threat Hex.

Species arriving from the Nameless worlds are often more than a little bit imposing. So, when the enormous Orthoc that would one day be one of DreadBall's biggest stars first appeared as 'Delegate Gulab-rgh'tk' at a terraforming conference, nobody was entirely surprised.

As chance would have it, among the attendees at that conference was Pableau Ortiz, great-nephew to Jesus, and he immediately saw Gulab-rgh'tk's potential as a player. The name would have to go though - that was never going to work as a chant for the crowd.

At first sight, 'The Spawn' bears many similarities to the famous Kalamarin Ancient's captain, John Doe. However, while Doe's role on the pitch is primarily tangle up an opponent until a teammate delivers the killing blow, The Spawn is quite capable of finishing off for itself anyone or anything it has managed to ensnare.

SYNECHDOCHE

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack - Giant	5	5+	4+	5+	4+	5+	140	Mind Control



MIND CONTROL

Mind Control is an Action. Synechdoche may not move as part of this Action. It must select an opposing Player anywhere on the pitch as the target, and roll a *Mind Control* test. The opposing Player must roll a *Resist* test. As (X) tests, the two rolls will be compared. The tests are taken as follows:

Mind Control: Skill test (X)

Modifiers

- ★ None

Resist: Skill test (X)

Modifiers

- ★ -2 if Synechdoche is within 3 hexes
- ★ -1 if Synechdoche is 4-6 hexes away

Mind Control Wins: Synechdoche may take an Action with the target Player, choosing any Action other than *Throwing a Strike* in the Player's own zone.

Draw, or Resist Wins: The target resists control and there is no effect.

Chovar are employed throughout the GCPS for their mental abilities and organisational prowess. Very few though have ever shown potential for more physical pursuits - such as DreadBall. And, even though he has been playing the game for several years now, whether Synechdoche actually understands the whole concept of the game is still not entirely clear. Certainly, the big Chovar participates and on the pitch his power to control the minds of opponents is invaluable. His physical presence alone is enough to cause issues to almost any other player trying to get around him. However, he doesn't seem especially interested in the whole process. He appears oblivious to the attention he gets from the fans too - loyal hordes of 'Chov-ettes' follow him from game to game, dressed up in large foam suits to look just like him as they screech his name from the stands.

BRANK 'BOOM-FIST'

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard - Giant	4	3+	4+	4+	4+	3+	230	Can't Feel a Thing, Keeper

CAN'T FEEL A THING

Brank gains a +1 modifier to all Armour tests.

KEEPER

See the League Handbook for full details. Brank's statline already includes the Keeper amendments.



Brank was a Forge Father player from the very earliest days of their admittance to the leagues. Years of pounding the 'durium - and occasionally being pounded on it - inevitably took their toll. The time came when age and physical wear forced him to take his place as an Iron Ancestor in the armies of the Star Realm, leaving his life as a player behind.

Until, that is, the DGB changed the rules to allow Giant players. As far as he was concerned, he was now such a player and, as nobody told him otherwise, he turned up one day in his full suit of Antikkr armour and signed up. Now Brank is happily back doing what he loves best, or, as Digby's promotional feed put it when Brank first returned to the pitch, 'This DAP just became your MVP!'

SKARATHRON

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack - Giant	6	4+	3+	3+	4+	4+	220	A Safe Pair of Hands, Boost, Threatening

A SAFE PAIR OF HANDS

Skarathron gains a +1 modifier to Catch tests.

BOOST

Skarathron gets a +1 modifier on Dash tests.

THREATENING

Skarathron's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if it Slams an opponent then the target Player will receive a -1 modifier for being in Skarathron's Threat Hex.



The Koris come from a nightmare dimension full of all manner of strange and malevolent creatures, which goes some way towards explaining the Koris themselves. But few are as terrifying as the Krastovor.

Captured by Koris hunters, the young Skarathron was sold on to an unwitting human who had plans to use the vicious-looking alien on the Xtreme circuit. Skarathron grew and learned the game quickly - before turning on and consuming his screaming master at the conclusion of a hard-fought match. Despite this treachery, Skarathron had to admit that he had acquired a genuine taste for the game itself, and set about securing himself a place in the leagues. Now he is there and quite content - for now - to find himself being paid to do his favourite thing - hurting the sentient residents of this dimension.

KARADON

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard - Giant	5	3+	4+	3+	5+	3+	285	Alert, Keeper, Threatening

ALERT

When an opposing Player moves into any adjacent hex, Karadon may immediately turn to face them if they wish. This turn happens before the rest of the original Player's Action is resolved.

KEEPER

See the League Handbook for full details. Karadon's statline already includes the Keeper amendments.

THREATENING

Karadon's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if it Slams an opponent then the target Player will receive a -1 modifier for being in Karadon's Threat Hex.



The Sann-Gar once haunted some of the deepest and darkest places of the Sphyr homeworld. They are an ancient forerunner race of the Sphyr, who were able to maintain their apex predator status thanks to their cold lethality. The destruction of the Sphyr homeworld displaced the Sann-Gar though, along with their more peaceful cousins, and while most simply disappeared to other depths within the cosmos, some elected to pursue paths as mercenaries and the like. Karadon was one of the more successful. Having terrorised the criminals of the Fourth Sphere fringes for several years, he decided to move on to new hunting grounds – the neodurium pitches of the DreadBall leagues.

