**Runeball Tables**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **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 in 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**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **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