

## Runeball 2022 Notes

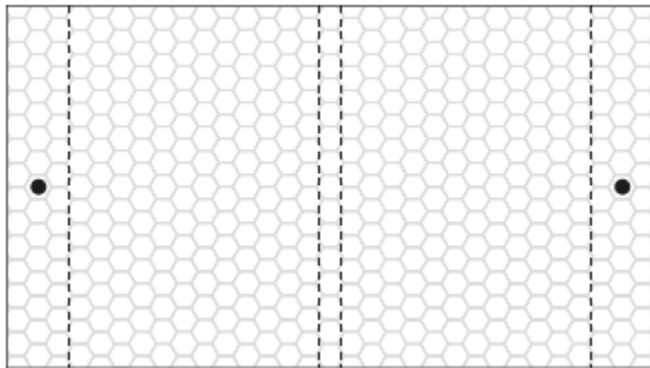
### Stats

- Runeball characters have 7 stats
  - Muscle
  - Skill
  - Speed
  - Toughness
  - Wit
  - Technique
  - Charisma
- Starting stats are determined by rolling 2d6+4 eight times and taking the best seven scores
- Each character can choose two of their stats to get a +1
  - PCs can alternately take a +1 to a single stat and increase different stat to a score of 8
- Characters can take a background and take one Boon, in addition to the listed stat increase

### Skills

- The main Runeball skills with which everyone starts are
  - Block – (Muscle + Skill)
  - Dodge – (Speed + Wit)
  - Catch – (Speed + Technique)
  - Pass – (Skill + Wit)
  - Kick – (Muscle + Technique)
  - Everyone starts with a base level of 8 in each skill
- $HP = TOU + (1/2 MUS) + (1/2 TEC) + 8$
- $INI = SPD \text{ Bonus} + WIT \text{ Bonus}$
- $MOVE = 6''$  (if SPD = 15 or more +1'')
- $WOUND \text{ NUMBER} = HP / 4$

### The Field



A Runeball field is 31 hexes long by 15 hexes wide. The line of hexes down the middle of the field is called the neutral zone. Each end of the field has an end zone, which is 3 hexes wide. In the center of each end zone, is a large column called the goal post used as a target for field goals.

### *Half-Hexes*

To keep the tidy, rectangular shape of the pitch, every other column of hexes consists of half-hexes on either end. The half-hexes are considered in-bounds to when determining if the ball is in or out of bounds. Players can move on half-hexes without penalty, but can only use one half-hex in any given move.

## The Team

A Runeball team consists of 9 players, of which 7 are on the field at any given time. The other two players substitute for injured players, and/or play support roles on the sidelines. An example would be the team's doctor.

### Substitutions

Any time there is a stoppage in play, the substitute players may sub in for players on the field. You must field a full 7 players if you can do so.

Subs can also come in if a player runs off the field of play. The sub enters the field at the point where the leaving player left the field, with the leaving player's initiative score. Note that they may or may not be eligible for an action that turn.

## Game Start Procedure

A single round of Keshat determines who gets first choice at the start of the game. The team with first choice can choose to kick or receive to start the game. The team that loses the Keshat round gets second choice, and can decide at the beginning of the second half. If a player gets a "Keshat" during their round, their team gets both first AND second choice that game.

## The Kickoff

The kicking team sets up first. They can place any player in any hex on their side of the field with the exception of the kicker. The player kicking the ball must be within 3 hexes of their own goal line. Once the kicking team has set up their players, the receiving team can place their players anywhere on their side of the field. To kick the ball, the kicker chooses a target hex anywhere on the receiving team's side of the field and makes a kicking skill roll vs. DL 10. The results are shown on the following chart.

