



*A DreadBall variant best served cold.*

#### How to win at DreadPuck

- 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.
- 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.

- **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.

- 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*)

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, "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".
- If you have no Keeper for goaltending, you forfeit the game.

Diagram illustrating a hexagonal lattice structure, likely representing a crystal lattice or a network. The lattice is composed of hexagonal cells. A central path is highlighted in red, and two paths branching out from the center are highlighted in blue. The lattice is bounded by a thick black line. The bottom edge is labeled with numbers 1 through 18, with 'End' labels at positions 6, 12, and 18.