



One-Day Tournament Pack

DreadBall is the hyperkinetic futuristic sports game of unparalleled speed and ferocity. It is the galaxy's greatest sport – fast, tactical and violent.

DreadBall one day tournaments are played using adapted rules **for DreadBall –The Futuristic Sports Game**. Unlike regular play, these rules are designed without league progression, players earning experience, MVP or Underdog rules in play.

Please read this tournament pack carefully – it's a great guide for the sort of information you want to include in your own event pack. The format and team section below we recommend you use as written. The other sections below are things that you can adapt to suit your own event.

What Coaches will need to provide

Anyone playing in the tournament (the Coaches) will need to make sure they have the following things with them:

- Their painted (and numbered) team of DreadBall models
- The DreadBall rulebook(s)
- If you can, a DreadBall gaming board (pitch)
- Coloured Dice and a deck of DreadBall cards
- A set of DreadBall counters, some balls and a refbot
- This tournament pack
- At least 4 copies of their team roster (one for each game) and a pen
- Glue (for emergency repairs!)
- Some spending money for the weekend

What the tournament organisers will provide

The tournament organiser(s) should provide the following for each game being played:

- Spare gaming boards (DreadBall pitches) in case players could not bring their own
- Spare card decks and dice just in case
- Result sheets
- Judges! – these people will be on hand to keep things ticking along, hand out and collect result sheets, answer rules queries etc.
- A spare player! No matter how good the planning you sometimes find you have an odd number of people. Make sure you have someone on hand to even things up!



Tournament Teams

Coaches should prepare and bring copies of their team roster to the event. All players *must* be numbered on the roster and *must* have models with matching numbers for playing the game.

Each Coach may choose a **single** Starting Team from those listed in either **DreadBall –The Futuristic Sports Game**.

The chosen team starts with its allocation of Coaching Dice, DreadBall Cards and starting players as listed within its rulebook entry.

In addition, all Coaches receive an additional **30MC** to spend on their team. This allows them to:

- Purchase **additional players** for their team at the cost stated in the rulebook
- Purchase *up to* an additional 2 **Coaching Dice** (5MC per Dice)
- Purchase *up to* an additional 2 **DreadBall Cards** (10MC per Card)
- Purchase extra player **Ranks** (5MC per Rank. e.g. Rank 2 is 5MC, Rank 3 is 10MC... remember that all players start at Rank 1)

🚫 Remember that no player count for a given position may exceed twice the original starting level e.g. there may be no more than 4 Veer-myn Guards, 6 Marauder Guards etc.

Any purchases should be added to the team roster. The same team roster is used for **all four games** during the tournament. Any unused Credits are lost. **Coaches cannot change their purchase options between games.**

Coaches must note which players on their roster have had one or more extra **Ranks** purchased for them – however, the skills will be rolled later (see game prep). Ranks cannot be moved between players between games.



Playing games

Game prep

Before each game there are ten minutes “prep” time. During this time Coaches should:

- Collect a results sheet from a judge and find the table they have been allocated for the game
- Greet their opponent
- Get out their models, counters, team roster etc.
- Show the team roster to their opponent and explain purchases they have made and which players, if any have Rank. Any players “killed” from previous games are fully restored – effectively, Coaches start with their chosen roster for the day afresh for every game.
- With the opponent as a witness, roll on the appropriate skill table in the rulebook for each extra Rank players may have (Ranks 2 and above). Make a note of the skill(s) each player gains on the roster. Note that the skills are applicable **for this game only**. Skills will be re-rolled for the next game. If a Coach forgets to roll for any skills that players are entitled to before game has started, they cannot roll for them during the game – the Coach loses out! If a Keeper skill is rolled, roll again until another result is achieved (Keeper models are not yet available).
- Determine who will be the Home team.
- Prepare the game board for play – set up both teams as per the rules for starting a game with 6 players per side on the pitch and the remainder in the subs area.
- Now wait for the judges to indicate you can start

Playing a game

Coaches play their game following the normal DreadBall rules, going to Sudden Death if neither side has won after both sides have taken 7 Rushes. All games last **56 minutes** plus **4 minutes** to complete any last in-progress Rush.

