

DREADBALL

SETUP *p29*

- Give each player Fan Support Card (Visitor or Home)
- Shuffle cards and place face down with event (?) counter near.
- Deal starting cards. May discard any / all for replacements.
- Place Score counter at 0, Rush at 1 and Referee on checkered hex.
- Coaches get 5 Team Action Tokens and Dice of their color
- Home then Visitor team places 6 models anywhere on their half of board. Remaining models in Subs' Bench.
- Ball launched onto pitch, Home team goes first.

RUSH SEQUENCE *p32*

Start of Rush - move rush marker (14 turns) & Launch ball if it's not in play
Launching the Ball - from Rushing coach's left board side, roll die: *p30*

- On 1-5: place on DB hex that # of spaces from side.
- On 6: ricochets off opposite wall (roll die) 1-3: to Rushing coach, 4-6: away
- If ball hits player, like Throw at player. 6 to 1 dice depending on how far from launch edge & 4+ Skill for check. May dodge if from front. *p21(s3)*
- If Rushing team fails Catch, Rush Ends.

Take Actions - 5 team actions (track w/tokens) + special action cards *p33*

- Each player max: 2 team, 1 special, unlimited Free

Rush Ends When - run out of team actions / cards or players.

- Throw Strike or at opposing player or Keeper Punts
- Drop the ball (fail pick up/catch or fall over with ball)
- Rush does not end if you catch scatter from any above action.

End of Rush - move your out of play(Sin Bin) players 1 step to Subs Bench

- Move Ref = # spaces <= # in upper left of a drawn card. May not end move in colored space or move onto ball. If Event, resolve. *p49*

SCATTERING THE BALL *p31*

- Declare which direction is 1. Roll die for direction and distance.
- If ball hits standing player from front arc, must attempt Catch if able (0 success Throw). If not able or fail, ball scatters.
- Double on Catch allows free Run/Throw, even Non-Rushing team.
- Knocked down players don't block ball, but scatter if stops on top.

Hitting the Wall - Ball bounces off the wall at a 60 degree angle. *p14*

- If the ball hits the wall in one of the 6 hexes with 3 sides touching the outside of the board, it bounces straight back.

SCORING AND WINNING

Strike / Scoring - Throw Strike within strike zone hex to its strike hex. *p13*

- 1 point for closest 2 zones, 3 points for farthest zone. *p14*
- Bonus +1 point if scores from farthest hex in zone. *p14*
- Adjust score track up or down. *p16*

Winning - If any player gets 7+ points, they win instantly. *p16*

- After 14 turns, highest score wins. If tie, go to Sudden Death.

Sudden Death - Reset rush counter, first team to score wins.

- No new players may come on field.
- Team also wins if opponent has no Throwers. Draw if both have none.

EXHIBITION MATCHES *p50*

- Agree on team budget. Starter team (100mc) + extra
- Spend extra on MVPs bidding / advancements (5mc / table roll)
- May also agree to spend money on extra players.

GENERAL

Coaching Dice (blue) can be added to your team's dice test before rolled.

- Dice removed after used. *p28*

Models - may not enter hex with another model. *p14*

- Front Arc - anything in front half of standing model. *p11*
- Threat Hexes - 3 hexes in front of standing model. *p11*

Subs' Bench - store extra players. players block if in entrance hex. *p15*

Sin Bin - injured/fouling players stored for # of turns out of play. *p15*

Selecting a Random Player - ID eligible on-pitch players & draw card. *p49*

- Use 1st matching player # on right. Mark w/(?) if needed. If Event, resolve

Push Back - Winner moves player into 1 of 3 hexes away from pusher. *p36*

- If all 3 hexes have models already, player does not move.
- **Event Cards** - Stay active until another event (except Ball Shatters). *p48*
- If drawn as action, may play at any time (after current action).
- If drawn for Fan Check, Ref Move, or Random Player, event after.