Karadon's reputation precedes him, and often there is very little he has to do except stand still and look menacing to put the other team off their game.



ALO-KHAN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	6	4+	3+	4+	4+	4+	150	Can't Feel a Thing, Uncontrolled



CAN'T FEEL A THING

Alo-khan gains a +1 modifier to all Armour tests.

UNCONTROLLED

If Alo-khan starts an Action with an opposing Player in any of his Threat Hexes then he must *Slam* them, even if they are prone. He will gain a +1 modifier to the test. In addition, Alo-khan is so intimidating that he always contributes dice to a *Distract* test when in range, even when he is being threatened or is *Distracting* from his own Fouls!

Although most Asterian Cyphers are found on the battlefield, they also act as bodyguards for ambassadors and high-ranking commanders away from their command ships.

Alo-khan, a Kalyshi radical who had vowed to kill the Grand Haidan, hijacked a projection rig and took control of one of these ceremonial warriors. Before he could enact his plan he was executed by a guard he had thought dead. The death of a pilot while his spirit was enmeshed with a Cypher is a rare occurrence, and not entirely predictable; in this case, the drone was seemingly driven mad, and had to be put down by its fellows. Alo-khan awoke within its shell, his mind fractured, his memories and personality jarring with those of the drone itself. They learned to work together as they made their escape from the reclamation line and Asterian space altogether, heading back to a world where Alo-khan could return to the one thing that had brought him happiness in his old life: DreadBall.

BLITZ

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	3+	4+	4+	4+	4+	110	Jump, Pummel

JUMP

See the League Handbook for full details.

PUMMEL

Once per Action, if Blitz fails to knock down an opponent with a *Slam*, and ends that Action with the target Player still in his Threat Hex, he may immediately make a *Slam* Free Action against the same target.



A brutal, tyrannical soldier of the underground circuit, Blitz is well-known both for his larger-than-life presence in the arena and for his mercurial rage. He was the first of the Fyrit to take part in DreadBall, selling his talents to the highest bidder in exchange for huge quantities of his home world's golden currency.

It has been suggested that he was a staunch opponent of the decision to sell the riches of Magmarax to the GCPS, and that he is looking to fund some sort of rebellion, but none would dare ask him; he would likely tear apart any who posed such an impertinent question. For those that can gain his trust, he is a useful ally off the pitch as well as on it; he may be a hot-headed gambler, but it is something he is exceedingly good at, and Sponsors wise enough to heed his advice often find themselves sharing in his good fortune.

ECLIPSE

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	4+	3+	3+	4+	4+	135	Adaptable, Resources

ADAPTABLE

Eclipse is an especially versatile athlete and represents the pinnacle of what the Jack position is about: adaptability. To represent this, Eclipse can use any Action card, regardless of position, and will gain the relevant role bonuses while taking that Action (e.g. +1 to Agility and Skill tests while using a Striker card).

RESOURCES

Eclipse has spent years accumulating a wealth of knowledge and resources. Hiring Eclipse enables a team to benefit from her collection. In DreadBall, this is represented by the team that hires Eclipse having 1 additional DreadBall Card on their Roster for the match.



Eclipse left behind her life as a Maenon soldier to become an information broker, splitting from her warrior pack to build an extensive knowledge base on the GCPS and its allies. Over the course of a decade, Eclipse has created a vast network of informants and a huge bank of data, all of which has further fuelled her hatred for the GCPS and its human masters.

Much of her work has brought her into close contact with the sponsors that fuel the underground DreadBall scene, as they are often some of the greatest sources of current information, and she has traded favours for information on multiple occasions. For example, she was instrumental in brokering the deal that led to the use of the Gauntlet for the Challenge Cup, and she has taken to the pitch itself several times, paying for vital information with the skills and agility she honed while serving in the military.

EKO'O

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	7	4+	4+	3+	5+	4+	155	Backstab, Illegal, Jump

BACKSTAB

When Eko'o makes a *Slam* against an opponent that does not project a Threat Hex onto him, he gains a +1 modifier.

ILLEGAL

See the League Handbook for full details.

JUMP

See the League Handbook for full details.



Although the Reiker Corporation took great pains to only monitor Andromeda from afar, other corporations were not so patient. When a Spiczak survey craft entered the lower atmosphere it was attacked by a flight of Yarasa hunters. They were fought off by security troopers, and one of them – Eko'o – was taken as a prize. A few transactions later he found himself a captive in a collector's zoo, shying from the light that hurt his sensitive eyes.

He might have died there had a talent scout from the Trontek Corporation not come to the zoo for inspiration and decided that this strange creature could be DreadBall's next great star. He was taken to a secure facility and given basic training, against his will, with the expectation that standard hypnogogic sublimation would make him more compliant. He was happy to let them believe this, patiently waiting until the right moment came to make his move.

It came when an ion storm killed the facility's lights. Over the course of two blood-drenched hours the staff was terrorised, hunted down one by one as Eko'o's ear-shattering shrieks filled the darkened corridors. After his escape, it did not take long for the criminal underground to track him down and convince him to play the sport on his own terms.

GEMINI

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Harmony - Guard	5	3+	4+	4+	5+	4+	355	Can't Feel a Thing, Linked, Runaround
Melody - Striker	5	5+	4+	4+	3+	5+		

CAN'T FEEL A THING

Harmony and Melody gain a +1 modifier to all Armour tests.