### Kick (Kick vs. DL 10)

Succeeds By	Result
6+	Kick scatters 1d4-1 hexes
3-5	Kick scatters 1d6-1 hexes
0-2	Kick scatters 1d8-1 hexes
Fails by 1-3	Kick scatters 2d6-1 hexes
Fails by 4-6	Kick scatters 2d8-1 hexes
Fails by 7+	Kick sails out of bounds

If the kick does not land on the receiving team's side of the field, or goes off the field of play, it is considered out of bounds. The receiving team can select a player to get the ball (no catch required) and the receiving team scores a turnover (1 point).

If the kickoff lands in a legal space with a receiving player underneath it, that player may attempt to catch the ball by making a catch skill test vs. DL 8. A failed catch attempt is a fumble. If the receiving player does not want to catch the ball, the player may take a free 1 hex move to get out of the way and let the ball hit the ground.

Once the kickoff is resolved, the receiving player may activate any player on his team and take a free move with that player. This free move is exactly like the move gained when his opponent fumbles, or turns the ball over.

## Bouncing Balls

A bouncing ball moves 1 hex each time a character begins taking his turn. However, if neither player remembers to move the ball, the ball is not moved. To bounce the ball, roll two 6-sided dice. The first die determines the direction of the bounce and the second die determines whether or not the ball will continue to bounce. A 4-6 on the second die indicates that the ball will continue to bounce; a 1-3 indicates that the ball has stopped.

### *Recovering a Bouncing Ball*

A player attempting to recover a bouncing ball must make a catch test vs. DL 12. A player attempting to pick up a ball at rest must make a test vs. DL 8. Every opposing player adjacent to the ball adds 2 to this DL.

A failed recovery attempt is considered a fumble and causes the ball to scatter 1 hex and start bouncing.

If a bouncing ball enters the hex of a player, he **must** immediately attempt a recovery as a free action.

## Initiative

Runeball is played in Runebearer combat rounds. Initiative determines who gets the first opportunity to act in a combat round. To determine initiative, each combatant rolls a 1d12 and adds their INI score and any other modifiers. The high total acts first, followed by the second highest and so on. If there is a tie between two or more combatants, they should re-roll to break the tie. When breaking a tie, the second roll has the same modifier as the first.

## Actions and Half-Actions

When it is your turn to act, you can perform a full action, or two half-actions. Moving your full movement allowance is a full action. Moving half this distance is a half-action. Most maneuvers are either full or half-actions; the time a maneuver takes is listed in the action column of the maneuver table.

### Basic Maneuvers

Name	Time	Notes
Blitz	None	Blitzer acts with +3 initiative and automatically preempts opponent. Only one blitz is allowed against a single opponent's move. *All actions while blitzing are -2, but the attack and defense penalties do not carry over for the rest of the round.
Full Move	Full	Move up to your full MOVE score.
Block	Half*	*A block always ends the blocker's turn.
Half Move	Half	Move up to ½ your MOVE score (rounded up).
Handoff	None	A player can either hand the ball off, or take a handoff as a free action during his, or his teammates' move.
Kick	Half*	Kicker attempts a field goal. Kicking always ends the kicker's turn.
Pass	Half*	Passer attempts to throw the ball to a teammate within range. Passing always ends the passer's turn.
Pickup	None	Player attempts to pick up the ball as a free action.
Sprint	None	<ul style="list-style-type: none"><li>• Done as part of a half move, sprinting allows you to move 1 additional hex at the cost of 1 Exertion.</li><li>• Done as part of a full move, sprinting allows you to move 1 additional hex at the cost of 1 Exertion, or 2 additional hexes at the cost of 2 Exertion.</li><li>• If you sprint as part of a Block or Tackle, you take an additional -2 to your attack roll.</li></ul>
Tackle	Full	Make a full move and then try to Block your opponent. You take a -1 to the attack roll.

### *Holding an Action*

Characters may hold their action, or may take a half-action and hold the other half, usually to wait for the situation to develop on the field.

