

The Geeky Dragon North Kent Inter-club League Rules Pack

What follows is everything you need to know to take part in the league, play a series of fun games of Dreadball and hopefully coach your team to success.

Tickets

One ticket is required per person to play in the League. The League Sponsor (organiser) will be able to let you know where you can buy a ticket.

What do I Need to Take Part?

You will need a starting DreadBall team to take part, as per the 'DreadBall Teams' section of the rule books. In addition, you will also need to make sure you have the following:

- Your team roster
- Your team models
- A copy of the score card – you can download this from the Mantic Website

Choose Your Team

You must pick a single official starting team from any of the DreadBall rule books. No Fan Teams are permitted as they are not considered to be official.

You will have the opportunity to make changes to your team throughout the league.

Ask your League Sponsor about the expected painting standard for your team.

Organising Teams

Unlike real-life sports leagues, DreadBall schedules need not be run with exact mechanical precision. Your League Sponsor may set a day of the week to play your games, but you are also free to organize games amongst yourselves. The League Sponsor will have a set deadline for you to complete all of your league games. Any uncompleted games are simply forfeit, neither player earns anything from a forfeit game, so make sure you don't miss a match. You can play several games against the same person if you want, but only the first game will count towards your team's league standing. Any additional games after this are considered exhibition games, and don't count towards the league results. Once the final league end deadline is reached, the League Sponsor will calculate the final standing. An awards announcement will follow where all the prize winners are allocated.

Play Games

Now you get to enjoy the most important part of the league, playing games of DreadBall. All matches are played using the rules from the DreadBall rulebook. Remember to play in a sportsmanlike manner, ensuring both sides enjoy the match.

'Between Matches Sequence'

At the end of each match, you need to complete the Between Matches Sequence in the DreadBall Season 1 book, using the amendments listed below, and fill in all the sections on the Score Card. We advise you do this straight after your game to allow you & your opponent to witness each other's rolls, and ensure that nothing is recorded in error. Once you have completed the Between Matches Sequence, remember to hand in your Score Card to the League Sponsor.

Make sure you use the following amendments to the Between Match Sequence:

1. **Man of the Match**
 - * Determine the Man of the Match, and allocate extra experience to him.
2. **Results**
 - * Fill in the relevant results on the game result card.
3. **Player Advancement**
 - * Cut Players
 - * Roll new abilities
 - * Update the roster
4. **Team Revenue**
 - * Calculate earnings
 - * Decide the fate of dead Players
 - * Buy new Players, DreadBall Cards, and Coaching Dice
 - * Update the roster
5. **Team Ranking**
 - * Calculate new Team Ranking
 - * Update the roster and game result card
 - * Turn in game result card to League Sponsor

Results

Complete the League Points and Strikes Scored sections of the score card for both teams.

Player Advancement

Before new abilities are rolled, the Coach has the opportunity to cut players from his team. Up to two players may be cut from the roster per game. Any remaining players that have leveled up may roll their abilities as normal after the Coach has finished cutting players from the roster.

Team Revenue

This league system uses slightly modified rules for revenue, to ensure all teams are paid adequately for their performance on the pitch. The way revenue is generated is now as follows:

Win: 2 dice for revenue

Any other result: 1 dice for revenue

Home game bonus: 1 dice for playing against a member of another club visiting your club.

Away game bonus: 2 dice for playing against a member of another club you are visiting.

Underdog bonus revenue dice are generated in the same way as outlined in the DreadBall Core rulebook with the following changes:

Additionally, DGB has decided to put a ceiling on how much bonus revenue can be offered to "skeleton crew" teams. As a result, the maximum bonus underdog revenue dice that can be generated from a single game is 3. As an example, a team that has a ranking of 76 playing against a team with a ranking of 128 (52 mc less) would still only gain 3 bonus revenue dice, rather than 5.

Team Ranking

After the team's new ranking has been calculated, record it on the Score Card. Double check that all sections of the score card have been completed, and hand it in to the League Sponsor.

Club Ranking

Club score is tracked by the number of home and away games they play, 2 points per away game and 1 point per home game.

Winning the League

The following rules will be used to rank your team on the League Table, and determine the winners at the end of the season.

League Points

League Points are the foremost decider in determining the team's standing in the league. The team with the most points is the leader. After each game, depending on the results of the match, a team will earn between 0 and 3 League Points. The possible results are listed below, along with their corresponding League Point values.

- Landslide victory = 3
- Win = 2
- Draw = 1
- Loss=0

Your League Points earned from the match will be added to your previous points to determine your team's total League Points.

Strike Difference

In addition to League Points, the Strike Difference is tracked and used to rank your team if you are tied on League Points. The Strike Difference is the difference in strikes scored for and against your team, for all the games you've played so far. For example, the Valhallan Valiants in securing their win did so by a landslide victory. This would mean that their Strike Difference would be +7 whereas the Greenmoon Smackers would be -7. In their second game the Valiants suffer a loss of 0-2, for a Strike Difference of -2 strikes. Therefore their Strike Difference total changes from 7 to 5.

