



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 ensure that all players and organisers have read this event pack. If organisers wish to amend anything from this pack for their own event, it is their responsibility to ensure that their players each have a copy of the amended pack.

WHAT COACHES WILL NEED TO PROVIDE

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

- Their painted (and numbered) team of DreadBall models.
- The DreadBall rulebook, plus the Season 2 rulebook if they intend to use it.
- A DreadBall game board (arena) if they have one.
- Set of coloured dice (at least six each in two colours) and a deck of DreadBall cards
- A set of DreadBall counters, one or more DreadBall balls and a RefBot model
- A copy of the DreadBall Tournament Players' Pack
- Five copies of their completed team roster (one for the organiser, one for each opponent)
- A pen, and glue / tools for emergency repairs

WHAT THE ORGANISER NEEDS TO PROVIDE

The organiser needs to ensure that the following is available. If they get stuck, they should contact Mantic – we may be able to help!

- Spare Dreadball game boards (arenas), cards, dice, RefBots and balls.
- Game Record Sheets – one for every two players (rounding up). More on this later.
- Several spare pens
- At least two people to run the tournament – but the more there are the easier it is!
 - One Umpire to answer rules questions and resolve disputes. (Needs to have a good knowledge of the rules!)
 - One Coordinator to collate results and pair off players.
- 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, and make sure they have everything listed above under “what coaches will need to provide”.



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 the **DreadBall –The Futuristic Sports Game** rulebook or the **DreadBall Season 2** rulebook (*Trontek 29ers, Void Sirens, Greenmoon Smackers, Chromium Chargers, Midgard Delvers, Locust City Chiefs, Skittersneak Stealers or Pelgar Mystics*)

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 **20MC** to spend on their team. Anyone playing a Pelgar Mystics / Judwan team only receive 10MC to offset their advantage in tournaments (see below for details). 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** (6MC per Dice)
- Purchase *up to* an additional **2 DreadBall Cards** (10MC per Card)
- Purchase extra player **Advancements** at 5mc per ability. This is as per the Exhibition Matches rule on P.50 of the Main Rule book. Please note that advancements are not rolled until the start of each game.
- Purchase **Coaches** or **Cheerleaders** for 8mc each as per rules on P. 8 of the Season 2 Rulebook.

! 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.**

THE JUDWAN HANDICAP

Judwan teams were designed with League Play in mind – their obvious strengths are offset against the fact that over the first few games of a league, they will lose players at a fairly alarming rate! As there is no progression between games at a one-day tournament, this gives them a distinct advantage and they've dominated their first few tournaments. In order to offset this, we've decided to halve the amount they can spend on their team. We will keep an eye on this and may amend this total later if further balancing is required.



PLAYING GAMES

Game prep

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

- Find the table they have been allocated for the game and ensure it has a Record Slip
- 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 advancement they have bought. They can choose to roll on either the table from the DreadBall rulebook or the one from the Season 2 rulebook. 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 unless you have made appropriate modification to a model to represent a Keeper. (This needs to be agreed by the tournament organisers.)
- 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 **Fan Support Points (“Cheers”)** they score and also any players they **kill** on their opponent’s team. This must be recorded on the Record Slip for the game.



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. At this point, no more dice rolls can be made, and no more models can be activated. The score at this point is taken as the game result.
- Note that judges will give a **4 minute warning**; after the 4 minute warning is called, no more Rushes can be started. In other words, the Coach who is currently active completes their Rush, or the game comes to an end in one of the ways shown above.

During the game, judges should call out how much time is remaining in the round so players know when time is getting close (20 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 Record Slip and then hand it in to the organisers. Both players must be present.

The result sheet captures:

- The game number
- The Coaches' Player Numbers
- The Score at Game Turn at the end of the game. ("SD" stands for "Sudden Death".)
- The total number of Fan Support "Cheers" scored in that game by each Coach.
- The number of opposing players each Coach killed.

