

Dreadball Winter 2015 League

Purpose

The purpose of a game league is to allow players to play games. It is all for fun. We are trying to build a Dreadball community in the Dayton area. As such, bad sportsmanship will not be tolerated. The league is open to all ages and is in a public store, so please refrain from foul language as well. Even when getting beat mercilessly by a ten year old girl.

Remember that even though the goal of playing a game is to win, the purpose of gaming is to have fun. These are not mutually exclusive.

Location

The Hobby Shop, 153 N. Springboro Pike, Dayton OH

Organizer

The league organizer is your friendly, local Mantic Pathfinder, Mike Carter. His preferred contact method is email at puggimer@gmail.com, but can also be reached at 937-478-9412. Rules and current standings will be posted at <http://puggimer.net/dbleague>.

Cost

Nothing. Nada. Zip. The big goose egg. \$0.00.

Unless that is, people want to pay to be in the league – and if so, then all costs to participate will be returned back as prizes at the end of the league. However I am working at just building interest at this point, not getting super competitive, so that is why there is no cost (and not a lot of prizes). It is playing games and having fun. Now the tournament at the end – that's a bit different. That is where you get to use your team and skills to crush your enemies before you and revel in the lamentations of their women (or their men as the case may be).

Duration

The league will run during February and March, 2015. We will meet weekly on Monday nights at the Hobby shop to play games (and on the third Saturday in March).

Teams

Any team from Seasons 1-4 (yes, the brand new ones can play) is allowed – so there you can choose from 17 possible teams! Teams must be Mantic models, and proxies are ONLY allowed for the models that have not yet been released from season 4 (with the expectation that these will only be used until the new models are obtained).

Who do you play?

This is a double round robin league – so the number of total games depends on the number of total players. You may be expected to play everyone in the league twice, once as the home team and once as the away team. For each game

Dreadball Winter 2015 League

you need to track the winner, final score and number of kills for each side. In addition to this, all team advancement results need to be reported as well.

MVPs

Sorry, for this initial version of a league, we are not allowing for MVPs.

Playing each Game

Before each game, determine the underdog bonus for the lower ranked team. The underdog bonus is simply the difference in ranking between the teams.

Your underdog bonus (if you get one) is money that can be used for one time purchases (for the current game only). Nothing bought with the underdog bonus lasts beyond this game (in fact when you play the team for the second time, the bonus may be different or even go to the other team).

Underdog bonuses can be spent on any of the following: cheerleaders, coaches, coaching dice, cards, additional players and free agents. Anything purchased with underdog bonus (and any unspent mc) is lost after the current game.

During league play, you need to keep track of what each player does and experience they earn. Free agents and temporary players NEVER gain experience. Players gain an experience point based on the following table:

Cause	Player type
Scores 3 or 4 point goal	Striker or Jack
Injuring an opponent for 3 turns	Anyone
Killing an opponent	Anyone
Man of the Match	Anyone

Season 4 introduced achievements. Achievements are exceptional actions that occur during a game:

- Throws a 9 hex pass that is caught by the intended target.
- Dashes in 3 consecutive hexes in the same action without falling.
- Evades in 3 consecutive hexes in the same action without falling.
- Triples the number of successes of his opponent in a Slam.
- Triples the number of successes of his opponent in a Steal.
- Catches a scattering ball with a result of 3 or more successes.

If a player manages to do one of these achievements, then draw the top card of the deck with the result depending on the number of cheers they earn:

- 0 Cheers – no effect
- 1 Cheer – place card under team’s Fan Support card.
- 2 Cheers – team gains an immediate coaching die – discard card.
- 3 Cheers – player gains an experience point – discard card.

Events are triggered as normal

In addition, total kills and total number of cheers need to be tracked as well (do not include achievement cheers).

