

# DreadBall League in a Night

## Description

Get the entire DreadBall League experience in one thrilling night! Coach the same team through four games where every shot counts. Each game will carry over to the next, with every injury and victory affecting your next match. Rookies will become veterans and novices will become DreadBall all stars!

## Starting Teams

Each coach will begin with a 1000mc, default recommended starting team for game 1. If a coach chooses a team with a recommended roster less than 1000mc the difference will be listed as unspent mc on their team roster.

## What to Bring

- Miniatures. It is encouraged that miniatures be painted. Make sure to bring enough miniatures for your starting team AND extra players (transfers, etc) that you might add to your roster as the league progresses. WYSIWYG, for example, if you plan to use a Medi-bot please bring a Medibot mini to use.
  - We will have a limited number of teams available for new players
- Dice. You'll need to bring some d6s
- Cards, Tokens, Pitches. If possible, bring everything you need to play as there may not be enough available.

## Team Building

The cost of each Player and Captain is as listed in the rules or on their cards.

## Extras

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

## Rules

The latest Errata will be used.

## 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**

Coaches 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.

### **Player Numbers**

Players must be numbered for keeping track of experience.

### **League Game Info**

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. 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
  - a. 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 Game**

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.

## **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. 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.

## **Post-Match Sequence**

After each game, each Coach will need to complete the following sequence

1. Log Results
  - a. League Points
  - b. Minor Results
2. 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

Make sure you hand a copy of your roster to the League Organizer so they can log all of your results and arrange the next round of games.

## **Underdog Bonus**

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.

## **MVPS**

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.

### **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:

- Win 2 points
- Draw 1 points
- 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.

### **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:

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.

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.

### **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**

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.

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.

## **Team Revenue**

### **Calculate Earnings**

After each match, each Coach earns an appearance fee of 100mc. 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. If both teams have the same number of Cheers they both earn the dice.
- 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.
- 1 dice for the team that inflicted the most Serious Injuries on their opponent. Bravo for bloodshed! If both teams have inflicted the same number of Serious Injuries, neither team earns the dice.

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 100mc appearance fee – this is the total amount earned for the match. Add it to your team's cash.

### **Make Purchases**

Purchase up to one additional DreadBall Card and one additional Coaching Dice between each match.

### **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

### **Advancement Tables**

<b>Guard</b>	<b>Jack</b>	<b>Striker</b>
Fan Favourite	A Safe Pair Of Hands	A Safe Pair Of Hands
Grizzled	Boost	Fan Favourite
Keeper	Fan Favourite	Jump
Steady	Steady	Show Off

## Experience and Fan Check Reference

	Fan Checks	Experience
Score A Strike	0	1
Double A Strike	1	2
Score Bonus Point	1	3
Double A Bonus Strike	2	4
1 or 2 Point Injury	0	1
3 Point Injury	1	2
4 Point Injury	1	3
Catch a Scattering Ball	1	1
Catch a 9-Hex Pass	1	1
Dash 3 Times Successfully	1	1
Evade 3 Times Successfully	1	1
Triple A (X) Test (min of 3)	1	1
Commit A Successful Foul	1	1
Showboat	1	1
Work the Crowd	1	1
Take Part In The Match	0	1
Per Full 100mc Underdog	0	+1

### Schedule

7:00 - 7:30 Registration and Orientation  
 7:30 - 8:30 GAME 1  
 8:30 - 8:45 Game 1 Post-Match  
 8:45 - 9:00 GAME 2  
 9:00 - 9:15 Game 2 Post-Match  
 9:15 - 10:15 GAME 3  
 10:15 - 10:30 Game 3 Post-Match  
 10:30 - 11:30 GAME 4  
 11:30 Results & Awards