

RUNEBALL – A RUNEBEARER SPORTS EXPANSION

BASIC SKILLS AND MANEUVERS

The basic Runeball package consists of four skills and a set of maneuvers. The basic Runeball skills and maneuvers are as follows:

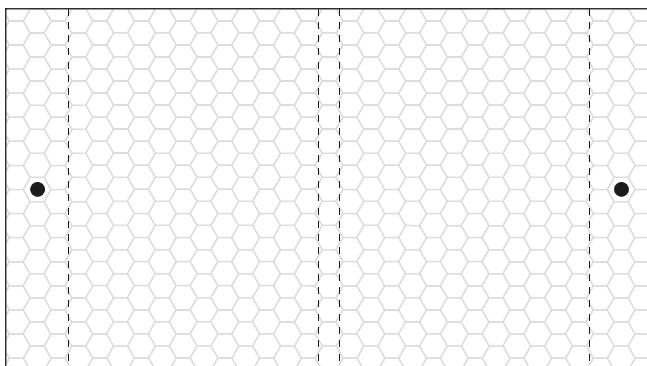
BASIC RUNEBALL SKILLS

Skill	Attributes	Default	Imp	Notes
Block	STR/TOU/AGI	none	5	Cannot start less than Combat: Unarmed - 4
Catch	DEX/DEX/PER	none	5	Cannot start less than DEX - 6
Kick	STR/AGI/SPI	none	5	
Pass	DEX/PER/STR	none	5	Cannot start less than Combat: Thrown - 4

BASIC RUNEBALL MANEUVERS

Name	Action	Attack	Defense	Notes
Blitz	None	Block-2	Defense-2	Blitzer acts with +3 initiative and automatically preempts opponent. Only one blitz is allowed against a single opponent's move.
Block	Half	Block	Defense	A block always ends the blocker's turn.
Handoff	None	---	Defense	The player can either give or receive a handoff as a free action.
Kick	Half	---	Defense-2	Kicker attempts to kick a field goal. Kicking ends the kicker's turn.
Pass	Half	---	Defense	Passer attempts to throw the ball to a teammate. Passing always ends the passer's turn.
Pickup	None	---	Defense	Player attempts to pick up the ball as a free action.
Sprint	Full	---	Defense-2	Player adds +2 to his movement rate.
Tackle	None	Block-1	Defense	May make a full move before tackling. A tackle always ends the tackler's turn.

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.

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.

WHO GETS THE BALL

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.

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 (see below)

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 start bouncing.

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.

HOLDING AN ACTION

Characters may hold or declare an action just as in regular Runebearer combat. (Copy/paste some info here?)

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 AND TURNOVERS

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. 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.

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. 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.

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 apply.

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

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 STR 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.

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.

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 (25% or more of the defender's maximum hits in one attack). If knocked down, the defender fumbles the ball; it scatters 1 hex, and begins to bounce, and the blocking team takes a free activation.

KNOCKOUTS AND WOUNDS

Knockouts and wounds are handled exactly like they are in Runebearer with the following exceptions. First, all wound severity rolls are at a -2 due to the non-lethal nature of the game. Second, for simplicity sake, all wounds are assumed to affect all Runeball skills.

Unless a wound is scored, all damage accrued in Runeball is considered non-lethal, and disappears at the end of a match.

SHAKING IT OFF

A character can forego his normal move and shake it off. This returns 1d6 hits to the character. Wound 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).

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; a player cannot pass to an empty hex.

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

Pass Range	DL
2-6	10
7-10	14
11-14	18
15-18	22

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.

Succeeds By	Result
3+	Perfect pass: catch DL is 8, intercept DL is 22
0-2	Accurate pass: catch DL is 10, 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.

If a pass fails for any reason, it is a fumble against the passing team. Even if the ball scattered into a defender's hex, and the defender failed to catch it, it is considered a fumble against the original passer's 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.

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.

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. 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.

EXPERIENCE

Each Runeball skill takes 5 improvement points to raise. Skill checks are given for successful skill use, but only one skill check per half can be earned for a given skill. Every player who participated in the game also receives a free check. Additional free checks are awarded for winning the game, scoring a touchdown, and knocking an opponent out of the game.

Buying new maneuvers costs 10 free checks.

ADDITIONAL MANEUVERS, TRAITS, AND SKILLS

SKILLS

New Skills are acquired when the relevant maneuver is purchased.