Move / Pushed onto Ball - try pick up if standing & able or ball scatters *p42*

CHEERLEADERS *p8-9(s2)*

- At game start, underdog places 2, higher rank places 1. On tie, both 1. Place on any empty spot on score track. Rest to Subs' Bench. *p8(s2)*
- When score marker ends on spot w/a cheerleader, move to Subs' Bench. If cheerleader removed owned by scoring team, make Fan Check. *p9(s2)*

COACHING STAFF *p10-13(s2)*

- At game start, place all coaching staff in Subs' Bench. *p11(s2)*
- At start of rush, may try to call Offensive, Defensive, or Support Play. 3d 5+ test(1). +1d if Staff type matches play. No penalty for fail.
- Offensive Success - One player may have 3 team actions max.
- Defensive Success - Get 1 Defense Die (Coaching die usable only during opp. next rush for slambacks/dodges) (**Doubles**) - Get 2 Defense Dice.
- Support Success - Move cheerleader on board or from Subs' Bench to empty score track location. (**Doubles**) - Move 2.

GIANTS *p15-19(s3)*

- Take 3 hexes and count as 2 players on the pitch.
- Roll +1 dice for Armour Checks, Slam/back against non-GIANTS.
- Count as Steady when Slammed by non-GIANTS.
- Threat Hexes are 3 across in front. Front arc straight line across front.
- On Throws/Slams, choose 1 of GIANT's front hexes as source.
- Ball scatters from hex it hits GIANT on. If scatters into another of the GIANT's hexes, do not attempt another catch, scatter again.

Movement

- Spent 1 movement to move forward into 2 or 3 of its threat hexes.
- Spent 2 movement to pivot 1 hex around either of its 2 front hexes.
- May move out of non-GIANT Threat Hexes without Evade check.
- During movement, if run into opponent non-GIANT player, may attempt **Brush Aside**: 3d Strength (123) (+1 if GIANT Guard, -1 if opp. Guard). **Fail**: end action. **Succeed**: move opponent directly away & move into hex.
- **Double**: opponent also knocked over (no armor check)
- May not Brush Aside during follow up move after a Slam
- When a GIANT is pushed back it moves directly away from its opponent.

LEAGUE PLAY

Games - may play 1 for league points per round. Any # for XP / \$. *p52*

- Pick Opponents - lowest players on league table pick first.
- League Table - by Ranking (\$), Points (W/L), Strike Difference. *p55*

Underdog - \$ for MVP/Free Agent, = difference in team rankings. *p54*

- After MVP auction, for every 10mc left, roll on one Free Agent Table.

SEASON 1 <i>p54</i>	SEASON 2 <i>p20(s2)</i>	SEASON 2 <i>p20(s2)</i>
1. Human Jack	1. Human Female Jack	1. Zee Jack (x2)
2. Human Guard	2. Human Female Guard	2. Asterian Jack
3. Human Striker	3. Human Female Striker	3. Teraton Jack
4. Veer-Myn Striker	4. Z'zor Jack	4. Nameless Guard(Sticky)
5. Forge Father Guard	5. Robot Jack	5. Nameless Striker
6. Orx Guard	6. Judwan Striker	6. Asterian Guard

- Free Agents - may take any/all rolled. No XP, roster limit applies.

Between Match Sequence *p56*

1. **Man of the Match** - Team (both on tie) w/ most Fans: random player who played and is alive gain 1 XP. No award if game was tie. *p56*
2. **Results** - W:2pts, L:T:1pt. Score 7=W:3/L:0, Note Strike difference. *p57*
3. **Player Advancement** - Mark as occurs in game. *p57-58*
 - Gain 1 XP - Scoring 3/4 strike, Injuring 3+ hits, Man of the Match.
 - Advance - spend XP = to next rank (player max 1 rank / game). Player value +5mc / rank.
 - Roll on Table - matching role or spend coach die for coach table.
 - Table Maxed - choose another role table.
 - Invalid Result - choose another from same table.
 - Max Game Value - 3+ & max 1 gain per. (Strength, Speed, Skill)
 - Abilities - may have same Ability only once. Pick table before roll. *p21(s2)*

