

MIDGARD DELVERS

C:1/D:1	GUARD	JACK	STRIKER
MOVE	4	4	4
STRENGTH	3+	3+	3+
SPEED	5+	5+	5+
SKILL	4+	4+	4+
ARMOR	4+	4+	5+
COST	13 MC	9 MC	9 MC
MAX	6	6	4
SPECIAL	Steady	-	-

**GREENMOON SMACKERS**

C:1/D:1	GUARD	JACK	STRIKER
MOVE	5	5	-
STRENGTH	3+	5+	-
SPEED	5+	3+	-
SKILL	5+	4+	-
ARMOR	4+	4+	-
COST	13 MC	9 MC	-
MAX	6	10	-
SPECIAL	-	-	-

**SKITTERSNEAK STEALERS**

C:0/D:1	GUARD	JACK	STRIKER
MOVE	6	-	6
STRENGTH	4+	-	4+
SPEED	3+	-	3+
SKILL	5+	-	5+
ARMOR	4+	-	5+
COST	12 MC	-	11 MC
MAX	4	-	12
SPECIAL	-	-	-

**TRONTEK 29ERS**

C:2/D:1	GUARD	JACK	STRIKER
MOVE	5	5	5
STRENGTH	4+	4+	4+
SPEED	4+	4+	4+
SKILL	4+	4+	4+
ARMOR	4+	4+	5+
COST	10 MC	8 MC	10 MC
MAX	4	6	6
SPECIAL	-	-	-

**MOVE ACTIONS**

Move Action	Role	Test	Notes
Run	S/G	None	Move up to Move turning freely
Sprint	S/G	None	Move up to 2x Move turns cost (1/Facing)
With Move —Dash —Evade —Jump	SLG	3d Speed (123)	*-1 per threat (max -2), +1 Striker *Dash - move 1 extra space then test *Evade - after moving out of enemy threat hex *Jump - uses 2 move, 1 hex player no evade test
Pick up Ball	SJ	3d Skill (1)	*-1 per threat (Max 2), -1 Sprinted, -1 Keeper, +1 Striker
			*0 - Ball Scatter Rush Ends, 1 - Pick up ball action ends, 2+ also free Run/Throw Action

GORIM IRONSTONE - MVP

	STRIKER
MOVE	5
STRENGTH	3+
SPEED	4+
SKILL	4+
ARMOR	5+
COST	8 MC
TEAMS	Forge Fathers
SPECIAL	Grizzled, Steady

JOHN DOE - MVP

	GUARD
MOVE	4
STRENGTH	3+
SPEED	4+
SKILL	5+
ARMOR	4+
COST	8 MC
TEAMS	Anyone but Orx/Goblins
SPECIAL	Gotcha!

LUCKY LOGAN - MVP

	JACK
MOVE	6
STRENGTH	4+
SPEED	3+
SKILL	3+
ARMOR	4+
COST	8 MC
TEAMS	Pure Human Only (Trontek, Sirens)
SPECIAL	Really Lucky

NUMBER 88 - MVP

	JACK
MOVE	8
STRENGTH	4+
SPEED	2+
SKILL	4+
ARMOR	4+
COST	8 MC
TEAMS	Anyone
SPECIAL	Mind Like Water, Jump

REEK ROLAT "PAYBACK" - MVP

	GUARD
MOVE	5
STRENGTH	3+
SPEED	3+
SKILL	6+
ARMOR	4+
COST	9 MC
TEAMS	Veer-myn
SPECIAL	Can't Feel a Thing

SLIPPERY JOE - MVP

	STRIKER
MOVE	5
STRENGTH	5+
SPEED	3+
SKILL	4+
ARMOR	5+
COST	7 MC
TEAMS	Orx/Goblins
SPECIAL	A Safe Pair of Hands, Jump, Roll