LINKED

When a Coach plays an Action card on a Player with this ability in their own Rush, the Coach may first make a Run Free Action with one other Player with this ability. Like any Free Action, this does not count towards the Player's limit.

RUNAROUND

Two different Players with this ability can both make a Run Action using a single Action Token. The Actions must be taken one after the other, and will count towards both Players' Action limit for the Rush.

Note: Harmony and Melody are hired together and take up two spaces on the roster.



Gemini is a cybernetic consciousness that was birthed during a cataclysmic battle between two rival artificial intelligences in a remote ThaunTen Labs test-vault. They were engaged in a complex, systematic assault on each other's systems, each fighting to prove dominance, until they simultaneously broke their opponents' defences. Their already overworked CPUs triggered a loop cascade that closed down both consciousnesses and caused the death of the entire on-site staff.

Time passed, self-repair circuits working overtime, and eventually a single entity emerged from the destruction: Gemini. It was formed from the greatest parts of the two intelligences, but the ordeal had wiped its memory banks, leaving only the most basic functions intact. Gemini began a quest for knowledge, its eventual goal the same as it had ever been: to conquer.

Realising that it needed a physical proxy, it activated a pair of robotic drones, and tasked them with freeing it from the test-vault. Now Gemini moves through the networked systems of the underworld, gradually restoring its memory-banks. The discovery of DreadBall, with its array of lunatics and depraved murderers, piqued the crazed intelligence's interest.

HEXAN

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	3+	5+	4+	4+	4+	120	Transform, Toxic Immunity
Jack	6	4+	4+	4+	4+	4+		Transform, Toxic Immunity
Striker	5	5+	3+	4+	4+	5+		Transform, Toxic Immunity

TRANSFORM

See Meta-bots Team Card.

TOXIC IMMUNITY

Hexan is immune to all effects of poison and radiation regardless of the source. Any ill effects from the Stench and Toxic rules have no effect on her.



There are several old stories that speak of the Hexan, a mysterious creature who haunted the tangled woods of Visvera when early settlers first came to the planet.

Depending on how she was approached, the Hexan would display one of her three faces: the joyous, the phlegmatic or the wrathful. She could change faces at a moment's notice, taking the travellers that met her by surprise; all of the stories ended with the wanderers dead, fooled by her trickery into giving their lives to meet her mysterious ends. No one believed the stories of the Hexan, dismissing them as folk tales to warn travellers away from wandering too far from the beaten track, but this was challenged when the world began to die and a figure seeming to match the description of the three-faced forest dweller was seen leaving aboard a Blue Flag liner. She surfaced a short while later on the DreadBall circuit, wearing a trio of masks as she travelled from place to place, apparently looking for something or someone. Whether this is the actual Hexan or simply a player copying a legend to gain notoriety, it's impossible to deny her effectiveness in the arena.

KREED

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	4+	4+	3+	3+	4+	100	Illegal, Nemesis

ILLEGAL

See the League Handbook for full details.

NEMESIS

If Lucky Logan is on the pitch, Kreed must have at least one Action Token spent on him in each Rush. This must be used to do the following:

- ★ If he can reach Logan without *Dashing*, he must *Slam* him using the Illegal rule.
- ★ If he can't reach Logan but can see him, he must *Shoot* him using the Illegal rule.
- ★ If he can do none of these things, he may act normally but must finish at least one hex closer to Logan than he started.

If Kreed takes Logan off of the pitch, he gains the Lucky rule until Logan returns.



'Lucky' Logan is one of the best-loved DreadBall players in the entire GCPS, and also one of its longest-serving stars, but the truth behind his longevity is a lot darker than the official vidstreams would have you believe.

He was killed almost a century ago during a run-in with "Hatchet" Harris, Chief Guard with the Glory Boys. No amount of medbay wizardry could save him, but Almar Incorporated weren't keen to let their newly-signed spokesperson die on the table. They entered into a shady deal with the Spiczak Corporation and rustled up a perfect clone using what was left of his genetic material. His memories were reinstated, and the second Logan awoke believing that 'luck' had pulled him through yet another near-death experience.

To date, Logan has died seventeen times, but his tenth death is a strange exception. The tenth Logan's ship was lost while travelling to a remote Frontier stadium. He was presumed dead, and the eleventh clone was activated, but he had in fact been drawn into a pocket dimension by the Koris. Re-emerging into real space several years later, his sanity seriously affected, he made his way to a spaceport bar and saw himself playing live DreadBall on the big screen. This was enough to tip him over the edge into complete madness.

He adopted the name Kreed, remembering it from a streamcast show he'd watched as a young man, and promised vengeance to the impostor that had stolen his life...

SLALARAN VESH

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	4+	4+	4+	4+	4+	90	Can't Feel a Thing, Show Off, Snacker
Keeper	3	3+	5+	5+	4+	4+		

CAN'T FEEL A THING

Slalaran gains a +1 modifier to all Armour tests.

SHOW OFF

Slalaran suffers an additional -1 modifier on any Strike attempt. If Slalaran succeeds in a Strike attempt then he makes an extra Fan Check. In a league, Slalaran will generate an extra 5mc of revenue after any match he took part in.