STRIKER	JACK	GUARD	COACH
1. Roll	1. Running Interference	1. Can't Feel a Thing	1. Lucky/Really Lucky
2. Jump	2. Strength	2. Does This Hurt?	2. Can't Feel a Thing
3. A Safe Pair of Hands	3. Speed	3. Keeper	3. Grizzled
4. Backflip	4. Skill	4. Steady	4. Backflip
5. Skill	5. Choose	5. Strength	5. Str., Speed, Skill
6. Choose	6. Choose Any S/J/G	6. Choose	6. Choose

STRIKER	JACK	GUARD	COACH
1. Show Off	1. Misdirect	1. Can't Feel a Thing	1. Quick Recovery
2. Misdirect	2. Alert	2. Stretch	2. Duck & Weave
3. A Safe Pair of Hands	3. Stretch	3. Quick Recovery	3. Alert
4. Stretch	4. Slide	4. 360 Vision	4. 360 Vision
5. Skill	5. A Safe Pair of Hands	5. Strength	5. Str., Speed, Skill
6. Choose	6. Choose Any S/J/G	6. Choose	6. Choose

4. **Team Revenue** - Roll 1d per league point earned + 1d per 10 team

rankings lower than opponent before game. Add sum to cash. *p59*

- Dead Player - lose unspent & game XP. buy (base \$+1d mc) or sell (5mc) or Recovery Roll (4mc): (Fatal result if -1 skill would make >6+) *p59,23(s2)*

1= Fatal 3= -1 Speed 5= Lose random ability

2= -1 Skill 4= -1 Strength 6= Full Recovery

- New Players - Max 14 players, Each role max # = 2x starting #.

- Buy Cards (10mc) & Dice (6mc) - Max 1 each / game. Max 7 each *p61*

- Buy Cheerleaders (8mc) - Max 7. *p8(s2)*

- Buy Coaching Staff (8mc) - Max 1 ea: Offensive, Defensive, Support. *p10s2*

5. **Team Ranking** - MVPs/Free Agents don't count. *p61*

- Players(base \$ +5mc / rank) + Cards(10mc) + Dice(6mc) + unspent cash

MVPs - auction available MVPs after next round games assigned. *p60*

- Minimum Bid - cost listed (minimum) or cost last round. Start bidding w/ last owner or random. If no bids, cost -2mc next round.

- Available for all games in next round. Roster limit applies.

TEAM STATS p66-75, p37-45(s2), p34-41(s3)

M Str Spd Skill Arm \$ # Notes

Humans - Start with: 1 Coaching Dice, 2 Cards

Guard	5	4+	4+	4+	4+	10mc	x2
Jack	5	4+	4+	4+	4+	8mc	x3
Striker	5	4+	4+	4+	5+	10mc	x3

Orx and Goblins - Start with: 1 Coaching Dice, 1 Card

Guard	5	3+	4+	5+	4+	13mc	x3 Orx
Jack	5	5+	3+	4+	4+	9mc	x5 Goblin

Veer-Myn - Start with: 0 Coaching Dice, 1 Card

Guard	6	4+	3+	5+	4+	12mc	x2
Striker	6	4+	3+	5+	5+	11mc	x6

Forge Fathers - Start with: 1 Coaching Dice, 1 Card

Guard	4	3+	5+	4+	4+	13mc	x3 Steady
Jack	4	3+	5+	4+	4+	9mc	x3
Striker	4	3+	5+	4+	5+	9mc	x2

Robot - Start with: 1 Coaching Dice, 1 Card

Guard	5	3+	5+	4+	4+	-	x0 Quick Change Artist
Jack	6	4+	4+	4+	4+	14mc	x6 Quick Change Artist
Striker	5	5+	3+	4+	5+	-	x0 Quick Change Artist

