

Glambek Ghosts

The ability to move through solid matter may seem like an unfair advantage for a DreadBall team, and this was exactly what many opponents of the Ada-Lorana claimed. However, it was difficult for the DreadBall Governing Body to bar them from playing the game, given their status as beings composed of pure energy and with immense power. Barring them from the leagues had the potential to cause a new war for the GCPS with an enemy they could ill afford, and so the first of the teams was formed.

Despite the obvious advantages of being able to move through your opponents, it does make carrying the ball rather tricky, and so there is a balance to be struck by the insubstantial Ada-Lorana. They cannot remain insubstantial the whole time, and this leaves them vulnerable to Slams and Stomps, just like everyone else.

Even so, many teams are very wary of the Ghosts, and are uncomfortable playing against them. A few of the more superstitious players simply refuse to face them at all; an issue that has caused at least one match to be cancelled. The Ada-Lorana themselves simply assume that these teams have something to hide. In reality it is simply that many people are afraid of the risen dead, and this is exactly the kind of folk tale that the Ada-Lorana remind them of.

Remember that you can play this team as either the Glambek Ghosts themselves or as another Ada-Lorana team of your own. The game values will be the same for all Ada-Lorana teams though your team will be the most insubstantial.

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Guard	5	4+	3+	4+	4+	x1	14mc	<i>Phaser</i>
Jack	5	4+	3+	4+	4+	x3	12mc	<i>Phaser</i>
Striker	5	4+	3+	4+	5+	x2	15mc	<i>Phaser</i>

Extras: an Ada-Lorana team starts with 0 Coaching Dice and 2 DreadBall Cards.

Phaser (Ada-Lorana/Any Player)

A player with this ability may become ghostlike and insubstantial and move through other players as if they were not there. Even when they are trying to remain solid they have a slightly translucent, misty appearance, like solidified fog.

A player with *Phaser* can exist in two distinct states: *solid* and *insubstantial*.

Solid. When a *solid Phaser* is involved in a *Slam*, *Slamback* or *Stomp*, **both sides** are at -1 dice for Strength tests.

Insubstantial. When a player with this ability takes an action they may choose to become *insubstantial*. If they become *insubstantial* then it must be for their entire action. A player cannot become *insubstantial* if they are already carrying the ball. An *insubstantial* player returns to solidity at their end of their action.

An *insubstantial* player has partly phased into another dimension and retains only the most tenuous connection to the normal three dimensions. They cannot interact with the ball or another player or Ref in any way while *insubstantial*. They may only take *Run*, *Sprint* or *Stand Up* actions, though they may *Dash* if they choose to. They ignore threat hexes. They may not end an action in the same hex as another player. They may move through the ball without it scattering. However, if they end their action in the same hex as the ball then they must attempt to pick it up at -1 as they become solid again.