



Rule Version 1.08

Number of players: 2, Playing time: 30-60 minutes

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# OVERVIEW

Ladies, gentlemen, and ungended species! The Interplanar Wizard Dodgeball League and Mind the Gap Studios would like to welcome you to the annual all-star game of WIZARD DODGEBALL! The IWDL is made up of teams from all physical and ethereal planes, twenty-four in all. The all-star game is the yearly gathering of the best wizard dodgeballers from each of the teams in the IWDL.

Just like the dodgeball you know, the players that don't dodge the ball are eliminated, a caught ball eliminates the thrower, the winner is the last team left on the court. But, that's just the beginning! Wizard Dodgeball allows teams to throw spells in addition to balls. Boost your team, freeze your opponents, teleport balls back to your side, and watch out for fireballs!

# WINNING

The first player to 5 points is the winner.

A player earns points when one of their wizards:

- Hits an opponent's wizard with the ball
- Catches a ball thrown at them by an opponent's wizard

# COMPONENTS

## 24 Wizard Stat Cards



Physical Stats

Wizard Name and  
Jersey Number

Magical Stats

## 24 Wizard Jersey Markers



## 48 Spell Markers

2 sets of 24  
3 of each spell



## 20 Spell Cards (2 sets of 10)



Name and  
Initial Cost

Icon

Description

## 5 Balls (red d12)



## 8 d6 in 4 colors (ranges)

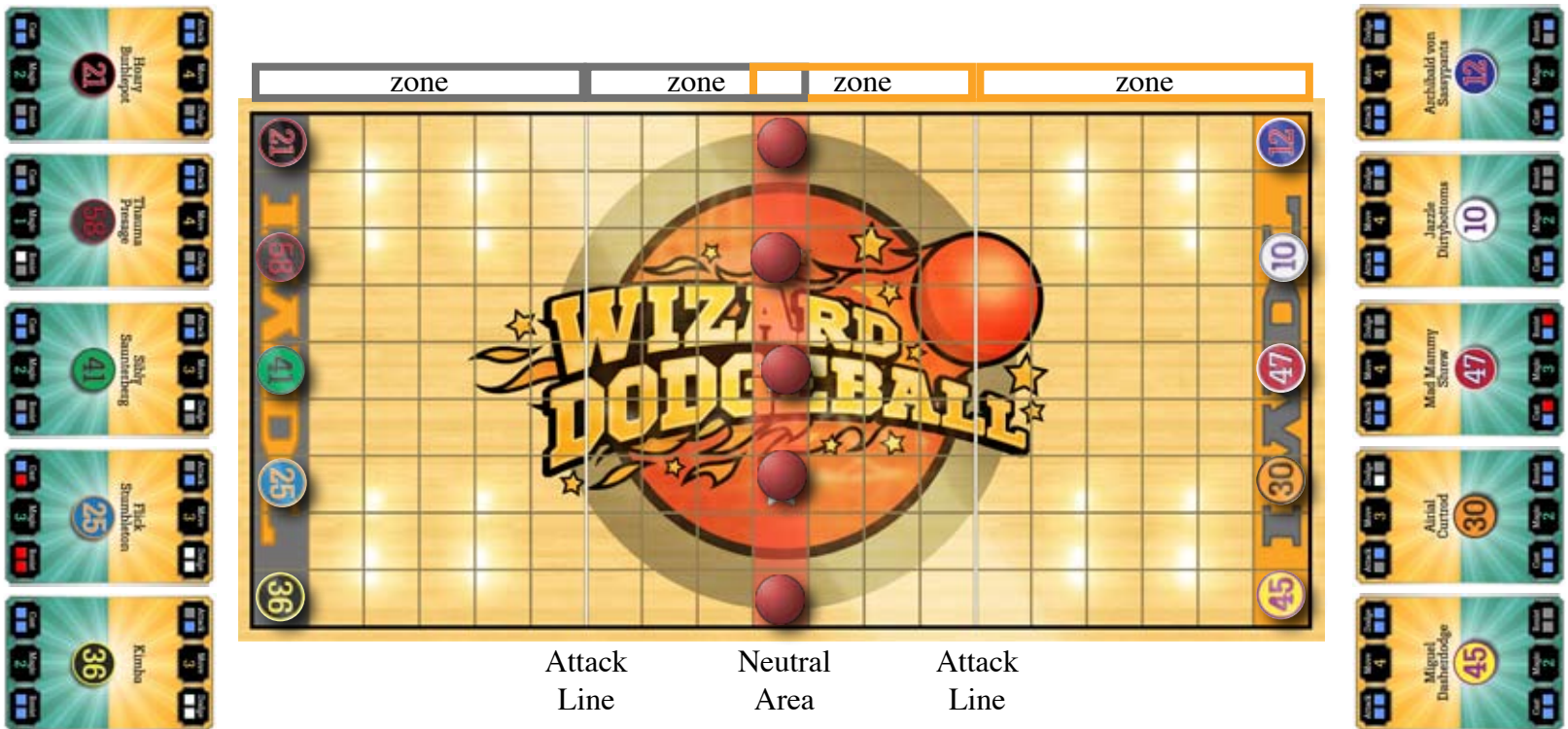


## Game Board



## SETUP

1. Place one ball in each starred space in the neutral zone, star side down.
2. Determine who player 1 is by high roll of d6 (make sure you're rolling the same color of d6).
3. Draft teams and place wizard jersey markers in the starting areas and stat cards in chosen initiative order from a player's left to their right.
4. Pick team spell lists and set out the spell markers for each team
5. Put all remaining components back in the box.
6. Game on! Starting with Player 1, players take turns activating one wizard at a time. Remember, your wizards are played from your left to your right.



