



A DreadBall variant best served cold.

How to win the game

- The winning team is the team with the most Goals at the end of the game.
- To score a Goal, one of your players has to do a *Shot on Goal* (see *Player Actions* below) successfully.
- A game of DreadPuck lasts 18 Rushes spread over 3 periods of 6 rushes each.
- Once a period ends or a Goal is scored, a new one immediately begins with a Face Off at center ice, with players obligatorily on the black dots. Coaches may choose which players go on which black dot.
- The first team to score in overtime is the winner.

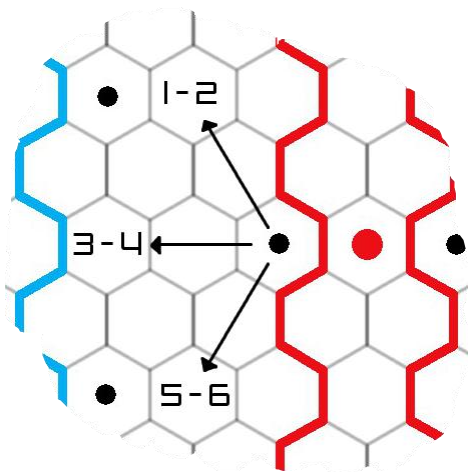
Movement (Skating)

- To represent the players skating, your players:
  - Can only move to the front or rear hex (i.e. not sides).
  - Can only turn their facing 60° at a time after a 1-hex movement. (i.e. move-turn-move-turn, etc.)

Player Actions

- New Action: **Face Off**  
A Face Off is an opposed Skill (1) test between the two center players on the opposite sides of the Center Red Dot when a Face Off occurs.
  - Strikers get +1 for Face Offs
  - **Draw:** The puck scatters from the Center Red Dot.
  - **Player wins:** The puck scatters randomly from the player in one of the three directions behind him (use a d3).
  - **Player doubles:** Player chooses the scatter direction.

Face-Off Scatter Diagram:



- New Action: **Shot on Goal**  
A Shot on Goal is an opposed Skill (1) test between the shooter and the Goalie.

○ The player gets 3 dice, minus 1 per Range Increment:

Increments	1	2	3
Dice	3	2	1

○ Increments vary according to the player's Strength (Stronger means shooting farther)

Strength	3+ or better	4+	5+ or worse
Increment	4 ⬡	3 ⬡	2 ⬡

- The Goalie gets 3 dice to Save (see *Goalies*)
- Strikers get +1 Dice for Shots on Goal.
- Shots that result from doubled catches get are called "One-Timers" and get +1 Dice.

Results:

- **Player Doubles:** Goal and Cheering Fans!
- **Player Wins:** Goal!
- **Draw:** The puck scatters from the goal randomly in one of the 3 directions in front of it.
- **Goalie Wins:** The goalie chooses one of the 3 valid scatter directions.
- **Goalie Doubles:** The goalie gets possession of the puck.

Penalties

- Players serving penalties cannot be replaced on the ice.
  - Doing so is a "Sneak" foul.
- Players expelled from the game can be replaced normally.

Offsides

- You cannot pass the puck to a player past the opposing blue line zone from a player outside the opposing zone.
  - In other words, you cannot pass "Across the blue line".
- The player is simply not a legal target, and no pass can be made.

Player modifications

- Guards are now allowed to handle the puck as Keepers would, with the same modifiers. They can't move at all before Shooting, Passing, etc.
  - Only Keepers can Punt.
- For good measures, Strikers are allowed to Slam and Slamback, albeit at a -1 dice penalty, and can't move at all before Slamming.
- Keepers are now acting as Goalies (see "Teams" below)

Teams

- Each starting team gets 1 Guard automatically changed to "Keeper".
- At the current moment, only the Judwan team is not legal for Dreadpuck play, because they're just too weird (suggestions welcome).

Goalies

- To be allowed to Save, a Keeper must be directly on the path of the Shot on Goal. This means that it'll always be on the path as long as he stays on the Goal hex.
  - Normal modifiers apply to Save (-1 per Threat, etc.)
- Keepers cannot be Slammed while inside the blue "Goaltender Crease".
- An opposing player can enter the Crease to cause interference (and impose Threat), but it's a Foul.
- If you have no Keeper for goaltending, you forfeit the game.

Dreadpuck Regulation Pitch

