

## Runeball Tables

### 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

### Recover Ball

At Rest	DL 8
Bouncing	DL 12
Every opposing player adjacent to ball	DL +2

### 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.

### Wounds

Wound	Result
1-2	Graze (No further effect)
3-4	Bleed (1 hp/round)
5-6	Stun (lose next action)
7-8	Bruise (-1 skills)
9	Cripple = Bruise + Bleed + Slow
10	Weak = Bruise + Bleed + Weak
11	Break = Bruise(x2) + Pain + Roll Again
12	KO + Bruise(x2) + Out + Roll Again

## Passing

### 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

### 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

### Field Goal (Kick vs. DL 6 + Hexes to Goal Post)

- Adj Defender = +1 DL or +2 DL if in Front of kicker
- Missed kick scatters 1d8-1 hexes
- May catch scattered kick on DL 12, or move to get out of way