DREADBALL QUICK REFERENCE GUIDE

RUSH SEQUENCE

1. Move the rush marker
2. Launch the ball if not already in play
3. Take Actions
4. End Rush
   a. Advance injured/Out of Play players
   b. Move Ref

DICE TESTS

- Determine your Dice Pool – this is normally 3 dice.
- Apply modifiers to add or subtract dice, then roll!
- Dice that equal or beat the relevant stat succeed.
- For (1) tests, you succeed if you score 1 success.
- For (x) tests, you succeed if you score higher than your opponent's roll.
- (123) tests get harder the more you take them.
  - The first time you take one in an action, you need to get 1 success. The second time, you need 2 etc.

	#	Cost	MV	STR	SPD	SKL	AMR	Notes
Human Guard	x2	10mc	5	4+	4+	4+	4+	
Human Jack	x3	8mc	5	4+	4+	4+	4+	
Human Striker	x3	10mc	5	4+	4+	4+	5+	
Orx Guard	x3	13mc	5	3+	4+	5+	4+	Orx
Goblin Jack	X5	9mc	5	5+	3+	4+	4+	Goblin
Vermyn Guard	x2	12mc	6	4+	3+	5+	4+	
Vermyn Striker	x6	11mc	6	4+	3+	5+	5+	
Forge Father Guard	x3	13mc	4	3+	5+	4+	4+	Steady
Forge Father Jack	x3	9mc	4	3+	5+	4+	4+	
Forge Father Striker	x2	9mc	4	3+	5+	4+	5+	

YOUR RUSH ENDS WHEN:

- You run out of action tokens.
- You run out of players.
- You lose the ball by dropping it, failing to pick it up or catch it, missing a strike or the keeper punts the ball. In all cases the ball scatters

ACTIONS *(Greyed-out actions cannot be taken on their own – they happen as a result of the action above)*

	S	J	G	Test	Modifiers	Outcome/*Notes*
Run	✓	✓	✓	-	-	*Move a number of hexes equal to Movement, turning freely. After a Run, you may Dash. If you leave a threatened hex you must try to Evade*
Sprint	✓	✓	✓	-	-	*Move straight forwards a number of hexes equal to twice your Movement You may change facing at a cost of 1 hex of movement per change. After a Sprint, you may Dash. If you leave a threatened hex you must try to Evade*
➢ Dash	✓	✓	✓	3 Dice Speed (123)	-1 per enemy threatening the hex you are moving from (max -2) +1 if Dashing player is a Striker	*Each time you Dash, you gain 1 extra point of Movement for this action. After using this point of movement, take the Dash test.* **No successes –** Fall over in the hex you have moved to. **1+ success** – You made it!
➢ Evade	✓	✓	✓	3 Dice Speed (123)	-1 per enemy threatening the hex you are moving from (max -2) +1 if Evading player is a Striker	*After moving out of an enemy threat hex, make an Evade test.* **No successes** – Fall over in the hex you have moved to. **1+ success –** You made it!
➢ Pick Up Ball	✓	✓		3 Dice Skill (1)	-1 per enemy threat (max -2) -1 if you Sprinted this action +1 if Picking Up player is a Striker	No successes – ball scatters, rush ends! **1 success –** player picks up ball, action ends. **2+ successes –** player picks up ball, then gets a free Run or Throw action.
Slam		✓	✓	3 Dice Strength (x)	+1 if you moved adjacent this action -1 per enemy threat (max -2) +1 if Slamming player is a Guard	*Jacks may move 1 hex as part of Slam; Guards may Run.* *Target must choose to Slamback (if Slam comes from front) or Dodge.* **Draw –** both players turn to face each other **Win –** push opponent back (may follow up), both players turn to face **Double–**push back (may follow up), turn to face, knock down, armour check
Steal	✓	✓		3 Dice Speed (x)	-1 per enemy threat (max -2) +1 if Stealing player is a Striker	*Jacks may move 1 hex as part of Steal; Strikers may Run.* *Target must choose to Slamback (if Steal comes from front) or Dodge.* **Draw –** both players turn to face each other **Win –** ball is knocked out of enemy's hands and immediately scatters. **Double –** Stealing player takes the ball.
➢ Slamback		✓	✓	3 Dice Strength (x)	-1 per enemy threat (max -2) +1 if SlamBacking player is a Guard.	**Draw** – both players turn to face each other **Win** – push opponent back (may follow up), both players turn to face **Double**–push back (may follow up), turn to face, knock down, armour check
➢ Dodge	✓	✓	✓	3 Dice Speed (x)	-1 per enemy threat (max -2) +1 if Dodging player is a Striker -1 if player is on the floor after being knocked down/falling over	**Win** – turn to face **Double** – free 1-hex move, enemy turns to face
➢ Armour Check	✓	✓	✓	3 Dice Armour (Profile)	+1 if checking player is a Guard.	*The difference between the winner's Slam successes and the loser's Slamback or Dodge successes is the number of hits taken. Each success on the armour check (made by the losing player) reduces the number of hits by 1. After the armour check, the player is out of play for 1 turn per hit taken.*
Throw Strike or Pass	✓	✓		[X] Dice Skill (1)	-1 if player moved this action -1 per enemy threat (max -2) -1 if target is Strike hex +1 if Throwing player is a Striker	*Jacks may move 1 hex as part of Throw; Strikers may Run.* *Target must be in your front arc. Range determines dice pool:* ***[x] 1-3 hexes = 3 dice; 4-6 hexes = 2 dice, 7-9 hexes = 1 die*** **No successes** – Inaccurate Pass OR scatter from Strike Hex **1+ success** – Accurate Throw OR Strike! **Strike only, 2+ Successes -** make an additional fan check for showboating
➢ Catch	✓	✓		[X] Dice Skill	-1 per enemy threat (max -2) +1 if Catching player is a Striker.	*[X] = Dice pool equals number of successes on Throw roll.* **No successes** – Ball scatters from Catching player. **1 success** – Catching player takes the ball. **2+ successes –** Player catches the ball, and gets a free Run or Throw action.
Stand Up	✓	✓	✓	3 Dice Speed (1)	-1 per enemy threat (max -2) +1 if Standing player is a Striker.	**1 success** – Player stands up in hex he is in. Choose any facing. **2+ successes** – As above, then player gets a free action (cannot be Sprint).

