

Between Matches

[BOXOUT] Reputation

This rule introduces the concept of a new game value called Reputation. Reputation is the team's ranking modified by the events it has been involved in. It is listed after the team's Ranking, in brackets. So, a team might have a Ranking (Reputation) of 123 (92) if it had been involved in a lot of dubious behaviour.

In order to keep track of a team's Reputation, simply list the events it was involved in and the Reputation modifiers on the back of the team's roster sheet. When a team's Ranking is updated at the end of a match you can update the Reputation as well.

If a team's Reputation ever drops to zero or less then the team is disbanded by the DGB as a disgrace to the sport.[/BOXOUT]

DreadBall teams don't just sit about between matches watching re-runs of their best strikes. Not at all. As well as training hard for the next match they are involved in a constant round of publicity stunts and public events, as well as being probed by the gutter press for any sort of scandal that will sell their prime time shows – the more lurid the better.

Between matches, after all the winnings, experience and so on have been calculated, Coaches can decide to spend some cash on their team's publicity. For every whole 3mc a Coach spends he can add +1 to the result of the following dice roll.

Once each Coach has decided on their level of investment, they roll one dice for each team (modified by their spending) and consult the following list:

1. **Outrage.** Two of the team's Strikers are caught in flagrante with a set of alien triplets the day before the same alien race attacks a Corporation medical facility and wipes out all the medical staff. Film at 11.
The team's Coach must choose between sacking one of his Strikers or suffering a 2 dice drop in his team's Reputation. If the team has no Strikers then the team adds 1 dice to their team Reputation instead as they are clearly the victim of a badly-organised smear campaign.
2. **Scandal.** An undercover reporter for the DreadBall News Network secretly films one of the players taking bribes for match fixing. At least, that's what he says. The player says it was a set up.
The team is fined 2 dice mc. A team must pay as much of this cash as it can. If the team does not have all the cash then it loses 1 point of team Reputation for each mc it cannot pay.
3. **No Event.** The team manage to keep themselves out of the headlines, quietly getting on with the serious business of training for their next match.
4. **Charity Work.** Some of the players pose for a picture or two while helping out a kid's charity match and it goes viral.
The team increases its Reputation by the roll of 1 dice.
5. **Local Hero.** One of the team's Guards foils a robbery attempt while out shopping.
The team increases its Reputation by the total of 2 dice.
6. **Spin Doctor.** Your team's marketing department has done an outstanding job. You may choose any result from this table.

Hacking

There are plenty of ways in which sponsors and coaches will look to get an edge in DreadBall. Not all of them are legal, and neither do they all relate directly to the action on the pitch. If they can't get the best players, or the best coaching staff, then some teams will turn to more indirect methods of getting an edge. One such method is broadly known as hacking.

Tech experts with the necessary know-how to alter DGB systems or infiltrate the computer networks of rival teams are expensive, but efficient. From disaffected ex-corporation employees to Rebel 'Hacktivists' too feeble to take up arms, these individuals can turn the fortunes of a team around – sometimes quite literally – with just a few keystrokes. Altering scores, inflating prize money and even messing around with the team roster for the other side are all options offered by hackers to a coach with the right funds and no scruples.

Of course, many argue that this ruins the purity of the sport. Others declare that it is all part of the constant struggle for supremacy on all fronts which originally informed the GCPS itself, and which is embodied in the clashes out on the neodurium. Whatever your individual stance, the thoughts of the DGB themselves are unknown. Though they will apply fines to teams caught blatantly cheating by these means, the sanctions imposed are somewhat lenient in comparison to other matters, and it seems odd that an organisation with the resources and income of the DGB has not yet invested in hack-proof technology for it or its teams. Some whisper that Ortiz himself sees it all as just one more facet of the game, though he has never commented publicly on the issue.

Whatever the truth, all that is known for sure is that hacking has rapidly become just another tool in the arsenal of any coach willing to try it. A Coach can buy a **maximum of one of each** of the following six options before each match. This is a one-off benefit that only affects the following match.

Each option costs 3mc and reduces the team's Reputation by the roll of 1 dice. See page **XXX** for more on Reputation.

A: Where would you like to start? Your expert hacks into the opposing team's management files and changes their starting line-up for your game.

You choose which six of the opposing team's players start on the pitch at the beginning of the match. The opposing Coach still gets to choose where they stand.

B: It's a Strike, or is it? The arena's scoring computers are the target of this hack. This is such an obvious thing to try that it is likely to be spotted fairly quickly. Only the first score will be changed.

The first strike attempt in the game by either side is registered incorrectly by the scoring computer.

If you made the attempt then it registers a 2 point strike, regardless of whether the attempt was successful or not. Your Rush is over. A new ball is launched and the old one removed at the start of your opponent's Rush.

If the opposing team made the strike attempt then it registers a miss, regardless of whether the attempt was actually successful or not. The ball scatters from the strike hex if it was actually a strike. Their Rush is over unless they really did miss and another member of the team caught the ball.

C: Every one a winner. The calculation of prize money after a match is modified to improve your take.

Team revenue is calculated as normal, and then you get an additional 2 dice mc on top.

D: Where's your specs, Ref? The complex neural net of the Ref is the target of this hack. Each time you call Foul on the opposing team, the Ref check is at +1 dice. This continues until the first time the opposing player is sent off as the result of one of these checks, at which point the effect ends.

E: Serving their time. A more subtle hack is to alter the timers on the penalty monitors and medical computers so that they keep opposing players for longer. Roll a 3 dice Strength test (1) for each player in the opposing Sin Bin at the end of their Rush, when they would normally move a space towards the Subs' Bench. If they fail, then they do not move. If they succeed, then they move down as normal. If they double then they move down two places (the hack isn't perfect, after all). If none of the players in the Sin Bin move down at the end of a single Rush then the hack is discovered and has no more effect. They go back to moving down as normal from the end of their next Rush.

F: Every one a spinner. The tiny gyros that stabilise the ball can be attacked remotely to send it spinning out of control. This doesn't work often as they are shielded against precisely this sort of attack, but a really smart tech can break through the ever-shifting encryptions once in a while. This is a small change, so only works when it is not being held tightly by a player. Once per match, at the end of any Rush, scatter the ball if it is not being held by a player.