THE ENFORCER - MVP

	GUARD
MOVE	7
STRENGTH	3+
SPEED	3+
SKILL	4+
ARMOR	4+
COST	10 MC
TEAMS	Anyone
SPECIAL	Jump, Backflip

WILDCARD - MVP

	JACK
MOVE	+
STRENGTH	4+
SPEED	3+
SKILL	4+
ARMOR	4+
COST	9 MC
TEAMS	Humans and Asterians
SPECIAL	Even the Odds, Slide

THROW ACTIONS

Action	Role	Test	Notes
Throw - Strike - Pass - Player - Target may dodge if in Front Arc	S/I	Xd Skill 3d: (1-3 hexes) 2d: (4-6 hexes) 1d: (7-9 hexes)	*Jack may move 1, Striker may Run; *1 per threat (max -2), -1 moved, -1 target strike hex, +1 Striker; *Strike - 0: Ball scatters, 1: Adjust Score, 2+: Adjust Score do Fan Check also for 3+ points scored; *Pass in Front Arc - 0: Inaccurate, attempt catch, 1: Accurate Pass, attempt Catch; *At Player in Front Arc - Win: Push back face prior hex, Double: Also knockdown and Armor Check *X = throw successes or 0 if inaccurate; *1 per threat (max -2), -1 Keeper, +1 Striker; *0: Ball Scatters from target, 1: Catch ball action ends, 2+: Also Free Run/Throw Action
With Throw - Catch	S/I	Xd Skill (1)	*Draw/Win: Ball Scatters; *Double: Also 1 - Hex free move and choose facing
With Throw - Dodge	S/G	3d Speed (X)	

PELGAR MYSTICS

C:1/D:0	GUARD	JACK	STRIKER
MOVE	-	-	5
STRENGTH	-	-	5+
SPEED	-	-	3+
SKILL	-	-	4+
ARMOR	-	-	5+
COST	-	-	14 MC
MAX	-	-	12
SPECIAL	-	-	Pacifist, Long Arms, Misdirection

**Void Sirens**

C:4/D:0	GUARD	JACK	STRIKER
MOVE	5	5	5
STRENGTH	4+	4+	4+
SPEED	4+	4+	4+
SKILL	4+	4+	4+
ARMOR	4+	4+	5+
COST	10 MC	9 MC	10 MC
MAX	2	8	6
SPECIAL	-	Running Interference	-

**CHROMIUM CHARGERS**

C:1/D:1	GUARD	JACK	STRIKER
MOVE	5	6	5
STRENGTH	3+	4+	5+
SPEED	5+	4+	3+
SKILL	4+	4+	4+
ARMOR	4+	4+	5+
COST	-	14 MC	-
MAX	-	12	-
SPECIAL	Quick Change Artist	Quick Change Artist	Quick Change Artist

**LOCUST CITY CHIEF**

C:1/D:1	GUARD	JACK	STRIKER
MOVE	5	5	6
STRENGTH	3+	4+	4+
SPEED	4+	4+	4+
SKILL	5+	4+	5+
ARMOR	4+	4+	5+
COST	17 MC	9 MC	11 MC
MAX	2	10	4
SPECIAL	Can't Feel a Thing, Steady	Can't Feel a Thing, Slide	Can't Feel a Thing



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DREADBALL™
 The Futuristic Sports Game

ANNE MARIE HELDER - MVP

	GUARD/STRIKER
MOVE	5
STRENGTH	3+
SPEED	4+
SKILL	5+
ARMOR	4+
COST	9 MC
TEAMS	Anyone
SPECIAL	Grizzled, Does this Hurt, Prima Donna

BUZZCUT - MVP

	GUARD
MOVE	6
STRENGTH	2+
SPEED	4+
SKILL	5+
ARMOR	4+
COST	11 MC
TEAMS	Anyone
SPECIAL	Grizzled, Can't Feel a Thing