Z'zor - Start with: 1 Coaching Dice, 1 Card

Guard	5	3+	4+	5+	4+	17mc	x1 Can't Feel, Steady
Jack	5	4+	4+	4+	4+	9mc	x5 Can't Feel, Slide
Striker	6	4+	4+	5+	5+	11mc	x2 Can't Feel a Thing

Judwan - Start with: 0 Coaching Dice, 1 Card

Striker	6	5+	4+	4+	5+	15mc	x6 Pacifist, Misdirect Long Arms
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Humans Female (Void Sirens) - Start with: 4 Coaching Dice, 0 Cards

Guard	5	4+	4+	4+	4+	10mc	x1
Jack	5	4+	4+	4+	4+	9mc	x4 Running Interference
Striker	5	4+	4+	4+	5+	10mc	x3

Asterians - Start with: 0 Coaching Dice, 0 Cards, 1 Defensive Coach

Guard	6	5+	3+	4+	4+	10mc	x1 Dirty Tricks
Jack	6	5+	3+	4+	4+	10mc	x3 Fragile, Taking a Dive
Striker	6	5+	3+	4+	5+	13mc	x4 Fragile

Nameless - Start with: 0 Coaching Dice, 0 Cards

Guard-Sticky	4	4+	4+	5+	4+	9mc	x2 Gotcha!
Guard-Hard	5	3+	5+	4+	4+	15mc	x2 Can't Feel, Steady
Striker	6	4+	4+	4+	5+	13mc	x4 A Safe Pair Hands

Teratons - Start with: 0 Coaching Dice, 0 Cards

Guard	5	3+	5+	4+	4+	15mc	x4 Teleport
Jack	5	3+	5+	4+	4+	10mc	x4 Teleport

Zee - Start with: 0 Coaching Dice (and may never buy), 1 Card

Start of each Zee rush roll D6: 4-6: no dice, 1-3: # coach dice for that rush.							
Jack	5	5+	3+	5+	4+	10mc	x10 It Wasn't Me, Runaround

MVP STATS p76-82, p46-54(s2), p43-45(s3)

M Str Spd Skill Arm \$ Notes

Anne-Marie Helder G	5	3+	4+	5+	4+	9mc	Grizzled, Prima Donna, Does This Hurt?
Buzzcut G	6	2+	4+	5+	4+	11mc	Grizzled, Can't Feel a Thing

DBR7 K	5	3+	5+	4+	3+	10mc	Lucky, Steady
Enforcer G	7	3+	3+	4+	4+	10mc	Jump, Backflip

Gorim S	5	3+	4+	4+	5+	8mc	FF Grizzled, Steady
Ironstone							

John Doe G	4	3+	4+	5+	4+	8mc	No OG Gotcha!
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Lucky Logan J	6	4+	3+	3+	4+	8mc	H Really Lucky
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Ludwig J	6	4+	3+	4+	4+	10mc	Zz Can't Feel a Thing, Slide, Jump
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Mee-Kel S	6	5+	3+	3+	5+	12mc	Judwan Pacifist, Long Arms, Misdirect, 360 Vision, Can't Feel a Thing
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Mellisandra J	5	4+	3+	4+	4+	10mc	Stretch, Slide, Taking a Dive
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Nightshade S	6	4+	3+	4+	5+	8mc	No Ast Dirty Tricks
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Number 88 J	8	4+	2+	4+	4+	8mc	Mind Like Water, Jump
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Praetorian S	6	4+	4+	3+	5+	11mc	A Safe Pair Hands, Can't Feel a Thing
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Reek G	5	3+	3+	6+	4+	9mc	V Can't Feel a Thing
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Rolat S	6	4+	4+	3+	5+	12mc	Jump, Show Off
Rico Van Dien							