Note that the Score and Game Turn are recorded by circling the appropriate number on the relevant section – this duplicates the Score and Turn tracks from the game board.



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 and from the Season 2 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.
- Each game will last no more than **60 minutes** (56 plus 4 "wrap-up" minutes). 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** 10:00
- **Game 1 prep** 10:30 – 10:40
- **Game 1** 10:40 – 11:40
- **Game 2 prep** 11:50 – 12:00
- **Game 2** 12:00 – 13:00
- **Lunch** 13:00 – 13:50
- **Game 3 prep** 13:50 – 14:00
- **Game 3** 14:00 – 15:00
- **Break** 15:00 – 15:20
- **Game 4 prep** 15:20 – 15:30
- **Game 4** 15:30 – 16:30
- **Ceremony** 16:45

Scoring

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

- **3** points for a 7-point Landslide Victory
- **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:

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 highest Fan Support "Cheers" total 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!
4. Finally, the coach with the most Kills in total is awarded the Most Bloody Coach award!

TOURNAMENT RULES

- All models used in the campaign must be Mantic DreadBall models, unless specifically agreed beforehand with the Tournament Organiser. Each player / coach / cheerleader must be represented by the appropriate model. Note that Void Sirens and Trontek 29ers can be used to represent either Corporation team; coaches should note on their registration slip if they are using Trontek models as Void Sirens or vice versa.
- Games should be played in a sportsmanlike manner; any disagreements should first be resolved by checking the appropriate section of the rulebook before consulting an Umpire.
- Please be prompt – make sure you are present at the start of the Game Prep time. For every full five minutes that you are late, the Umpires are allowed to move the score track 1 point in your opponent's favour.
- Umpires 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, point 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.



WHAT THE ORGANISER NEEDS TO DO

Before the start of the day, the Tournament Organiser needs to do the following:

- Print off several copies of this pack as players might not bring their own.
- Read the pack carefully and make sure you have everything ready.
- Print and prepare the Game Record Slips. For every two players in your tournament, you will need to print one copy of the Game Record sheet. Once you've printed them, cut them into strips. You should end up with a pile of record sheets for each game – one for every two players – and a registration slip (from the bottom of the sheet) for each player.
- Number the registration slips (where it says "player number").

During the day, the Tournament Coordinator has the following tasks:

1. Before the event begins, ensure there are enough tables available. Number each table – this will make things much easier in the long run! (A "table" counts as a space for two people to play a game. Note that you could have more than one "table" per actual table!) Put a "Game One" record slip on each table.
2. As players arrive, give each one a registration slip, and ask them to complete and return them as soon as possible. Once they come back, copy the information to a spreadsheet or paper record. Mantic can provide a sample Excel spreadsheet that you can use.
3. Once all players are registered, pair them up at random. (If someone is paired against a long-time opponent, let them swap with someone else if they'd like.)
4. After each game has been played and a record slip has been handed in, record the information on the spreadsheet and allocate tournament points as necessary. As soon as all results have been handed in, the coordinator needs to act quickly! Make sure the Judges are on hand to field any questions so the coordinator isn't interrupted. This is vital if you want to avoid delays. The coordinator needs to:
 - a. Total each player's tournament points total so far (see Scoring above)
 - b. Total each player's Cheers total so far.
 - c. Organise the players in descending order of tournament points (i.e. highest to lowest), using Cheers as a tie-breaker.
 - d. From the top of the list, pair off the players. Assign the top pair to table 1, the second pair to table 2, and so on.) If someone faces an opponent they've already faced once today, you can – at your discretion – move one of them up or down one table. It's recommended that you *don't* do this in the top few tables.
 - e. Ensure that each table has a fresh Record Slip for the next game.
5. After Game 4, organise the players in descending order again; you can now announce the winners (top 3, usually), the "wooden spoon" (player in last place!) and Most Bloody Coach (player with the most kills in total across the four games).