DREADBALL QUICK REFERENCE GUIDE

FAN CHECKS

1. Fan Checks can be made for:
    a. Scoring a 3 or 4 point Strike
    b. Injuring an opponent for three or more turns
    c. Strutting your stuff in a display of Showboating
2. Fan Checks simply involve turning over the top card in the draw pile and looking at the number of Fan Cheers ● on the bottom of the card. Place the card under the Fan Support Card with the cheers showing
3. For every three Fan Cheers accumulated you get a Coaching Dice. Turn the cards face down under the teams Fan Support Card

REF CHECKS

1. Determine number of Dice
    a. 1 Dice for the Eye
    b. 1 Dice for the Ref if within 7 Hexes of the fouling player.
        i. In the case of a sneak, this is any player on the offending team
    c. This may be modified by event Cards
2. The Coach calling foul rolls the dice.
3. Each dice is read sperately
    a. 1-3 is a penalty for that number of Rushes
    b. 4-6 means no penalty
4. Add the total number of penalty turns together. The player is sent to the sin bin for that number of turns. If this number is 4 or more then the player is sent off for the rest of the match

LAUNCHING THE BALL

1. Roll a d6, the ball travels that number of hexes along the centre of the pitch.
2. If a 6 is rolled then roll another D6, on a 4-6 the ball bounces away from the Rushing Coach, on a 1-3 it bounces towards the Rushing Coach.

SCATTERING THE BALL

1. Declare which direction is 1
    a. If the player is standing, 1 is the direction the player is facing
    b. If scattering from a fallen player or empty hex the 1 is straight down the pitch directly away from the rolling Coach
2. Roll a d6 to determine direction, clockwise from 1
3. Roll another d6 to determine number of hexes the ball will scatter
4. If the ball hits a standing player before it goes the full distance rolled then:
    a. If the player can, he must try to pick up the ball, counting it as an inaccurate pass. A player can double the catch with all associated benefits even during an opponent's Rush as a free action. If this happens your opponent will resume their turn after your free actions
    b. The player is unable to try to catch the ball because they are a guard or are facing the wrong way. Scatter the ball from this hex.
5. The Ball will scatter over a fallen player, but if it lands on a fallen player it will scatter again.

MOVING THE REF

1. At the end of each Rush, draw the top card from the Draw Pile and move the ref the number up to the number of Hexes on the red panel in the top left corner.
2. The ref must end her turn on a blank hex or her starting hex
3. If the card is an event, it should now be resolved
4. If the card is a Special or Special Move then it is discarded

SCORING STRIKES

1. The two closer Strike Hexes are worth 1 point each
2. The further Strike Hex is worth 3 points
3. The bonus Hex (furthest from each strike hex) is worth an additional point. So bonus hexes are worth 2 & 4 points

FOULS

	S	J	G	Test	Modifiers	Outcome/*Notes*
Sucker Punch		✓	✓	See Slam	See Slam	*A sucker punch is resolved exactly like a slam. It becomes a sucker punch when the fouling player begins their action in the targets front arc but moves into their rear arc to perform a slam in a single action.*
Stomp		✓	✓	3 Dice Strength (x)	+1 if the player is a Guard -1 per enemy threat (max -2)	*The Stomping player may not move prior to Stomping* *The only response the target can make is to dodge* **Stomp Doubles:** The losing player makes an Armour Check **Dodge Doubles:** The dodging player can move 1 hex in any direction and does not need to *Evade.* They remain on the floor, stomping player turns to face the hex the dodging player vacated **Any other result:** Stomping player turns to face his intended victim Roll a Ref Check after the Stomp is resolved
Stall	✓	✓	✓	-	-	*A Stall is the act of deliberately blocking the opposing teams entry point onto the pitch preventing your opponent from bringing on players* AT the end of ***every action*** by the offending team if this hex is blocked make a Ref Check, whether or not the action was spent on that player.
Sneak	✓	✓	✓	-	-	*Sneak is any action which allows a player to move onto the pitch. It becomes & remains a foul if the Coach has more than 6 players on the pitch.* Make a Ref Check at the end of ***every action*** by the sneaking team. If the Ref Check results in a player getting sent off, select one at random.
Distract the Ref	✓	✓	✓	3 Dice 4+ (x)	+1 if the player is a Guard	***Distract the Ref:*** *This is a type of Run or Sprint. The distracting player must move adjacent to the ref and then attempts to distract the ref while the ref tries to remain calm* ***Remain Calm:*** *This test is taken by the opposing player on the Ref's behalf* **Draw or Distract wins:** For the remainder of this Rush the ref will only roll dice in a Ref Check against the Distracting player. After this turn the Ref returns to normal. Roll a Ref Check immediately against the Distracting player but do not add a dice for the Eye **Distract Doubles:** No Ref Check is made against the Distracting Player **Remain Calm Wins:** Roll a Ref Check immediately, the Ref is not distracted **Remain Calm Doubles:** The Distracting player is sent off for the rest of the match
➢ Remain Calm	**Ref Only**			3 Dice 4+ (x)	-1 per player from the distracting player's team threatening the Ref's hex (ignoring the distracting player to a maximum of -2)	