ADVANCED SKILLS

Skill	Attributes	Default	Imp	Notes
Fouling	AGI/PER/SPI	none	5	Used to foul without being caught. Cannot be lower than Stealth-4. Requires stealth.
Hurdle	STR/STR/AGI	none	5	Used to hurdle over prone players, or debris on the field. Cannot be less than Jumping (or Acrobatics)-4.
Innocent Foul	CHR/CHR/INT	none	5	Used to foul without being caught. Cannot be lower than Acting-4. Requires acting.
Jump Up	AGI/AGI/SPD	none	5	Used to negate the half move required to stand after being knocked down. Cannot be lower than Breakfall-4. Requires breakfall.

ADVANCED SKILLS

Skill	Attributes	Default	Imp	Notes
Roll With It	AGI/AGI/TOU	none	5	Used to reduce the damage done by a successful block. Cannot be lower than Breakfall-4. Requires breakfall.
Shank	PER/INT/SPI	none	5	Used to sneak weapons onto the playing field. Cannot be lower than Conceal-4. Requires conceal.
Strip Ball	STR/STR/DEX or DEX/DEX/STR	none	5	Used to strip a ball carrier and force a fumble.
Trip	DEX/AGI/SPD	none	5	Used to trip an opponent in lieu of a block.
Vault	STR/AGI/SPD	none	5	Used to leap over standing players on the field. Cannot be less than Acrobatics-4. Requires acrobatics.

MANEUVERS

BLOCKING MANEUVERS

Name	Action	Attack	Defense	Notes
Desperate Tackle	Full	Block - 3	Defense - 2	Blocker can take a sprint move before blocking his target.
Expert Blocker	---	---	---	Once per game, this player can reroll a block attempt. Can be bought more than once.
Foul	Half	Block + 2	Defense	Hit someone when they are down. Block does +4 damage, but fouler must roll their foul skill vs. the referee's PER or else be thrown out of the game. Player must have stealth skill to get this maneuver.
Innocent Foul	Half	Block + 2	Defense	Hit someone when they are down. Block does no extra damage, since the fouler is trying to make it look like an accident. The fouler must roll their innocent foul skill vs. the referee's PER or else be thrown out of the game. This maneuver requires the acting skill.
Multiblock	Half	Block - 4	Defense	Blocker blocks two adjacent opponents. Must roll block separately against each.
Roll with it	---	Block	Defense	Defender can make a skill test vs. DL 12 to negate the extra 1d4 damage done by a block. However, the defender is automatically knocked down.
Slam	Half	Block - 2	Defense	Block does +2 damage.
Standing Block	Full	Block + 1	Defense	Blocker must start his turn adjacent to his target. Block does +1 damage.
Trip	Half	Trip	Defense - 1	A trip is resolved like a normal block, except the trip skill is used. The defender can use his block, dodge, hurdle, or vault to defend. A trip never causes damage, but always causes a knockdown.

CATCH MANEUVERS

Name	Action	Attack	Defense	Notes
Diving Catch	Free	---	Defense - 2	Receiver can make a free move up to 3 hexes in a straight line to catch a scattered ball. Catch DL is +1 for each hex moved. No enemy zone of control applies, but you cannot move through a player to get to the ball. Player rolls to his feet, but his next move is -2". Requires breakfall or acrobatics.
Diving Intercept	Free	---	Defense - 2	Defender can make a free move up to 3 hexes in a straight line to get in front of a ball to attempt an intercept. Catch DL is +1 for each hex moved. No enemy zone of control applies, but you cannot move through a player to get to the ball. Player rolls to his feet, but his next move is -2". Requires breakfall or acrobatics.
Expert Receiver	---	---	---	Once per game, this player can reroll a catch attempt. Can be bought more than once.
Nerves of Steel	---	---	---	Receiver can ignore up to -4 in penalties for adjacent defenders if the pass is accurate or better.
Tip	Free	---	---	Instead of catching a pass, the receiver tips it to any hex within 3 hexes of his position. The ball travels to this hex, and is treated as

GENERAL MANEUVERS

Name	Action	Attack	Defense	Notes
Acrobatic Dodge	Free	Block - 2	Dodge + 3	Player must have the acrobatics skill to get this maneuver.
Block Kick	Free	---	Prone	Player may take a free 3" move to get in front of the kicker, and then blocks the kick if he can make a catch test vs. the kicker's skill +2. A blocked kick scatters 1d6 hexes and results in a fumble for the kicking team if the ball hits the ground.
Shank	Half	Attack	Defense	Player takes an attack with his illegal weapon. This attack is resolved normally. After an attack, a shank roll must be made against the ref's PER to avoid being thrown out of the game.
Strip Ball	*	*	*	Used instead of a block – all modifiers are for a block of the same type. Defender may use block, dodge, STR, or DEX to defend against this roll. If successful, the ball scatters 1 hex, starts to bounce, and a fumble occurs.