🚨 While playing a game, Coaches should keep track of all **4-point Strikes** they score and also any players they **kill** on their opponent’s team.



Game end

A game can end in one of the following ways:

- One Coach wins with a 7-point landslide
- At the end of Rush 14, one Coach wins by having the scoring track in their favour
- A Coach wins by scoring in Sudden Death
- The judges call out that the Game time is over. The score in the game at this point is taken as the game result. Note that judges will give a **4 minute warning**. Once the 4 minute warning is called, the Coach performing the current Rush completes the Rush and then the game is over with the score at this point used to determine the game result. Even if the Rush is not completed, the game stops after 4 minutes and the result at that time is used.

During the game, judges should call out how much over-all time is remaining so players know when time is getting close (15 minutes left, 10 minutes left, **4 minute warning – last Rush**, 1 minute left!, **All games stop**).

Game Results

Once a game has ended (for any of the reasons given above) both Coaches should jointly fill in the game result sheet and then hand it in to a judge.

The result sheet captures:

- The game number
- The Coaches' names
- The **result** and the **Tournament Points** scored by each Coach
- The number of 4-point Strikes each Coach scored
- The number of opposing players each Coach killed



The Tournament Format

The event is run as follows:

- Each tournament consists of **four rounds** of DreadBall games, using all the rules from the main rulebook (with the noted exception of experience, league progression, MVPs and Underdogs). The answers in the official DreadBall FAQ on Jake Thornton's blog will also be used.
- The judges will call out both the game start and game end (and milestones between).
- In the first round of games, Coaches are randomly allocated an opponent. In the second and subsequent rounds of games, Coaches are assigned opponents based on a **Swiss system** (so players performing equally well are paired against each other).

The Tournament Schedule

- **Registration** 09:00
- **Game 1 prep** 09:30 – 09:40
- **Game 1** 09:40 – 10:40
- **Break** 10:40 – 11:00
- **Game 2 prep** 11:00 – 11:10
- **Game 2** 11:10 – 12:10
- **Lunch** 12:10 – 13:30
- **Game 3 prep** 13:30 – 13:40
- **Game 3** 13:40 – 14:40
- **Break** 14:40 – 15:00
- **Game 4 prep** 15:00 – 15:10
- **Game 4** 15:10 – 16:10
- **Ceremony** 16:30 – 17:00

Scoring

Coaches score **Tournament Points** based on the results they achieve in each game:

- **3** points for a 7-point win
- **2** points for any other win
- **1** point for a draw (1 point for each Coach)

Determining the winner

After all four rounds of games have been played, the Coach with the most number of Tournament Points is the winner. In the event that two or more Coaches finish with the same number of Tournament Points, the following factors are used to rank them as follows:



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1. The Coach with the highest points-difference, summed from all 4 of their games is the winner (for example a 6-point win, a 3-point win, a 1-point loss and a 4 point win = $6+3-1+4$ for a total of 12 points)
 2. If the Coaches cannot be separated by the above method, the Coach with the most 4-point Strikes and player kills (summed together) from all their games is the winner.
 3. If the Coaches still cannot be separated, it goes to a public **Slam-off!** Both coaches take **4** dice and roll a Slam against each other requiring **4+** for a success (6s roll-up as normal). The Coach with the most successes is the winner. Any draws should be re-rolled (Slam again) – there must be a winner!

Other considerations

- The judges should reserve the right to penalise Coaches for cheating or unsportsmanlike behaviour. This is at the discretion of the event organiser(s). The organiser should inform the Coaches in their event pack or on the day of any warning, card or infraction system that will be used. This could be in the form of yellow and red cards, points deductions or other means.
- Judges should consider allowing extra time for any game where there was a lengthy delay for some reason – this will need to be managed on a case-by-case basis.