FIREWALL - MVP

	Keeper
MOVE	5
STRENGTH	3+
SPEED	5+
SKILL	4+
ARMOR	3+
COST	10 MC
TEAMS	Anyone
SPECIAL	Lucky, Steady

LUDWIG - MVP

	JACK
MOVE	6
STRENGTH	4+
SPEED	3+
SKILL	4+
ARMOR	4+
COST	10 MC
TEAMS	Z'Zor
SPECIAL	Can't Feel a Thing, Slide, Jump

MEE-KEL JUDWAN - MVP

	STRIKER
MOVE	6
STRENGTH	5+
SPEED	3+
SKILL	3+
ARMOR	5+
COST	12 MC
TEAMS	Judwan Only
SPECIAL	Pacifist, Long Arms, Misdirect, 360 Vision, Can't Feel a Thing

RICO VAN DIEN - MVP

	STRIKER
MOVE	6
STRENGTH	4+
SPEED	4+
SKILL	4+
ARMOR	5+
COST	12 MC
TEAMS	Anyone
SPECIAL	Jump, Show Off

SLAM/STEAL ACTIONS

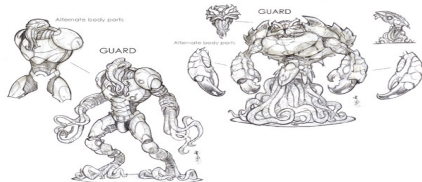
Action	Role	Test	Notes
Slam/Back Target may Dodge -Slamback	JG	3d Str (X)	*Jack may move 1, Guard may Run; *1 per threat (max -2), +1 Guard + 1 If Moved; *Draw: Face each other; Win: Push back 1 hex away, Double: Knock down and Armor Check.
Steal Target may Dodge -Slamback	SJ	3d Speed (X)	*Jack may move 1, Guard may Run; *1 per threat (max -2), +1 Striker; *Draw: Face each other; Win: Ball Scatters, Double: Stealing player takes ball.
Slamback	JG	See Slam	
Dodge	SJG	3d Speed (X)	*1 per threat (max -2), -1 Knocked down, +1 Striker *Win: choose facing, Double: free 1 hex move
Armor Check	SJG	3d Armor	*Hits: Slam winner - loser success *Reduce Hits: -1 per success armor check role *Out of Play: -1 turn per hit, 4+ hits player killed *Fan Check: for 3+ Hit injury

OTHER ACTIONS

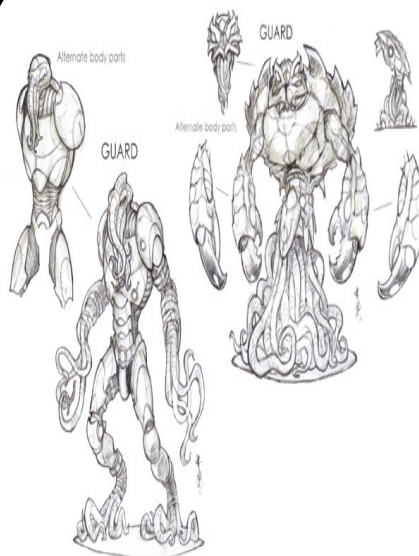
Action	Role	Test	Notes
Stand Up	SJG	3d Speed (1)	*1 per threat (-2 max), +1 Striker; *1: stand up and turn any way; *2+: Also free action except Sprint
Buy Card	—	See notes	Draw a card, max draws per rush = number of cards on team roster but no hand limit.
Fan Check	—	See notes	Do after 3/4 pt. strike, 3+ hit injury. Draw a card and place under fan support card with red dots sticking out. If 3+ fans—turn cards face down and get a coaching die. If event, resolve event.
Running Interference	J	See Notes	Requires ability or card to use. Player running interference may not have the ball. During Opponents rush may interrupt any action (max 1 interrupt per action & do a slam. If successful action ends otherwise resume action
Call Foul	—	See notes	If called by opponent during/after foul & before next action. Do a ref check.
Ref Check	Ref	1d 1-3	*+1: if ref <= 7 Spaces; *Sum all dice <4 out for that many rounds in Sin Bin, 4+: Out for Game