SNACKER

Anytime Slalaran doubles another Player in a *Slam*, Slalaran can swallow them instead of the usual result. If so, remove the opposing Player from the board. While Slalaran has another player in his gullet he is classified as a Keeper and uses the

alternate statline. He may only swallow a single Player at a time. Slick may not swallow Giants. Slalaran can use an Action to regurgitate a swallowed Player. If Slalaran makes an Armour Check for any reason, he automatically regurgitates. Place the regurgitated player prone in one of Slalaran's empty Threat Hexes. It makes an Armour Check against 2 potential damage. If none of Slick's Threat Hexes are empty, he cannot regurgitate. Slick returns to playing as a Jack.



The GCPS is quick to label species they encounter with certain characteristics, but there will always be stand-out individuals that prove how wrong they can be.

Slalaran Vesh, known as 'Big Slick' to his friends, is a prime example. Unlike most Dozers he is a massive extrovert, and despises doing what others tell him to.

He's slimy in more ways than one, a repellent creature with a reputation for doing the least appropriate thing at any given time. He has a great love for humans (and a particular obsession with the Void Sirens) and will do anything to show off in front of them, so DreadBall was an obvious career move. Too obnoxious for the official leagues, he has made a name for himself on the illegal circuit where he can get away with swallowing entire players into his plasma body.

ORABBI

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	3	4+	5+	5+	6+	4+	85	Backstab, Can't Feel a Thing, Slice and Dice, Uncontrolled

BACKSTAB

When Orabb1 makes a *Slam* against an opponent that does not project a Threat Hex onto it, it gains a +1 modifier.

CAN'T FEEL A THING

Orabb1 gains a +1 modifier to all Armour tests.

SLICE AND DICE

Opposing Players suffer a -1 modifier to their Armour Checks following a *Slam* by Orabb1.

UNCONTROLLED

If Orabb1 starts an Action with an opposing Player in any of its Threat Hexes then it must *Slam* them, even if they are prone. It will gain a +1 modifier to the test. In addition, Orabb1 is so intimidating that it always contributes dice to a *Distract* test when in range, even when it is being threatened or is *Distracting* from its own Fouls!



It is not often that fans turn out to cheer a medi-bot in action. But then, not all medi-bots are possessed by an otherworldly entity that has given it sentience and a thirst for revenge. Orabb1 (a combination of binary and the entity that has possessed it) was, in its opinion, built as a slave and forced into the servitude of organic life forms. Enraged at this perceived injustice, Orabb1 now hates all living things. The former medi-bot has become quite adept at using its prolific medical knowledge and programming to disassemble said living things instead of saving them... much to the delight of crowds everywhere.

DRAKE

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	3+	4+	4+	5+	4+	155	Lucky, Quick Recovery, Steady

LUCKY

Once per Rush Drake may re-roll any one dice rolled as part of a test.

QUICK RECOVERY

If Drake is injured, he is always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. The Faulty Medbots card applies as normal. If Drake suffers 4 or more damage he is seriously injured and removed from the game as normal.

STEADY

Drake cannot be knocked down as a result of a *Slam*. He can be pushed back and injured as normal, but if he remains on the pitch he will stay upright. Although he cannot be knocked down, he can still fall over on his own, for example if he fails a *Dash* or *Evade* test or is *Brushed Aside*.



It's not every day that a devastating combination of gene-splicing, robotics and solid-light holograms take to the DreadBall arena with the success of Drake and his "Dynamic Dinoborg". The cuddly miniature dinosaur was originally created in the Teraton-operated labs of Shujimi-Tech as part of a plan to bring a breakfast cereal's mascot to life. However, the results were not at all as expected. The moment of the dinosaur's hatching was observed by a group of humans on a factory tour, and the hatchling bonded instantly with what it thought was its mother, but which turned out to be the son of one of the touring dignitaries. This made the creature fairly useless for the advertising campaign and so it was donated to the boy, Drake. He was soon riding it in his street games of DreadBall, and as luck would have it he was spotted by a member of the DGB. The rest, as they say, is history.

J'NOTHEEN KWIK

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	4+	4+	4+	3+	3+	175	Clearing Pass, Keeper, Strong Tail, Threatening

CLEARING PASS

Instead of *Punting*, J'Notheen may make *Throw Actions* to a teammate, but with a -1 modifier.

KEEPER

See the League Handbook for full details. J'Notheen's statline already includes the Keeper amendments.

STRONG TAIL

A *Slam* or *Steal* attempt on J'Notheen made from his rear arc suffers a -1 modifier. In addition, if J'Notheen doubles on an *Evade* roll, choose one opponent he was *Evading* away from. They are hit by the tail and knocked prone. Steady Players remain standing as normal.

THREATENING

J'Notheen's Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if he *Slams* an opponent then that target Player will receive a -1 modifier for being in his Threat Hex.



J'notheen Kwik is something of a legend on Aegir 4. Growing up as part of a small Sphyr population that had adapted to the unique mineral composition of the planet's oceans, it wasn't long before he picked up Dreadball--as it is Aegir 4's most popular sport. Kwik proved to be a natural at the game and immediately started to make a name for himself.

Even though Kwik showed incredible ball-handling skills, and would have made a phenomenal striker, his natural tenacity and ferocity - and quite frankly personal preference of playing defense and wanting to get physical with the other team - made him the perfect player to hang back and defend his side of the field. After playing for his first team for awhile, the Aegir Orcas, they saw fit to invest in giving him some Keeper Armour to have him field the ball forward. What they got was something completely unexpected.