Team Ranking

Sometimes even the total Strike Difference is not enough to determine your teams position in the League Table. In this case, Team Ranking is used as a secondary tie-breaker (but only amongst teams that are equal in both League Points and Strike Difference). Team Ranking is also used in determining any applicable Underdog Bonus. As DreadBall is primarily a Corporation- based sport, DreadBall teams are ranked simply by their total value in mc (millions of credits), as follows:

- Players (basic cost plus 5mc per rank gained)
- DreadBall cards (10mc each)
- Coaching dice (6mc each)
- Assistant coaches (8mc each)
- Cheerleaders in for 8mc each
- Spare (unspent) cash

Simply add these together to determine your Team Ranking.

Note that MVPs and Free Agents do not count towards a team's ranking.

Prizes

First place - £20 in Gold Coins to spend on The Geeky Dragon website, Trophy miniature, First place certificate.

Second place - £15 in Gold Coins to spend on The Geeky Dragon website, Trophy miniature, second place certificate.

Third place - £10 in Gold Coins to spend on The Geeky Dragon website, Trophy miniature, third place certificate.

Best Painted - £15 in Gold Coins to spend on The Geeky Dragon website, Best Painted certificate.

Best Sportsmanship - £15 in Gold Coins to spend on The Geeky Dragon website, Best Sportsmanship certificate.

Richest Coach - £10 in Gold Coins to spend on The Geeky Dragon website.

Most Kills - £10 in Gold Coins to spend on The Geeky Dragon website.

Highest Club ranking (Awarded to the club) - Mantic's new Industrial terrain set, the size of the set will be dependant in number of players in the league, either district, sector or quadrant.

Participation - Dreadball miniature and Art print.

League Format

The league will consist of 8 rounds, each round lasting 2 weeks, given players plenty of time to get their games played without interfering with their normal gaming habits.

Rounds 1-3 league and exhibition games will be normal Dreadball matches, league games will be assigned by the sponsor and will be within your own club, usually someone you haven't played a league game against yet, you can request to play a specific player in your own club or any other club, your opponent would also need to request to play against you, players in clubs with uneven league players will be assigned the sponsor as opponent if necessary.

Round 4 league game will be Dreadball Xtreme, a chance to earn extra money and settle grudges, you are encouraged to request opponents for this league game, remember no ref! Exhibition games are normal Dreadball matches.

Rounds 5-7 will be a repeat of rounds 1-3, normal Dreadball matches.

Round 8 league game will be Dreadball Ultimate, each strike you earn will be added to your league points, final chance to earn bonus league points to push up your ranking. Exhibition games are normal Dreadball matches.

MVPs

To be finalized.

Advancement and Free Agents

You are still free to roll on the Extra Coaching tables at the appropriate cost.

There are three tables, one for each player role (Guard, Jack, Striker). In addition, there are two multi-positional tables (one for Guards and Jacks, the other for Strikers and Jacks). Finally, there is a Fan Favourite table any player can choose to roll on

when they advance.

Archetypes

G	Bruiser	G/J	Blitzer	Any	Crowd-Pleaser
Inflicts Pain		Clears Paths		For the Fangs	
1	Pile-Driver	1	Threatening	1	Fan Favourite
2	Pummel	2	Ram	2	Crowd-Puller
3	Backstab	3	Shove	3	Lucky/Really Lucky
4	Uncontrolled	4	Slipper Customer	4	Show-Off/Keeper
5	Strength	5	Speed or Strength	5	Strength, Speed or Skill
6	Choose any from list	6	Choose any from list	6	Choose any from list
J	Dirty	S	Elusive	S/J	Handler
Likes to Cheat		Good at avoiding harm		Gets the Ball where it needs to be	
1	Poison Blade	1	Safe Pair of Hangs	1	Safe Pair of Hands
2	Dirty Tricks	2	Alert	2	360 Vision
3	Illegal	3	Slippery Customer	3	Mind Like Water
4	It Wasn't Me	4	Duck and Weave	4	Misdirect
5	Strength, Speed or Skill	5	Skill	5	Speed or Skill
6	Choose any from list	6	Choose any from list	6	Choose any from list

The new Free Agent Table is a D66 roll. To do this simply roll two D6 of different colour and nominate one dice colour as tens and the other as units and then compare the result to the tables. Should you for any reason be unable to field the player then you may reroll the result. Free Agents follow the rules as described in the DreadBall Season 1 rule book (page 54).

Simply add these together to determine your Team Ranking.

Note that MVPs and Free Agents do not count towards a team's ranking.

Use of proxies for free agents is permitted.

Free Agents

11	Human Striker (Trontek)
12	Gaelian Jack
13	Rolarat Striker
14	Human Guard (Trontek)
15	Z'zor Jack
16	Ada-Lorana Jack
21	Vat-Brewed Jack*
22	Kalyshi Striker
23	Veer-myn Striker
24	Convict Guard
25	Sphyr Jack
26	Nameless Guard (Choice)

31	Human Jack (Void Siren)
32	Nameless Bloodsucker
33	Zee Buccaneer x2
34	Teraton Guard
35	Hulk Guard
36	Koris Jack
41	Vlorox Spinpede
42	Yndij Reaver
43	Judwan Striker
44	Tsurochan Jack
45	Asterian Jack
46	Zee Jack x2

51	Convict Jack
52	Jetari Training Drone (Choice)
53	Robot (Chromium Chargers)
54	Crystallan Jack
55	Pusk Rampager
56	Bot Jack*
61	Avaran Treebeast
62	Orx Guard
63	Forge Father Guard
64	Brokkr Striker
65	Hobgoblin Striker
66	Rin Guard

* Use rules as presented in Season 5