Dreadball Winter 2015 League

After each Match

After each match, the following steps should be followed:

- 1) Determine Man of the Match. The team with the highest number of total cheers randomly picks a player (a player who is dead, or who never came off the bench is NOT eligible) to gain an extra point of experience. If both teams are tied, then they both pick a man of the match. If NO cheers have been earned, then this is not awarded (Dreadball Season Rulebook Pg 56)
- 2) Advance players
 - a. A player can advance a rank by spending the amount of experience equal to that rank. All players start at rank 1. (So for a rank 1 player to advance to rank 2, they must spend 2 exp. To go from 2 to 3 they must spend 3 exp, etc). A player may only go up a single rank per match.
 - b. If a player advanced a rank, mark off their experience and add 5 mc to their cost on your roster. Then roll on an advancement table (any of the advancement tables from seasons 1-4 may be used).
- 3) Calculate Team Revenue
 - a. Every team receives 6mc just for playing. In addition, you get a number of dice to determine additional revenue. You get a die for each league point earned in the game, as well as a die for every full 10 pts that your opponent's team was ranked higher than yours (regardless of win or loss). Roll these and add the results for your final total.
 - b. Dead Players. To revive a player killed in the match, it costs the player BASE cost plus 1d6 mc. They fully recover, though they do not earn any experience for the match. The second option is to recycle the body for 5 mc. Remove the player and add the 5 mc to your cash. The final alternative is to attempt to revive them on the cheap. This costs 4 mc, and then you roll on the following table to see if it is successful, and any negative effects that occur:

Die Roll	Recovers?	Freezer Burn
1	No	Fatal. Player is dead and cannot be recycled
2	Yes	Minor Brain Damage : -1 skill
3	Yes	Spinal misalignments: -1 speed
4	Yes	Muscle Wasting: -1 strength
5	Yes	Blank Spots: lose 1 ability at random. If no abilities, treat as 6
6	Yes	None: full recovery
 - c. Purchase new players, coaching dice, cards, coaches and cheerleaders for your team. Mark off the appropriate amount and add them to your roster. Coaching Dice, cards, coaches and cheerleaders all retain their value to the team ranking.
- 4) Update the team ranking based and update the roster with the changes.
- 5) Notify the league organizer. You need to say who you played, who won (and the final score), how many cheers each team generated and how many players were killed by each team. In addition all changes to the roster need to be sent as well so that accurate rankings can be maintained on the web site.

Dreadball Winter 2015 League

Rankings

Each base Dreadball team starts with a value of 100 mc (mega credits). After each game, each coach will roll to determine the team income for the game – and this may be spent reviving dead players, or buying coaching dice, cards, cheerleaders, coaches or additional players for your team. In addition, players may gain experience from their games – and this may allow them to gain levels and abilities. Each level that a player gains adds 5 mc to their value.

A team ranking is determined by the sum of the cost of all their players (including any additional levels) as well any additional items that have been purchased for the team. All teams must keep an up-to-date roster available for all games (this will also be listed on the league web site).

After the ranking comes league points – which are based on the games you have played. You receive league points per game as follows:

Game Result	Winner League Points	Loser League Points
Landslide Victory (7 points)	4	0
Victory	3	1
Draw	2	2

Awards

Planned awards (certificates, and possibly prizes) will be for the following categories

- 1) League Champion (Highest ranked Team)
- 2) Best Coach (Most League Points)
- 3) Most Popular Team (Highest Cheer Total)
- 4) Bloodiest Coach (Highest Kill Total)

Tie Breakers

At the end of the league, the winner will be determined in each of the above categories. In the event of a tie, the other categories will be used to determine the winner in the following order:

- 1) Team Ranking
- 2) League Points
- 3) Cheer Total
- 4) Kill Total
- 5) Steel cage death match between coaches (or a die roll)

Dreadball Winter 2015 League

Tournament

After the league, we are going to have a tournament. This will also be the time to award the league prizes (this is tentatively planned for April 18th).

Schedule

February 2015
February 2, 2015 – league games 6 – 8 pm
February 9, 2015 – league games 6 – 8 pm
February 16, 2015 – league games 6 – 8 pm
February 23, 2015 – league games 6 – 8 pm
March 2015
March 2, 2015 – league games 6 – 8 pm
March 9, 2015 – league games 6 – 8 pm
March 16, 2015 – league games 6 – 8 pm
March 21, 2015 – league games 1 – 5 pm
March 23, 2015 – league games 6 – 8 pm
March 30, 2015 – league games 6 – 8 pm
April 2015
April 18, 2015 – Tournament 10am – 6 pm