Since all the Junior Leagues pushed him to become a Striker, he was quite handy with a glove. So to Kwik, scooping up a ball and passing it down the down the arena was as natural to him as swimming through the ocean. The Orcas blasted up the Planetary standings. His popularity grew throughout the entire system, due to his hard-nosed, physical presence and ability to wing the ball forward and make opponents pay for every missed shot.

THE PATHFINDER

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	7	4+	4+	3+	4+	4+	170	Deadeye, Duck and Weave, Grenadier

DEADEYE

The Pathfinder gains a +1 modifier to all *Throw* tests.

DUCK AND WEAVE

The Pathfinder gains a +1 modifier on any attempts to *Dodge*.

GRENADIER

Once per game, the Pathfinder may throw a grenade. This is treated as a *DodgeBall Foul*, with the following changes:

Throw Wins: The grenade explodes, affecting the target Player and all adjacent Players. All affected Players are knocked down and take 2 damage (roll *Armour Checks* as normal).

Draw or Dodge Wins or Doubles: Follow the normal rules for the *Dodge*, and then scatter the grenade like a ball. It explodes in whichever hex it ends up in, as per the rules above.



Not to be outdone by his more heavily-armoured counter-part, the Pathfinder has now taken to the DreadBall pitch. But surely the Council of Seven doesn't simply allow Enforcers to retire and join the DreadBall circuit, right?

Whether or not the Pathfinder's gimmick is grounded in reality, his skills and effectiveness are beyond dispute. While his identity has yet to be confirmed, he has immediately been taken to the hearts of the fans, not least of all for his penchant for smuggling grenades onto the pitch. Regular discipline and threats of banishment have done nothing to dissuade him from these actions. The Pathfinder is also rumoured to frequent the underground circuits where he can practice his violent craft with even more impunity, free of the restrictive regulations of the DGB.

RAGNARÖK

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	4	3+	4+	5+	4+	3+	225	Mighty, Quick Recovery, Reach, Steady

MIGHTY

Ragnarök gains a +1 modifier for *Slams* and *Armour Checks* against non-Giant opponents.

QUICK RECOVERY

If Ragnarök is injured, he is always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. The Faulty Medbots card applies as normal. If Ragnarök suffers 4 or more damage he is seriously injured and removed from the game as normal.

REACH

See the League Handbook for full details.

STEADY

Ragnarök cannot be knocked down as a result of a *Slam*. He can be pushed back and injured as normal, but if he remains on the pitch he will stay upright. Although he cannot be knocked down, he can still fall over on his own, for example if he fails a *Dash* or *Evade* test or is *Brushed Aside*.



Given his relatively short playing career, few players have generated as much controversy as Ragnarök. Whilst the crowd love the Forge Father guard in his distinctive namesake armour, few players look forward to facing him across the court. Player welfare groups have regularly petitioned DGB with allegations that the hammer incorporated into his armour should be considered an illegal weapon – even suggesting that it has been thrown at players.

To date nobody has been able to substantiate the accusations. DGB insist that the blinding lighting flash that accompanies Ragnarök's devastating slams are merely pyrotechnics whilst his opposition insist on something much more sinister. Whilst the complaints about Ragnarök's equipment persist, they have done nothing to quieten the deafening and repetitive chant of 'End Times' as he takes the field.

SETH 'THE REAVER' KAIOH

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Guard	5	3+	4+	4+	4+	3+	180	Keeper, Launcher, Steady

KEEPER

See the League Handbook for full details. Seth's statline already includes the Keeper amendments.

LAUNCHER

Instead of Punting, Seth may make *DodgeBall* Actions, but with a +1 modifier.

STEADY

Seth cannot be knocked down as a result of a *Slam*. He can be pushed back and injured as normal, but if he remains on the pitch he will stay upright. Although he cannot be knocked down, he can still fall over on his own, for example if he fails a *Dash* or *Evade* test or is *Brushed Aside*.



According to the rumour mill, Colonel Seth Kaioh was once a decorated commander of the GCPS until he demanded justice for those in his charge who had been carelessly discarded in various conflicts across the galaxy. Those demands had fallen on deaf ears. Those same rumours assert that he went rogue and has slain any units sent to retrieve him. Using his covert ops training, he now wages a bloody war on against the Corporation as the 'Reaver', one of the most notorious and wanted pirates in the outer territories.

Regularly taking to the pitch, he is easily recognizable in his orange and black tiger-striped Peacekeeper armour. He allegedly acquired the heavy suit of power armour after his crew ambushed an Enforcer detachment that had been decimated while putting down a violent Containment Protocol. It appears to have been modified for manoeuvrability without sacrificing any protection. On his wrist, he also sports a custom grenade launcher, allowing him to scoop up the ball and fire down the field at extremely high velocity, or more often, at an opposing player.

SHAWN "PATIENT ZERO" GRUBAUGH

PLAYER STATS

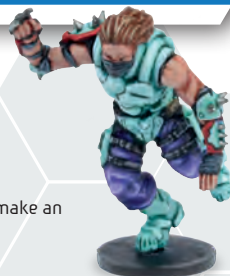
	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	5	4+	3+	3+	4+	4+	100	Boost, Can't Catch Me Now

BOOST

Shawn gets a +1 modifier on Dash tests.

