

## Wu-ling Wanderers

As if teleporting Teratons wasn't enough, one of the new additions to the ranks of DreadBall teams are the Koris of the Wu-ling Wanderers who can create miniature wormholes through space!

The Koris are a confusing group to study both because of this wormhole technology and their near-inability to tell the truth. In turn, they find the expectation of other races for facts to be unembellished and straightforward to be odd in the extreme. If you have told that story or relayed that fact once already then what good is it to do it exactly the same next time? Surely it would be far more entertaining, intellectually challenging, and simply more fun to add a twist. To spice it up. A change in motive here, a new character there, a new sub-plot, a difference in place or time: it's like writing a novel, but the raw material is reality. So ingrained is this tendency to make up stories that almost anything researchers have found out has later been discovered to be a fabrication. At least they think it has.

On the pitch it is only the Jacks that carry the devices that create new wormholes, though all are adept at navigating the screaming terrors that lie inside them. This gives the Jacks a unique role on the pitch that is central to the team's style of play. For an opponent it creates even more of a challenge, though the wormholes can be navigated by anyone brave enough...

Remember that you can play this team as either the Wu-ling Wanderers themselves or as another Koris team of your own. The game values will be the same for all Koris teams though your team will be the most unpredictable. Or will it?

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
<b>Guard</b>	4	4+	4+	4+	4+	x2	12mc	<i>Spinner, Gotcha!</i>
<b>Jack</b>	4	4+	4+	4+	4+	x5	11mc	<i>Spinner, Portal</i>
<b>Striker</b>	4	4+	4+	4+	5+	x1	11mc	<i>Spinner</i>

**Extras:** a Koris team starts with 0 Coaching Dice and 1 DreadBall Card.

### Portal (Koris/Any Player)

A Coach that has any players with this ability in his team may place a single portal counter on the pitch before the match starts. Place this on your half of the pitch, behind the starting line. Portals may be placed on any empty plain black hex – not any other colour.

During a match, a player with this ability may place an additional portal counter on the pitch as one of his actions. This must be placed adjacent to the model spending the action, and on an empty plain black hex. A maximum of three portals may be on the pitch at any one time (even if more than one team can place them).

Portal counters may not be moved. If a player with this ability wants to place a portal and there are already three on the pitch, then he may remove one of the existing ones and place it in a new location following the rules above.

When only one portal is on the pitch then it leads nowhere and is said to be inactive. If a portal has no empty hexes adjacent to it then it cannot be used as a destination. It is considered to be inactive. No player may move onto the hex containing an inactive portal, and the ball will simply bounce off it.

Any model that is not a single hex player treats all portals as inactive. For example, this includes the ball, GIANTS, the Ref, and fans.

A portal is potentially active if it has empty hexes adjacent to it. To become active there must be at least one other potentially active portal on the pitch. If there is only one potentially active portal then it remains inactive until another is placed. If there are two or three potentially active portals on the pitch then all of them become active.

Active portals are linked by invisible, inter-dimensional tunnels that allow instantaneous movement between them. A player moves onto an active portal hex as if it was an empty hex. Calculate any *Evade* or *Dash* required to get to the first portal hex as normal. If the *Dash* or *Evade* test to enter the portal hex is failed then the player will fall down in the hex they emerge into. When working out the number of hexes moved by the player in that action, count the hex adjacent to the second portal as the same hex as the first portal. Movement through a portal does not automatically end an action, though it may. This depends on the result of a confusion test (below).

[insert diagram showing player moving through and number of movement it counts as]

A player may be pushed back into an active portal. This will transport him in the same way as an intentional movement. They will need to make a confusion test as normal.

A portal blocks lines of sight in the same way as a player.

## Confusion Test

A player that moves onto a hex containing a portal immediately disappears. Where he ends up depends on his training, experience and luck. This is determined by making a confusion test.

Roll a single dice to determine which game value the confusion test will use.

- **1:** Strength
- **2-3:** Speed
- **4-5:** Skill
- **6:** Armour

A confusion test is a 3 dice ? test (2). The “?” is the game value rolled on the table above.

**Confusion test passed:** the player reappears in an empty hex adjacent to another portal of his choice, facing in the direction of his choice. The player may continue their action from that point.

**Confusion test failed:** the opposing Coach may place the confused player in any empty hex that is adjacent to another active portal, facing in a direction of his choice. The confused player’s action ends.

## Spinner (Koris/Any Player)

Instead of rolling against a random stat, a player with *Spinner* always uses a 4+ value for confusion tests.

In addition, a player with *Spinner* gets a +2 dice modifier to confusion tests.