

Dreadball League Season Rules & Regulations v.3

Hosted by **Players Wanted Games & Collectibles**

Welcome to another season of Dreadball League at Players Wanted Games & Collectibles. We will take to the pitch using the League rules present in the Rulebooks with a few clarifications and changes as listed.

Getting Started

Every Coach is responsible for the following:

- Bring your own team models
- Bring all the accessories that you need
 - Tokens
 - Dice
- Fill out your roster sheet and use it to track your team
- Report each game to tournament officials
 - Game Sheet
 - Team Sheet
- Positive and Friendly Play

League Format

The league season will take place over 5-7 weeks depending on registrations, followed by an all-day playoffs.

Season

Teams will be allowed to play as many times and with whomever they wish each week with the following restrictions:

1. Only the first 3 games of the week will count towards your weekly score. Excess games will be treated as exhibition games. No MC or XP will be awarded, deaths will not count.
2. You may not play the same opponents in your first 3 games of the week.

Playoffs

After the final week of games, the top 8 teams will be invited to play in an all-day playoff tournament

- If a player cannot make the playoffs for any reason, then the next team that would have qualified is invited instead.

The winner of the tournament will be crowned our Players Wanted Dreadball Champion

Award Ceremony

Following the conclusion of the Grand Finals, we will hold an award ceremony where we will present the following awards:

- Players Wanted Dreadball Champion
- Strikeforce Trophy (Highest Strike Differential in the Season)
- Xavier Award (Coach of the Season Award)

Teams

Teams must consist of solely their starter box roster and follow the team statline in the Season 3 Rulebook. Coaches must play with the corresponding models on their roster. Rosters cannot exceed 14 players including MVP's. Coaches must field a minimum of 6 players each game. Coaches can drop players from their roster for whatever reason, up to the minimum 6-model requirement for the roster. Coaches who cannot field a minimum of 6 players on their team, will roll 1d6 and will be assigned a free agent from the following table:

1	Human Jack
2	Human Striker
3	Human Guard
4	Orx Guard
5	Goblin Jack
6	Choose from this list

Player Advancement

Players will earn experience from the following 5 ways:

- Scoring a 3-point strike
- Scoring a 4-point strike
- Injuring a player for 3 or more turns
- Killing a player
- Man of the match

Coaches may use any of the corresponding tables in any of the three season rulebooks. Coaches can purchase additional players by paying their base cost. **Advancement Rolls must be observed by a tournament official.**

Player Death

The three ways to deal with player death are:

1. Medical Bill
2. Parts Recycling
3. Cryo Experiment

Medical Bill

Coaches may pay the base cost of the model cost + 1d6 to fully revive their player

Parts Recycling

Coaches may recycle their equipment and body parts for 5 mc.

Cryo Experiment

Coaches may pay a non-refundable 4mc and roll 1d6, the player will be revived with the following side effects.

1	Player is lost, nothing can be done.
2	Reduced Skill (+1 to their Skill check)
3	Reduced Speed (+1 to their Skill check)
4	Reduced Strength (+1 to their Skill check)

5	Loss of an ability (Roll 1d6 to randomize the ability lost)
6	Full revival, no side effects!

MVPs / Free Agents

MVPs are available to all players every week. The price of the MVP will be based on how popular a MVP is. Before the game start, you may purchase MVPs for the game. Consult the MVP table to see what their costs are. If both players would like to use the services for the MVP, then both coaches will bid for the MVP. The highest bidder will get exclusive rights to that MVP for that game. Any team can bid on any MVP. However, if the MVP will not play for your team due to rule restrictions, then the Coach will not be able to field the MVP. The MVP will still receive full payment and take up a roster spot. MVP's and Free Agents cannot earn EXP, and will leave their team at the end of every game.

MVP prices will fluctuate weekly based on popularity of use.

League Points

Teams will be awarded league points in the following ways:

- Win – 2 Points
- Loss/Draw – 1 Point
- Landslide Win – 3 Points
- Landslide Loss – 0 Points

If a player ever forfeits a match, then the match ends, and the opposing team wins by a landslide.

Ranking

Teams will be ranked by their league points. In the case of a tie, the tie will be broken by their Win-Loss-Draw records, then by Strike differential.

League Revenue

After each game, coaches will roll 1d6 per league point earned for the game. **Revenue rolls must be observed by a tournament official.**

The **Underdog Bonus** rules will be in effect. The Underdog Bonus MC can only be used to hire MVP's or new players. Any Underdog Bonus MC not used will be discarded.

At the end of every week, the bottom half teams will receive a league stipend to help bolster their ranks and keep the league competitive.

Fouls

The fouls recognized by the league are as follows:

Sucker Punch – A player starting in the front arc of an enemy player, moving behind into the back arc of the enemy player and slamming them in a single action.

Stomp – Slamming a player who is on the floor in front of you.

Stall – Standing on the yellow entrance region by your opponent's Bench (see Season 2 Rulebook)

Sneak - Having more than 6 players on the pitch at a single time

Distract the Ref - Arguing with the Ref model to distract them whilst a teammate commits another foul elsewhere

Ball Hog - If there is no clear path between the ball and any of your players on the pitch

Launching Balls Amendment

Balls are launched from the left-side of the current player. Balls launched travel at such high speeds that catching them is almost impossible. As per the Season 3 rule amendment, players in the line of fire of the launchers must make a dodge check or suffer the effects of a thrown ball at them. After the ball scatters or lands, it is eligible to be caught/picked up as per normal.

*League Officials: **Vincent Fajardo & Colton Albrecht***