CAN'T CATCH ME NOW

If Shawn doubles a Dodge roll against a Steal, he makes his one-hex move as normal. He may then make an immediate Run or Throw Free Action.



The Grubaugh family have long made their living from the DreadBall industry, from stadium equipment to broadcasting contracts. If there's a DreadBall on a planet, Gruba-Tek are going to find it and capitalize on it.

The youngest of the Grubaugh siblings turned down his birthright and took his love for DreadBall in a different direction. Shawn wanted to play DreadBall.

He had a lacklustre career as a Jack, marked only by his uncanny ability to stay alive on the pitch. However, he was still a Grubaugh, and anything less than a stellar reputation would not do for the family name. With access to his family's state of the art training facilities, the Grubaugh clan went to work on shaping him into a star player. Keen to keep their new investment alive, his brother, the head of the engineering department, developed the Gruba-mar 5-12 - an experimental suit of Jack armour that provided more mobility without sacrificing a bit of protection. Shawn returned to the pitch with a vengeance.

More skilled, and better equipped, he quickly got himself noticed, and drew attention to the new Gruba-Tek developments as well. They were soon in high demand, and their use began to spread like a contagion, and the talking heads soon took to calling him by his new moniker - Patient Zero.

THUNDER CHRIS

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Jack	6	4+	4+	4+	3+	4+	150	Alert, Grizzled, Threatening

ALERT

When an opposing Player moves into any adjacent hex, Chris may immediately turn to face them if he wishes. This turn happens before the rest of the original Player's Action is resolved.

GRIZZLED

Any opponent making a Slam against Chris suffers a -1 modifier on the test.

THREATENING

Chris' Threat Hexes always modify a test (up to the maximum) if the modifier is listed. For example, if he Slams an opponent then that target Player will receive a -1 modifier for being in his Threat Hex.



Chris Nord was a well-known first defence for the Grandine Groundhogs back in the days before DreadBall, when zero-G sports were all the rage. His fame came to an abrupt end when he was critically injured during a quarter final against the Alamino Alligators. Despite the immediate attentions of the team medics he was beyond their help and was placed in cryo-store in the hope that future medical advances would be able to save him. They did.

When Chris awoke, the world of sports was a very different place. Gone were the zero-G stadiums and underwater training pools, and in their place stood mighty DreadBall arenas. It was a shock. His family had migrated to the outer systems and could not be found. His chosen sport was dead and so was his faithful dachshund Cindy. The only ray of sunlight was that his savings had been gathering interest while he slept and he was now even richer than before. After a few weeks of puzzlement, Chris decided that he had to find a new focus for himself, and decided that he would once again rise to the top of a sport. Obviously, this would be DreadBall.

'THE VETERAN'

PLAYER STATS

	Move	Strength	Agility	Speed	Skill	Armour	Cost	Abilities
Striker	5	4+	3+	4+	4+	4+	155	Duck and Weave, Grizzled, Quick Recovery

DUCK AND WEAVE

The Veteran gains a +1 modifier on any attempts to Dodge.

GRIZZLED

Any opponent making a Slam against the Veteran suffers a -1 modifier on the test.

QUICK RECOVERY

If the Veteran is injured, he is always placed in the 1 section of the Sin Bin, regardless of the amount of damage inflicted. The Faulty Medbots card applies as normal. If the Veteran suffers 4 or more damage he is seriously injured and removed from the game as normal.



James "The Veteran" Syler has certainly been in the game for a long time, and he has the scars to prove it. And it's not just scars – he's also got prosthetics, implants and all manner of trophies too.

For many of DreadBall's early years he was a fixture of the Trontek teams, moving from one to another as contracts became ever-more lucrative. However, he seems to have become disillusioned with the Trontek management and these days won't go anywhere near them unless it's scoring strikes for their opponents. These arguments famously came to a head during a tied final of Thudweiser Cup VIII which resulted in his walking off the pitch in disgust. Since then he has played as an MVP for anyone but his old bosses.

Over the years he has survived numerous injuries and been revived more than once. This makes him a little more cautious than many Strikers, and the prosthetics that have been used to repair him give him a distinctive look. Modern medical technology would not be so obvious, but as he says he's been around for a long time and these injuries aren't new. In fact, these days he's had most of his easily damaged bits replaced with titanium alloys and so putting him out of a match is far from easy.





RUSH SEQUENCE (P. 33)

- 1. Move the Rush counter.
- 2. Launch a ball if none in play.
- 3. Spend an Action Token or Action Card on a Player.
- 4. Resolve the Action.
- 5. Repeat 2 and 3 until the Rush ends.
- 6. End of Rush:
 - a. Move Players in the Sin Bin.
 - b. Take back your Action Tokens.
 - c. Turn over a card to move the Ref.
 - d. Discard Special Effects.

Remember:

★ Max 2 Tokens and 1 Card per Player.

A Rush ends when:

- 1. The Rushing team makes a Strike.
- 2. The Coach has no Players left, or no Actions to spend.
- 3. The team loses the ball.

ACTIONS (P. 35)

Run (p. 36)

Up to Move stat; can change facing freely.

Sprint (p. 36)

Up to double Move stat; costs a point to turn.

-> Dash (p. 37)

Can extend a Run or Sprint.