Riller J	5	4+	3+	4+	4+	10mc	It Wasn't Me, Dirty Tricks, Show Off
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Slippery Joe S	5	5+	3+	4+	5+	7mc	OG A Safe Pair of Hands, Jump, Roll
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Wildcard J	6	4+	3+	4+	4+	9mc	H Even the Odds, Ast Slide
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Wyn Greth'zki S	5	5+	4+	3+	5+	11mc	Rbt Duck & Weave, Alert
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Yurik G	4	3+	5+	4+	4+	11mc	No OG Steady, 360 Vision, Can't Feel a Thing, Quick Recovery
Yurikson							

GIANT STATS p46-55(s3)

Alpha Simian J	5	4+	3+	4+	4+	20mc	Show Off, Stretch Threatening, Slide
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Barricade G	6	4+	3	5	4	18mc	Threatening, Stretch Comin' Through!
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Big Mech J	5	3+	4+	4+	4	19mc	Threatening, Show Off, Can't Feel Thing
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Dozer G	4	3+	5+	4+	4	19mc	Threatening, Teleport
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Nameless Spawn G	5	4+	3+	5	4	21mc	Threatening, Gotcha!
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ABILITIES p62-65, p24-31(s2), p27-31(s3)

360 Vision (Any) no rear arc, all 6 hexes around are threat.

A Safe Pair of Hands (S/J) +1 to Catch inaccurate pass (scattering ball or 0 success Throw)

Alert (Any) Immediately turn to face opponent that moves adjacent.

Back Flip (Any) Auto pass Stand Up action as if Doubled.

Can't Feel a Thing (Any) +1 success on Armour Checks.

Comin' Through (Any) +1d on any Brush Aside attempt.

Dirty Tricks (Any) Once per match my call Foul! against a player.

Does This Hurt? (J/G) Treat Stomp as a Slam for move/adjacent bonus. Still a Foul.

Duck & Weave (Any) +1d on any Dodge attempt.

Even the Odds (J) As Running Interference, except 1/Rush while losing.

Fragile (Any) -1 success (minimum 0) on Armour Checks.

Gotcha! (Any) Causes -2 Threat instead of -1. Failed Evades away from player don't move. Max threat for opponent checks -3 instead of -2.

Grizzled (Any) -1 for Slams against this player.

It Wasn't Me (Any) Cannot Distract the Ref. Only one foul may be called against player per action token. No fouls called via Free, Card, etc actions. If foul called against, either pick another It Wasn't Me player within 3 hexes and roll Ref check w/+1 turn extra penalty or roll 3d 3+ checks and reduce time out by # of successes.

Jump (S/J) 2 hex move part of run/sprint (counts as 2 movement and no Evade Check), 1st hex must have player. See Actions.

Keeper (G) Role change to Keeper, type of Guard. Still Guard, unless specifically says otherwise. 3+ Armour. May Pick up Ball or Catch at -1. Punt action - place ball anywhere on field, ball scatters twice, Rush Ends.

Long Arms (Judwan-Any) Replace Throw distance chart with: 1-4 hex: 3d, 5-8 hex: 2d, 9-12 hex: 1d. Cannot score +1 bonus point on Strikes.

Lucky (Any) Once per rush, player may re-roll one dice.

Mind Like Water (Any) Always responds to Slams with Slamback (using Speed) and rolls same # dice as Slammer.

Misdirect (S/J) Can do Feint Action.

Pacifist (Any) May not Slam/back, Throw at player, Sucker Punch, Stomp

Prima Donna (G) Before match roll die. On 2-6, normal Guard. On 1, Modified Striker: Armour 5+, No S/G bonuses, Action Reactions as Striker, except may Slamback, Move like Jack. Other respects as Guard.

Quick Change Artist (Robot-Any) Start game as Jack. Can do Transform Action. May choose any advancement table, but only valid while in that Role.

Quick Recovery (Any) On 1-3 damage, reduce to 1.

Really Lucky (Any) Replaces Lucky. Lucky per action now.