You may use a held action (or half-action) at any time later in the combat round by declaring your intent to do so before another player takes his turn, thereby preempting him. If the preempted player is on your team, this is automatic. However, if you are trying to preempt an opposing player, you will have to roll initiative against that player. If you win, you complete your action before that player goes. If you lose, the opposing player acts before you complete your action.

## **Exertion**

Some maneuvers call for the use of exertion. Every time you are called to spend exertion, you lose 1d4 hit points due to exhaustion and strain.

When you make an uncontested skill roll, you can spend up to 2 Exertion to increase the roll by up to 2, one for every 1d4 hit points spent.

When you are making a contested skill roll, you can spend up to 2 Exertion to increase your skill roll by up to 2, but you must pledge the hit points BEFORE YOU ROLL. The defender gets a chance to counter your Exertion by spending up to 2 of his own to cancel your bonus. The defender can only spend Exertion to counter yours, and cannot spend more than you.

## **Blitzing**

In addition to holding or declaring an action, players may also blitz to preempt their opponents. Before any player starts taking his move (call him the acting player), a single player from the opposing team whose initiative is no more than 3 less than the acting player may declare a blitz. A blitzing player automatically preempts the acting player and takes his move. All actions from a blitzing player are at a -2.

If a player blitzes, he may not in turn be blitzed by members of the original acting team. However, he may be preempted by players from the acting team who have saved their actions earlier in the round.

The ball carrier may never blitz.

## **Fumbles**

A fumble occurs when a player has the ball knocked out of his hands, or when a player attempts to catch, or pick up, the ball and fails. When a fumble occurs, the ball is still live and can be possessed by either team. However, as soon as a player fumbles the ball, he loses the remainder of his turn. *(Note, the fumbling player only loses his turn if he fumbled on his turn. If he fumbles while it is not his turn, he still gets any subsequent actions he might have later in the round.)*

In addition, the opposing team may immediately activate a single player, even if that player has already taken his move this round. This is a free turn, and the player activated can take a full action, or two half actions, as though he was taking a normal turn.

## **Turnovers**

A turnover occurs when the ball is thrown, kicked, bounced, or otherwise forced out of bounds. In this case, the player who last touched the ball, or last tried to catch or recover it, loses the remainder of his turn. *(Again, only if you turned the ball over in the act of taking your turn.)* The opposing team scores 1 point and the ball is given to the player from that team who was closest to the point at which the ball left the playing field.

The exception to this procedure is when the ball goes out of bounds on a kickoff. If a kickoff goes out of bounds, the receiving team chooses which player recovers the ball.

Turnovers by themselves are not fumbles and do not cause free activations. However, if a fumble causes a turnover, then the team who benefits from the turnover would get a point, get the ball, and then get a free activation due to the fumble.

## Blocking

A block is a half action that always ends the move of the blocker. Thus, a player could take a half move and then block, but not take a block and then a half move. A block is resolved as a skill test between the blocker's block skill, and the defenders block or dodge skill. Runebearer modifiers for flanking and rear attacks DO NOT apply.

Once the dice are rolled, consult the following charts to resolve the block.

### Blocking (Opposed Block vs. Block/Dodge)

Succeeds By	Result
3+	Defender is knocked back 1 hex and is automatically knocked down regardless of damage.
0-2	Defender is knocked back 1 hex and may be knocked down due to damage.
Fails by 1-3	No effect
Fails by 4-6	Blocker is knocked down.
Fails by 7+	Blocker is knocked down and takes damage as though successfully blocked by the defender.

If a block hits, the blocker rolls his damage which is his MUS damage plus an additional 1d4. All Runeball players are assumed to be wearing defense 2 armor on all parts of their bodies. Characters may purchase special maneuvers that allow them to wear heavier or lighter armor which affects their movement rate.

### *Multiple Blockers*

Just like in normal Runebearer combat, you can use both your Block and Dodge skill to defend against attacks, switching between the two depending on which is most advantageous. However, each time you use a defense in a given combat round, it will degrade by 2, making it easier for subsequent attackers to hit you.