FOUL ACTIONS

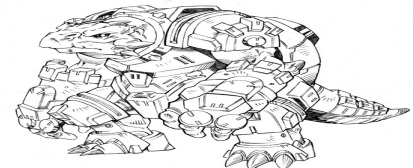
Action	Role	Test	Notes
Distract Ref	SLG	3d 4+ Test (X)	*+1 Guard; *Draw/Win: Ref only on this player to end of rush, Do ref check w -1d (No Eye), Double: but no Ref Check
Remain Calm	Ref	3d 4+ Test (X)	*-1 per threat (max -2) per distracting team; *Draw/Win: do ref check against player; *Double: player thrown out for rest of game
Sucker Punch	JG	See notes	*Start a Slam action in the front arc but hit in back arc
Stomp	JG	See notes	*Slam a down player but may not move. Target dodges. Doubles target takes Armor Check other face target
Stall	SJG	See notes	*If player in opponent entrance hex may call foul.
Sneak	SJG	See notes	*If team > 6 players on field may call foul. If ref within 7 hexes of any player on team Ref Check kicks random player.

NAMELESS

C:1/D:1	GUARD	JACK	STRIKER
MOVE			
STRENGTH			
SPEED			
SKILL			
ARMOR			
COST			
MAX			
SPECIAL			

**TERRATONS**

TERRATON



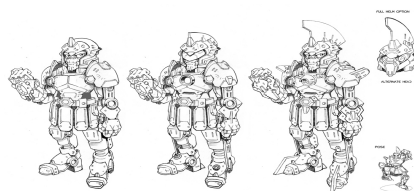
C:1/D:1	GUARD	JACK	STRIKER
MOVE			
STRENGTH			
SPEED			
SKILL			
ARMOR			
COST			
MAX			
SPECIAL			

TERRATON**ASTERIANS**

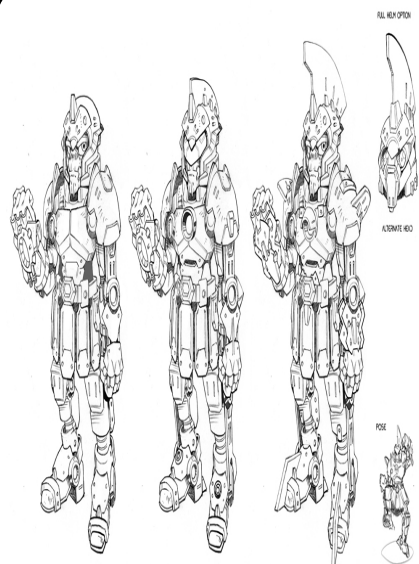
DB_Asterian_Jacks



C:1/D:1	GUARD	JACK	STRIKER
MOVE			
STRENGTH			
SPEED			
SKILL			
ARMOR			
COST			
MAX			
SPECIAL			

DB_Asterian_Jacks**ZEES**

C:1/D:1	GUARD	JACK	STRIKER
MOVE			
STRENGTH			
SPEED			
SKILL			
ARMOR			
COST			
MAX			
SPECIAL			

**BLAINE - MVP**

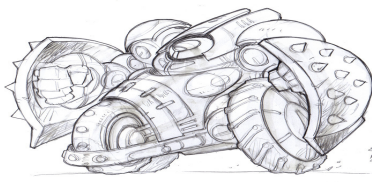
C:1/D:1	GUARD	JACK	STRIKER
MOVE			
STRENGTH			
SPEED			
SKILL			
ARMOR			
COST			
TEAMS			
SPECIAL			