Roll (S/J) If target of Stomp, treat normal Dodge as Double.

Runaround (Any) 2 players with this ability may both run for 1 action token. Each count as taking an action that Rush.

Running Interference (J/G) May use once per match, see Actions.

Show Off (S/J) -1d on Strikes, a successful Strike counts as Doubles.

Slide (J) May Dash as part of any action that allows 1 hex movement.

Steady (J/G) Not knocked down by Slam. Still pushed/armor check.

Stretch (Any) +1d on any Dash attempt.

Taking a Dive (S/J) Each player once / match, each team once / Rush.

While doing any movement, may fall adjacent to opponent & Call Foul.

Teleport (Teraton-Any) May replace Run movement by placing model anywhere within 4 hexes. May not Dash, but counts as Run for Slam. If Slammed from behind, automatically Teleport instead of Dodge.

Threatening (Any) Threat Hexes modify a test up to maximum for that test.

HOME

Action	Role	Test	Modifiers	Outcome / Notes
DICE TESTS <i>p26</i>	S =Striker J =Jack G =Guard	#d : Roll # dice >=stat : success 6 : roll extra die	+/- dice for modifiers + coaching dice? ignore acting player's & target's threat	(1) test - need 1 success. (x) test - need > opponent roll (123) test - need 1 1st time, then 2 for next, etc. Double - 2x needed successes Opponent rolls 0 - need 1+
⊖ = Reaction				

VISITORS

Movement Actions *p34,41,42*

RUN	SJG	Move # hexes = Movement, turning freely. May Dash. Must Evade if move out of threat hex
SPRINT	SJG	Move # hexes = 2x Movement, straight forward. May turn 1 hex side per Movement point. May Dash. Must Evade if move out of threat hex
⊖ DASH		Dash - move 1 extra hex, then test.
⊖ EVADE		Evade - after move out of enemy threat hex.
⊖ JUMP*	SJG	3d Speed (123) -1 per threat (max -2) on hex moving from +1 if Striker
* Req. Ability		0/1/2 - fall down in hex moved to. If ball carrier - ball scatters and Rush Ends 1/2/3+ - success
⊖ PICK UP BALL	SJ	3d Skill (1) -1 per threat (max -2) -1 if Sprinted -1 if Keeper +1 if Striker
		0 - ball scatters. Rush Ends 1 - pick up ball, action ends. 2+ - Also free Run/Throw action.

Slam / Steal Actions *p35-37, p15(s2)*

SLAM			Target may Dodge (front/rear) or Slamback (front)
J may move 1 G may Run	JG	3d Strength (x) -1 per threat (max -2) +1 if moved adjacent +1 if Guard	Draw - players turn to face each other Win - push back (may follow up), players face each other if follow up, vacated hex if not
			Double - Also knock down & Armour Check.
STEAL			Target may Dodge (front/rear) or Slamback (front)
J may move 1 S may Run	SJ	3d Speed (x) -1 per threat (max -2) +1 if Striker	Draw - players turn to face each other Win - ball scatters. Double - Stealing player takes ball.
FEINT*			Target may Dodge (front/rear) or Slamback (front)
* Req. Ability J may move 1 S may Run	SJ	3d Speed (x) -1 per threat (max -2) +1 if started adjacent +1 if Judwan	Draw - players turn to face each other Win - decide facing for both players Double - Also move target 1 hex.
⊖ SLAMBACK	JG	see Slam	
⊖ DODGE	SJG	3d Speed (x) -1 per threat (max -2) -1 if knocked down +1 if Striker	Win - turn any way; enemy turns to face Double - Also free 1-hex move (even if down)
⊖ ARMOUR CHECK	SJG	3d Armour +1 if Guard	Hits = Slam winner successes - loser successes Reduce Hits - by 1 per Armour success Out of Play - 1 turn per hit. 4+ hits: player killed. Fan Check - for injuring team if 3+ hits.