## Knockback

A successful block knocks the defender back 1 hex. The blocker may push the defender into any of the three hexes away from the block. If any of these hexes are occupied, the defender must choose unoccupied hexes first. If there are no unoccupied hexes in the block direction, the blocker can push the defender into an occupied hex. If this is the case, both the defender and the original occupant of the hex are pushed back.

Similarly, if any of the block directions would lead to the defender being pushed off of the field of play, the blocker must choose hexes on the field of play first. However, if there are no unoccupied hexes that are on the field of play, the blocker can push the defender out of bounds. If knocked out of bounds, the defender is placed prone in his original hex, and a turnover is scored by the blocking team.

### *Knockback Into Half-Hexes*

If a character is knocked back into a half-hex, but remains upright, he is considered to be in-bounds. If a character is knocked prone into a half-hex, he is considered to be out-of-bounds, and a turnover is scored.

## Knockdowns

A knockdown is scored when the blocker succeeds by 3 or more on his block attempt, or does enough damage to cause a wound (equal to or greater than the defender's Wound Number). If knocked down while carrying the ball, the defender fumbles the ball; it scatters 1 hex, and begins to bounce, and the blocking team takes a free activation.

## Wounds

Wounds are handled similarly to normal Runebearer combat. If a single attack does damage equal or greater than your Wound Number, you are knocked prone and take a wound.

To resolve a wound, the attacker rolls a d12 and consults the Wound Table.

### Wounds

Wound	Result
1-2	Graze (No further effect)
3-4	Bleed (1 hp/action)
5-6	Stun (lose next action)
7-8	Bruise (-1 skills)
9	Cripple = Bruise + Bleed + Slow (-2 ini, -1 move)
10	Weak = Bruise + Bleed + Weak (reduced damage)
11*	Break = Bruise + Pain (1d4 hp/action) + Roll Again
12*	KO = Bruise + Out + Roll Again

- Graze – You are lucky this time. This attack has no further effects.
- Bleed – Every time you take an action, either due to your normal turn, or due to free actions of any kind, you lose 1 hit point. Bleeds are removed as soon as you are able to come off the field.
- Stun – You lose your next turn, but otherwise suffer no ill-effects.
- Bruise – You take a -1 to all skills until the Bruise is removed. In addition, the damage that caused the wound cannot be healed by “Shaking It Off”. Bruises can only be removed by the actions of a skilled team doctor.
- Slow – You take a -2 to INI. If you manage to roll less than 0, you cannot act that round. You are also -1 MOVE. Slow is removed once all the damage that caused the slow status is removed, and can only be removed once the corresponding Bruise status is removed.
- Weak – You no longer add the extra 1d4 to your attack damage when blocking. Weak is removed once all the damage that caused the weak status is removed, and can only be removed once the corresponding Bruise status is removed.
- Pain – Every time you take an action, either due to your normal turn, or due to free actions of any kind, you lose 1d4 hit points. Pain can only be removed by the actions of a skilled team doctor.
- Out – You are unconscious, and can only be subbed for if play stops, or you are carried off the field. Out can only be removed by the actions of a skilled team doctor.

## Shaking It Off

A character can forego his normal move and shake it off. This returns 1d6 hits to the character. Bruise damage cannot be healed this way.

All characters can shake it off once whenever there is a stoppage in play (for a touchdown, field goal, or halftime. Also, all characters who are sitting on the sidelines at the beginning of a turn can shake it off for 1d6 healing.

## Passing and Handoffs

A pass is when a character throws the ball to a teammate who is 2 or more hexes away from him. A player can take a half move before passing the ball. A pass must be directed to a teammate who is standing and can otherwise catch a pass; a player cannot pass to an empty hex, or to a stunned, or unconscious teammate.

To resolve a pass, determine the range between the passer and receiver. The range determines the passing DL.