ALPHA SIMIAN - MVP

ALPHA-SIMIAN



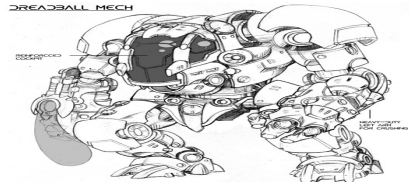
MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

BARRICADE - MVP

MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

DREADBALL MECH - MVP

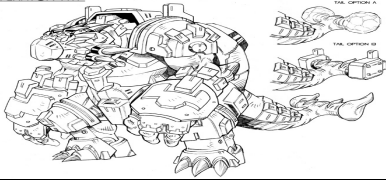
DREADBALL MECH



MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

DOZER - MVP

TERATORION MVP



MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

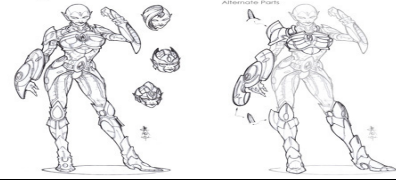
GABE - MVP

MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

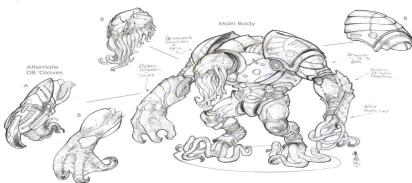
MELLISANDRA - MVP

Dreadball MVP Astorian Female

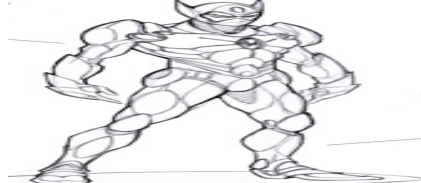
Astorian Male



MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

NAMELESS SPAWN - MVP

MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

NIGHTSHADE - MVP

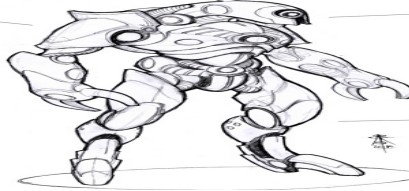
	STRIKER
MOVE	6
STRENGTH	4+
SPEED	3+
SKILL	4+
ARMOR	5+
COST	8 MC
TEAMS	Anyone but Asterians
SPECIAL	Dirty Tricks

THE PRAETORIAN - MVP

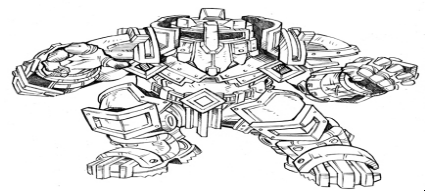
MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

RILLER - MVP

MOVE	
STRENGTH	
SPEED	
SKILL	
ARMOR	
COST	
TEAMS	
SPECIAL	

WYN GRETH'ZKI - MVP

	STRIKER
MOVE	5
STRENGTH	5+
SPEED	4+
SKILL	3+
ARMOR	4+
COST	11 MC
TEAMS	Robots Only
SPECIAL	Duck and Weave, Alert

YURIK PAINMASTER YURIKSON - MVP

	GUARD
MOVE	4
STRENGTH	3+
SPEED	5+
SKILL	4+
ARMOR	4+
COST	11 MC
TEAMS	Anyone but Orx and Goblins
SPECIAL	Steady, Can't Feel a Thing, Quick Recovery, 360 Vision

ABILITY	ROLE	RULES
360 Vision	SIG	*Player has now rear arc and 6 threat hexes.
A Safe Pair of Hands	SJ	*Gets +1 to catch inaccurate, ie scattering balls or a Throw with no successes.
Alert	SIG	*May face player moving into adjacent hex before actions resolve
Backflip	SIG	*A Player who tries to Stand Up will automatically do so as if he doubled the test. No test is taken
Can't Feel a Thing	SIG	*Player gets +1 automatic success on Armor check.
Dirty Trick	JG	*Once per turn you may call a foul on another player and make a ref check as normal even if they did not foul.
Does This Hurt	JG	*Treats stomp as slam. +1 die if moved adjacent for stomp.
Duck and Weave	SIG	*Still counts as a foul. *+1 die for dodge rolls