Actions Done on Opponent's Turn *p42-43*

RUNNING INTERFERENCE	J	Requires ability or card to use. Player running interference may not have the ball. During opponent's Rush, may interrupt any action (max 1 interrupt per action) & do a Slam. If Slam successful, action ends, otherwise target may resume action.
CALL FOUL		If called by opponent during/after foul and before next action, Ref Check done after action.
⊖ REF CHECK		1d 1-3 +1 if Ref <= 7 spaces Sum all dice < 4; player out of play # turns = sum. 4+ sum: out for game.

Throw Actions *p38-39*

THROW			STRIKE - target must be in front arc. 0 - ball scatters from target. Rush Ends 1 - adjust score track. Rush Ends 2+ - (or score 3+ points) Also do Fan Check.
STRIKE			PASS - target must be in front arc & able to Catch. 0 - Inaccurate Pass, attempt Catch 1 - Accurate Pass, attempt Catch
PASS			AT PLAYER - target must be in front arc & Dodges if Thrower in front arc (vs. 0 if back). Win - push back, target faces vacated hex, ball scatters from vacated. Rush Ends Double - Also knock down and Armour Check.
AT PLAYER	SJ	Xd Skill (1) 3d: 1-3 hex range -1 per threat (max -2) 2d: 4-6 hex range -1 if moved 1d: 7-9 hex range -1 target is Strike hex +1 if Striker	Ball must come (via throw or scatter) from front arc 0 - ball scatters from target. Rush Ends 1 - catch ball, action ends. 2+ - Also free Run/Throw action.
J may move 1 S may Run		A clear (no standing models), shortest path to target is required.	
⊖ CATCH	SJ	Xd Skill (1) X=throw successes X=0 on scatter -1 per threat (max -2) -1 if Keeper +1 if Striker	Draw / Win - Ball scatters from target. Rush Ends Double - Also free 1-hex move & turn any way
⊖ DODGE	SJG	3d Speed (x) -1 per threat (max -2) +1 if Striker	

Fouls *p44-46*

DISTRACT THE REF	SJG	3d 4+ test (x)	+1 if Guard	Draw / Win - Ref only on this player until Rush end Do Ref Check w/ -1d (no eye) Double - As Draw/Win, but no Ref Check.
REMAIN CALM	Ref	3d 4+ test (x)	-1 per threat (max -2) from distracting team	Win - do Ref Check against player Double - player thrown out for rest of game
BALL HOG	SJG	If team has blocked your path to ball, may Call Foul after any actions by that team. p22(s3) Ref can be within 7 of any player on team. Random player out of play on Ref Check success		
SNEAK	SJG	If team has > 6 players on field, may Call Foul after any actions by that team. Ref can be within 7 of any player on team. Random player out of play on Ref Check success		
STALL	SJG	If player in opponent entrance or adjacent hex, may Call Foul after any actions by his team.		
STOMP	JG	Slam a knocked down player, but may not move. Target Dodges. Double - target makes Armour Check. Any other result - turn to face target.		
SUCKER PUNCH	JG	Start a Slam action in the front arc of target, but Slam from the back.		

Other Actions *p40,48, p14(s2)*

STAND UP	SJG	3d Speed (1) -1 per threat (max -2) +1 if Striker	1 - stand up and turn any way. 2+ - Also free action (not Sprint)
TRANSFORM*	SJG	3d 4+ test (1) May do on ground. Scatter ball if →G, rush does not end	0 - transform fails 1 - change to next role J→G/K/S or G/K/S→J 2+ - change to any role
BUY CARD		Draw card, max draws per Rush = # of cards on team roster. No hand limit.	
⊖ FAN CHECK		Do After - a 3/4 point strike, Double on strike, injuring player for 3+ turns. Draw Card - place under fan support card, with fans (red dots) sticking out. If 3+ fans - turn cards face down and get a coaching die. If Event, resolve.	