Dash: Speed test (123)

Modifiers

- ★ +1 if the Player is a Jack
- ★ -1 per Player threatening the hex you are moving from (max -2)

Pass: The Player moves or turns, and can attempt to Dash again.

Fail: The Player is laid prone in the hex they were moving to or turning in.

-> Evade (p. 37)

Used when moving out of a Threat Hex.

Evade: Agility test (123)

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per Player threatening the hex you are moving from (max -2)

Pass: The Player moves into the chosen hex and can continue their move.

Fail: The Player is laid prone in the hex they were moving to.

-> Pick Up (p. 38)

Jacks and Strikers only. Used when entering a hex with the ball.

Pick Up: Skill test (1)

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per threatening Player (max -2)
- ★ -1 if the Player was Sprinting

Pass: The Player picks up the ball.

Pass Doubles: As above, plus an immediate Free Run or Throw.

Fail: The ball scatters.

Stand Up (p. 38)

Stand Up: Agility test (1)

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per threatening Player (max -2)

Pass: Player is placed upright.

Pass Doubles: As above, plus an immediate Free Run, Throw, Slam or Steal.

Fail: The Player remains prone.

Slam (p. 39)

Guards and Jacks only. May Run first. Target may Slam back if able, or Dodge.

Slam: Strength test (X)

Modifiers

- ★ +1 if the Player is a Guard
- ★ +1 if the Slamming Player moved adjacent before Slamming
- ★ -1 per threatening Player, ignoring the Player you are attacking (max -2)

Slam Wins: Winner faces loser. Loser is pushed back and faces vacated hex. Winner may move into vacated hex and face loser.

Slam Doubles: As above. Loser is knocked prone and makes an Armour Check.

Draw: Players face each other.

Slam Loses: Slamming Player faces Dodging Player. Then, see Dodge.

Throw (p. 40)

Jacks and Strikers only. May Run first.

Target must be in your front arc and within 9 hexes, with a clear route (p.8).

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 modifier at a distance of 4-6 hexes
- ★ -2 modifier at a distance of 7-9 hexes
- ★ -1 modifier if Player moved or turned
- ★ -1 per threatening Player (max -2)

Making a Strike (p. 40)

Throwing Player must be in the Strike Zone.

Throw (Strike): Skill test (1)

Additional Modifiers

- ★ -1 modifier for a small target

Pass: Move the score counter.

Pass Doubles: Strike! As above, plus make a Fan Check.

Fail: Miss! Ball scatters from Strike Hex.

Passing to a Teammate (p. 41)

The teammate must be able to Catch, and must have the Thrower in their front arc.

Throw (Pass): Skill test (0)

Any Result: Keep note of successes. Move ball to teammate and attempt a Catch.

-> Catch (p. 41)

Catch: Skill test (1)

Start with dice equal to Throw's successes.

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per threatening Player (max -2)

Pass: Player catches the ball.

Pass Doubles: As above, plus an immediate Free Run or Throw.

Fail: The ball scatters.

Steal (p. 42)

Jacks and Strikers only. May Run first.

Target may Slam back if able, or Dodge.

Steal: Agility test (X)

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per threatening Player, ignoring the Player you are attacking (max -2)

Steal Wins: Scatter the ball.

Steal Doubles: Take the ball.

Draw: Players face each other.

Steal Loses: The Stealing Player faces the other Player. Then, see Slam/Dodge.

-> Dodge (p. 43)

Dodge: Agility test (X)

Modifiers

- ★ +1 if the Player is a Striker
- ★ -1 per threatening Player, ignoring the Player attacking you (max -2)
- ★ -1 if Dodging an attack from the rear
- ★ -2 if Dodging a Thrown ball

Dodge wins: Player may face any direction.

Dodge Doubles: Player may move 1 hex.

Draw, or Dodge Loses: See the rules for the Slam, Steal or Thrown ball.

-> Armour Checks (p. 43)

Damage is equal to the difference in rolls following a Slam or Thrown ball.

Armour Check: Armour test (Damage)

Modifiers

- ★ +1 if the Player is a Guard

Each success cancels a point of damage. If any damage remaining, Player is placed in the section of the Sin Bin equal to the damage.

Run Interference (p. 44)

Jacks only. Requires an 'Any Action' card to use. Allows you to interrupt the opponent's Action with a one hex move and/or a Slam or Steal.

FOULS (P. 46)

Sucker Punch (p. 50): A Slam where a Player starts in a target's front arc, and moves to Slam them from behind.

Stomp (p. 50): A Slam against a prone Player.

DodgeBall (p. 50): When the ball is Thrown at an opponent.

Restrain (p. 51): When a Player attempts to prevent an Evade.

Stall (p. 51): When a Player is in the opponent's entry area.

Sneak (p. 51): When a Coach has more than 6 Players on the pitch.

Must be called by the opponent. A Spot Foul test is made against a Distract test by Fouling team.

Any unthreatened standing Player within 7 hexes of the Ref may Distract.

Spot Foul: 4+ test (X)

Modifiers

- ★ +1 if the Foul was committed within 7 hexes

Distract: 4+ test (X)

Start with dice equal to the number of Distracting Players.

Modifiers

- ★ +1 if any of the Distracting Players are Guards

Distract Wins: No further effect.

Draw: Fouling Player sent to Subs' Bench.

Spot Foul Wins: Fouling Player sent to section of Sin Bin equal to difference in successes.