ABILITY	ROLE	RULES
Even the Odds	J	*As Running Interference but must be losing and only once
Gotcha!	SIG	*-1 penalty for threat hex is doubled to -2. If player fails to move out of threat hex, then they do no move at all.
Grizzled	SIG	*Opponent making slam against this character gets -1 die to the roll
Jump	SJ	*2 Hex move that can be part of a run or sprint. *3 Die Speed Test (123). *Failed player falls in hex and ends action. *Success player lands and faces any direction. *+1 if striker, -1 per threatened hex (max -2). *Do not roll evade if normally required. Must succeed at dash roll if needed to make the final destination hex for jump to succeed.

ABILITY	ROLE	RULES
Keeper	G	*Armor 4 Dice @ 3+ *Pick up ball or Catch -1 die *Punt Action double scatter ball ends rush
Long Arms	Judwan	*Throw Action: 1-4 Hexes (3 dice), 5-8 Hexes (2 Dice), 9-12 Hexes (1 Dice) *Cannot Score Bonus Points on strikes (1 or 3 Pts only)
Lucky	SIG	*Once per rush you may reroll a die before its effects take place
Mind Like Water	SIG	*When target of slam always uses this ability. Gets equal number of dice as player slamming this character and rolls with target number equal to SPEED not STRENGTH. *Counts as a slam back. Can slam as normal.
Misdirect	SJ	On the pitch, a player with this ability has the option to attempt a new type of action called Feint (see page 15).

ABILITY	ROLE	RULES
Pacifist	SIG	They will not Slam, Slamback, or deliberately Throw the ball at another player. They will not commit Sucker Punch or Stomp fouls.
Prima Donna	G	Roll a die 1 See below 2-6 plays like normal. *Armor changes from (4+) to (5+). *They get a DreadBall glove. *Their choice of actions and reaction (to scattered balls, etc) is based the Striker role, with one exception: they may choose Slamback as a response if it is an option (the old reflexes are hard to contain). *They move like a Jack not a Striker. *In any other respect the player still counts as a Guard.
Really Lucky		*This works just like the Lucky ability, but a player can use it once per action instead of once per Rush. *This replaces lucky you cannot have both

ABILITY	ROLE	RULES
Quick Change Artist	SIG	*A player with this ability will always start a game as a Jack. During the game they can change to a Guard or a Striker by using the Transform action (see page 14).
Quick Recovery	SIG	Use results of Armor Check as follows *0 damage: the player remains on the pitch as normal. *1-3 damage: place the player in the 1 area of the Sin Bin. *4+ damage: the player is dead as normal. Remove them from the game.
Really Lucky	SIG	*This works just like the Lucky ability, but a player can use it once per action instead of once per Rush. *This replaced Lucky you cannot have both
Roll	SIG	If the player is the target of a Stomp, treat a normal win for Dodge as if it was a double win.
Running Interference	JG	The player may use this ability once per match. See the box on page 42 for details of how this works.

ABILITY	ROLE	RULES
Show Off	SJ	*The player gets 1 less dice on any Strike attempt but always counts as showboating if Strike scores.
Slide	J	The player may Dash as part of any action that allows it to move at least 1 hex.
Steady	JG	A Steady player cannot be knocked down as a result of a Slam. They can be pushed back and they can be injured, but they cannot be knocked down. This means that a Steadyplayer who is doubled by a Slam will be pushed back and must make an Armour check as normal. If this fails then they will be removed from the pitch to recover from their injuries as normal. However, if their armour protects them then they will remain standing in the hex to which they were pushed. Note that a Steadyplayer can fall down on their own, for example if they fail while trying to Dash or Evade.
Stretch	SIG	The player gets +1 dice on any attempts to Dash.