KICKING MANEUVERS

Name	Action	Attack	Defense	Notes
Expert Kicker	---	---	---	Once per game, this player can reroll a kick attempt. Can be bought more than once.
High Kickoff	---	---	---	Kick scatters 1d6-1 additional hexes from its target, but the ball does not land until the end of the first turn. Have all players take their moves and then resolve the kickoff and give the receiving team their free activation.
Kick Attack	Half	Kick	Defense - 2	Kicker boots the ball at an adjacent defender. Attack does STR+1d4 damage if it hits, but will only knock the defender down if enough damage is done. Ball scatters 1d6 hexes, and if it hits the ground, a fumble on the kicker's team occurs.

KICKING MANEUVERS

Name	Action	Attack	Defense	Notes
Quick Kick	None	---	Defense	Kicker makes a kick roll against the DL to recover the ball. If successful, he kicks the ball 3d4 hexes in a straight line away from him. If the ball crosses an occupied hex, that player may try to recover the ball (DL 12). If the ball is not recovered by the kicker's team, it is considered a fumble.
Perfect Kick	---	---	---	Kickoff scatters 2 less hexes than normal.

MOVEMENT MANEUVERS

Name	Action	Attack	Defense	Notes
Cross the Line	Free	---	---	On a kickoff, this player can make a fouling roll vs. the referee's PER to take a free half move before the ball is kicked. Failure results in no move, but no penalty either.
Fast	---	---	---	Player gains a +1" to his Runeball move score.
Heavy Armor	---	---	---	Player wears 3 defense armor, but takes a -1" move score.
Hurdle	None	Block	Defense	Player may jump over hexes containing prone players at a cost of 2" movement. Costs 2" of movement and must make hurdle test vs. DL 10 to do so.
Jump Up	None	Block	Defense	Player can jump to his feet after being knocked down by making a skill test vs. DL 12. DL is +2 for each opposing player adjacent.
Light Armor	---	---	---	Player only has 1 defense armor, but gains a +1" move score. Stacks with Fast.
Vault	None	---	Defense	Player can vault over any hex regardless of its contents. Must make a vault test vs. DL 14 to do so. Player must have the acrobatics skill to get this maneuver.

PASSING MANEUVERS

Name	Action	Attack	Defense	Notes
Bomb	Half	---	Defense	Creates a new passing range of 19-22 hexes with a passing DL of 24.
Concentration	---	---	---	Passer can ignore up to -4 in penalties for adjacent opponents while passing.
Dump Off	Free	---	---	Passer can make a short pass just before being blocked. The passer takes a -3 to his passing roll. All other passing rules apply.
Eagle Eye	Full	---	Defense - 2	Passer cannot move, but gains a +2 to his pass roll.
Expert Passer	---	---	---	Once per game, this player may reroll a pass attempt. Can be bought multiple times.
Point Blank	Half	---	Defense	Creates a new passing range of 2-3 hexes with a passing DL of 6.
Running Pass	Full	---	Defense - 2	Passer can take a full move before his pass. Passer takes a -3 to his roll.

FOULING

According to the Runeball rules, it is illegal to block a player who is on the ground. Anyone caught doing so is removed from the game and their team must play a man down until the end of the current drive. Once the drive ends, someone may come in to replace the ejected player. All fouls are

automatically seen by the referee unless the fouling player has the foul skill.

If a player has the foul skill, they may attempt to foul without the referee noticing them. Every referee has a PER score determined before the match. Typical referees have a PER of 10, but it varies from stadium to stadium. After a player fouls, he rolls a foul test vs. the referee's PER. If he is successful, play continues. If he fails, he is immediately

ejected from the game, and the opposing team is allowed a free activation.

SUBSTITUTIONS

Players may be swapped freely between the pitch and the sideline during any stoppage of play (touchdown, field goal, or halftime). In addition, a player can run off of his own sideline. Once he does so, a player from the sidelines can enter the field at the same spot on the next turn.

CARRYING ANOTHER PLAYER

An unconscious player or seriously injured player can be picked up by a teammate and carried. It takes a half phase to pick up a teammate. A player takes a -1" movement, and -1 defense while he is carrying a teammate. The GM may rule that certain characters cannot carry others based on their relative sizes.