

Dreadball League Reference

Actions	S	J	G	Test	Pos Bonus	Mod	Outcome
Run	X	X	X				M hexes, facing any direction
Sprint	X	X	X				2xM hexes, each turn costs 1
Dash	X	X	X	3 SP (123)	+1 Striker	-1 Threat, +1S	Fail – fall over in target hex
Evade	X	X	X	3 SP (123)	+1 Striker	-1 Threat, +1S	Fail – all over in target hex
Pick up Ball	X	X		3 SK (1)	+1 Striker	-1 Threat, +1S	Fail – ball scatters 2+ success – free Run or Throw
Slam		X	X	3 ST (X)	+1 Guard	-1 Threat, +1G	Draw – both turn to face Win – push back, turn to face Double – win, knock down, armor
Steal	X	X		3 SK (X)	+1 Striker		Draw – turn to face Win – scatter ball Double – take ball
Slamback		X	X	3 ST(X)	+1 Guard	-1 Threat, +1G	
Dodge	X	X	X	3 SP(X)	+1 Striker	-1 Threat, +1S	Double – move 1 hex
Armor Check	X	X	X	3 AR	+1 Guard		3 / 4 wounds – Fan Check
Throw	X	X		X SK (1)	+1 Striker	1-3 3D, 4-7 2D, 8-10 1D +1S, -1 Moved, -1 Threat, -1 Strike hex	Double Strike – Fan Check 3 / 4 pts – Fan Check
Catch	X	X		X SK (1)	+1 Striker	+1S, -1 Threat	Fail – scatter, rush ends
Buy Card							
Stand up	X	X	X	3 SP(1)	+1 Striker	+1S, -1 Threat	
Sucker Punch		X	X				Slam from behind, but start in front
Stomp		X	X				Slam fallen player, cannot move
Stall	X	X	X				End movement on entry hex
Sneak	X	X	X				More than 6 players on field
Distract Ref	X	X	X	3 4+(x)	+1 Guard		
Remain Calm				Ref 3 4+(X)			

Experience – player earns 1 experience point each time:

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

Achievements:

- Throws a 9 or 10 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.

Draw card after achievement

- 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.