#### **Passing DL (Pass vs. Range)**

Range	Pass DL
2-6	10
7-10	14
11-14	18
15-18	22
Per Adj Defender	+1
Per Adj Defender in Front	+2

To make an accurate pass, the passer must succeed in a passing skill test vs. the listed DL. Add 1 to the DL of the pass attempt for every defender adjacent to the passer, and add 2 to the DL if the defender is adjacent and in front of the passer, based on the direction of the throw.

#### **Pass Result**

Succeeds By	Result
3+	Perfect pass: catch DL is 8, intercept DL is 22
0-2	Accurate pass: catch DL is 12, intercept DL is 20.
Fails by 1-3	Off-target: catch DL is 16, intercept DL is 18
Fails by 4-6	Off-target: ball scatters 1d4 hexes. It may be caught by any player in the resulting hex at a DL 16. Intercept DL is 16
Fails by 7	Passer fumbles the ball. It scatters one hex, begins to bounce.
Adjacent Def	+2 Catch DL

#### ***Intercepting a Pass***

Any single defending player along the flight path of the ball may attempt to intercept the pass. To intercept a pass, the defender must make a successful catch test against the intercept DL listed in the passing table. Add 2 to the DL for each member of the passing team adjacent to the intercepting player.

A successful interception attempt is a turnover; the defender gets a free activation and a point. A failed interception means the ball continues to the intended receiver, with no other ill-effects to the defending team.

#### ***Catching a Pass***

Once a pass reaches a receiver's hex, the receiver has to make a successful catch test against the DL listed in the passing table. Every adjacent defender adds 2 to the catch DL.

#### ***Failed Pass Attempt***

If the receiver fails to catch the ball, or the ball scatters off-target and then hits the ground *for any reason*, it is a fumble against the passing team. Even if the ball scatters into a defender's hex, and the defender fails to catch it, it is considered a fumble against the original passer's team.

If the ball scatters out-of-bounds *for any reason* as part of a pass attempt, it is a turnover on the passing team. The defending team scores a point, gets the ball in the hands of the player closest to where the ball left the field of play, and gets a free activation.

Once the ball touches the ground, and the defending team takes their free activation, the pass attempt is considered over, and fumbles and turnovers are determined as normal.

### ***Handoffs***

A handoff is handled like a pass except that the passer does not actually roll. Instead, all handoffs are perfect passes. The receiver must catch the ball normally. Handoffs cannot be intercepted, but a failed handoff is a fumble.

### **Kicking a Field Goal**

A field goal occurs when a player kicks the ball from the opponent's side of the field and it hits the goal post in the end zone. The kicker must cross into the opponent's side of the field to attempt a field goal.

To successfully kick a field goal, the kicker makes a kick test vs. the DL of the kick. The DL is 6 + the distance of the kick in hexes. Add 1 to the kick DL for each adjacent opponent and 2 for each adjacent opponent in front of the kicker.

A missed kick scatters 1d8-1 hexes from the hex containing the goal post. A scatter distance of 0 means the ball lands in the hex containing the goal post (it fell slightly short of the goal post). If the ball scatters out of bounds, it is a turnover for the opposing team. If the ball lands in play, and scatters to an occupied hex, the player under the ball can choose to catch it, or move one hex to get out of the way (like a kickoff). If the ball hits the ground, it begins to bounce, and it is a fumble on the team that last touched the ball.

### **Scoring**

A touchdown is scored when a character crosses his opponents' end line with the ball. The turn immediately ends, 7 points are scored, and the scoring team kicks off to the opposing team.

A field goal is scored when a character kicks the ball and hits his opponents' goal post. The turn immediately ends, 3 points are scored, and the scoring team kicks off to the opposing team.

A turnover is scored when the ball leaves the field of play. The team that did not last touch the ball scores 1 point, and their closest player recovers the ball. Play continues.