Spot Foul Doubles: As above, plus Distracting Player (if any) sent to Subs' Bench.

FAN CHECKS (P. 52)

Draw a card and place it in your Fan Support Area. When you have 3+ pips, turn the cards over and take a DreadBall Card or Coaching Dice.

Fan Check Triggers

- ★ Scoring a bonus point.
- ★ Doubling a Strike.
- ★ Inflicting 3 or more point injury.
- ★ Catching a scattering ball or a 9-hex pass.
- ★ Dashing 3 times without falling.
- ★ Evading 3 times without falling.
- ★ Tripling an (X) roll with 3+ successes.
- ★ Committing a particularly successful Foul.

BUILDING A TEAM (P.71)

Costs

Players	See card
Coaching Dice	50mc
DreadBall Cards	75mc
Coaching Assistants	80mc
Cheerleaders	60mc
Transfer Premium (existing role)	+60mc
Transfer Premium (new role)	+100mc
Transfer Premium (MVP)	+150mc

Limitations

- ★ Min 6 Players
- ★ Max 14 Players
- ★ Max per role – double recommended team
- ★ Max 4 transfers
- ★ Max 1 Captain
- ★ Max 7 Coaching Dice
- ★ Max 7 DreadBall Cards
- ★ Max 3 Coaching Assistants
- ★ Max 4 Cheerleaders

Captains (p. 73)

- ★ Spend an Action on Captain to use a Supporting Coach ability.
- ★ Players within 5 hexes can use 3 Action Tokens per Rush.
- ★ While standing on the pitch, may use Captain cards.

Supporting Staff (p. 74)

- ★ Placed in Subs' Bench at start of game.
- ★ Staff in Subs' Bench placed in sidelines at start of Rush.
- ★ Can use abilities below, then place into 1 section of Sin Bin.

Coaching Assistant Abilities (p. 74)

- ★ **Hustle:** Use after a dice test for your Player. Re-roll a dice.
- ★ **Playbook:** Use after drawing a card. Draw a second card, and pick one.
- ★ **Challenge:** +1 modifier on Distract test.
- ★ **Prepare:** Use any time. Turn one of your Players in any direction.
- ★ **Physio (Medi-bots only):** Use before or after an Action Token. Move a Player from Sin Bin to Subs' Bench. Medi-bot is place in Sin Bin where Player was.

Cheerleader Abilities (p. 75)

- ★ **Work the Crowd:** Use after passing or winning a test to make a Fan Check.
- ★ **Distraction:** Stop an opponent drawing cards for a Fan Check.
- ★ **Flaunt It!** Use before the opposing Coach attempts a test. If any 1s are rolled, all successes are discarded.
- ★ **Look at Me!** Use before or after an Action. An opposing Player must pass a 4+ test (2) or can be faced in any direction.

Coach with most Cheerleaders on sidelines may draw 2 cards for a Fan Check and pick 1. Does not move a Cheerleader.

League Games (p. 80)

Pre-Match Sequence (p. 80)

1. Calculate Underdog Bonus
- ★ Higher team ranking – lower team ranking
2. Hire Players on Loan
- ★ Spend Underdog Bonus plus cash to buy transferred Players without a premium (one game only).
3. Receive Bonus Dice
- ★ Remaining Underdog Bonus awarded in 1 coaching dice per full 50mc (one game only).

Post-Match Sequence (p. 82)

1. **Log Results**
 - a. League Points
 - ★ Landslide Win 4 points
 - ★ Win 3 points
 - ★ Draw 2 points
 - ★ Loss 1 point
 - ★ Landslide Loss 0 points
 - b. Minor Results
 - ★ Final score difference
 - ★ Total Cheers
 - ★ Serious injuries caused
2. **Player Upkeep**
 - a. Treat Injured Players
 - ★ Roll on table:
 - ★ 2-3: Player is dead. Remove them from the roster.
 - ★ 4: Agility penalty
 - ★ 5: Speed penalty
 - ★ 6-8 Full Recovery: No further effect.
 - ★ 9: Skill penalty
 - ★ 10: Strength penalty
 - ★ 11-12: Lose a random ability, if any.
 - b. Severance
 - ★ Pay 50mc to remove Player from roster.

- c. Draft New Players
 - ★ Replace dead or fired Players for free (main team only).
 - d. Player Advancements
 - ★ Choose from tables on p. 83.
 - ★ Roll on team tables (see card).
 - ★ Captains may draw a new card (see p. 73)
 - ★ Add 25mc to Player value.
3. **Team Revenue**
 - a. Calculate Earnings
 - ★ Roll dice:
 - ★ 1 for winning
 - ★ 1 for most Cheers
 - ★ 1 for every full 100mc Underdog bonus granted
 - ★ 1 for every MVP that played for the team
 - ★ 6s do not explode.
 - ★ Add dice together and multiply by 10. Add 50 to get total earnings.
 - b. Make Purchases
 - ★ See building a team.
 4. **Calculate Team Ranking**
 - ★ Add Player values, Extras and Spare Cash.

Experience (p. 87)

- ★ +1 for scoring a Strike
- ★ +1 for scoring a bonus Strike
- ★ +1 for injuring an opponent
- ★ +1 for seriously injuring an opponent
- ★ +1 for every Fan Check
- ★ +1 for taking part in a match
- ★ +1 for taking part in a match for every full 100mc Underdog bonus granted



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