## THE COURT

The court is divided into 4 zones, separated by the Attack Lines and the Neutral Area, which are used to determine the dice rolled for throwing the ball at your opponent.

**Attack Lines:** Balls must first be brought behind either attack line to be “active” (turn the ball star side up). Only active balls can be thrown at opponents. Once a ball is active it remains active for the game.

**Neutral Area:** Players from each team can enter the Neutral Area and are considered 1 zone apart. The Neutral Area is also magic free. This means spells cannot be cast on wizards or balls in the Neutral Area and wizards in the Neutral Area cannot cast spells. Wizards and balls with spell effects on them can enter and leave the Neutral Area with no effect to the spell.

# DRAFTING TEAMS

## Basic Draft (Random Draw)

To get you going with your first game, simply shuffle the wizard stat card deck then deal each player 5 wizards.

However, if you'd like more control of your team, try the

## Advanced Schoolyard Draft

- Shuffle the Wizard Stat Card deck. Draw the top 10 cards for the pool and place them face-up.
- Player 2 can either have the first choice of the pool or can pass the first pick.
- Players take turns picking one wizard from the pool.
- Once both players have chose, draw two new wizards to add to the pool.
- Drafting continues until each player has a team of 5 wizards.

# WIZARD INITIATIVE

At the beginning of the game, players need to determine the order in which they want their wizards to activate. Wizards are activated from a player's left to their right. Once the game starts, this order is fixed throughout the game.

# TEAM SPELL LISTS

**Basic Game:** In the basic game, each player starts with all of their spell cards (no purchase necessary).

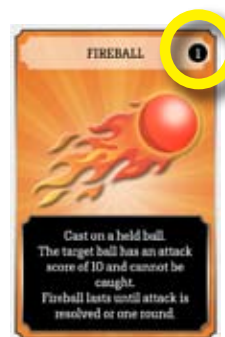
## Advanced Game:

The number of league-sanctioned spells your team can have is determined by the sum total of the Magic stats of the wizards on your team.

- Locate the "Magic" number on each wizard's stat card and add these up for each team. This is the points you have to spend on your team spell list.
- Spell costs are noted in the upper right corner of each spell card. Single spells (teleport, fireball, etc) cost 1 point, paired spells (magic drain/boost, etc) cost 2 points.
- Once you have selected your spells, collect your team's markers for each spell. (Paired spells have one spell on each side of the marker.)



$$2 + 2 + 3 + 2 + 2 = 11 \text{ points for spells}$$



Purchase Cost  
for the Fireball

# ACTIVE WIZARD'S TURN

## Basic Turn

To get a feel for Wizard Dodgeball, your active wizard will do each of the following actions once on their turn in any order you choose:

- Move
- Throw a ball (to a teammate or at an opponent)
- Cast a spell

## Advanced Turn

Each wizard can do 2 actions on their turn. The actions can be any combination of the following or the wizard can do one of the actions twice:

- Move
- Throw a ball (to a teammate or at an opponent)
- Cast a spell

If your wizard has been eliminated by failing a dodge or having their throw caught, they return to the court on their initiative but lose their movement to do so. In the **Basic Turn**, that wizard can still cast a spell and throw a ball. In the **Advanced Turn**, that wizard loses one action and the remaining action cannot be used for movement. If a teammate catches a ball, however, the wizard is returned without losing movement or actions.

# BALLS

To throw a ball, your wizard will need to first pick one up. Luckily, this is a simple task. A wizard may pick up, or drop, a ball in any adjacent space (any space touching the space the wizard is in) for free (no action taken).

Being a free action means wizards can pick up and drop balls while on the move. However, wizards can only carry one ball at a time since they have a wand in one hand.

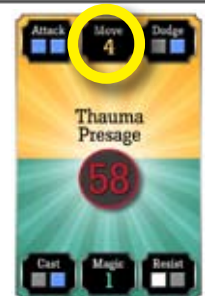
Before a ball can be thrown at an opponent, it needs to be passed or moved across one of the attack lines which makes it active. Turn the ball star side up to indicate that it is active. Once a ball has been made active, it remains active for the rest of the game.



The shaded spaces are adjacent to #25

# MOVEMENT

A wizard may move straight or diagonally a number of spaces up to his or her MOVE stat with one action. Wizards can move into the Neutral Area but not across it.



## THROWING A BALL

Throwing a ball at a wizard requires 2 things:

1. The throwing wizard must have an active ball (a ball that has been behind one of the attack lines)
2. The target wizard must be in line of sight.

If both conditions are met, the ball is thrown and dice are rolled. The number of dice used for throwing depends on range. For the throw to be successful, the sum of the throw dice needs to be greater than the sum of the dodge dice.

## Passing a ball

Wizards on the same team can pass the ball between each other. To pass, wizards need to be either adjacent or within line of sight. Passing takes one action of the throwing wizard and no action of the receiving wizard. Passing does not require a roll.

## LINE OF SIGHT

Line of sight is broken by another wizard being in the way but not by balls.

To determine line of sight, draw an imaginary line from the center of the thrower's square to the center of the target's square. If the line does not go through a square occupied by another wizard the thrower has line of sight to their target.

## THROWING RANGE

Throwing range is how many zones away a thrower is from their target which determines how many dice are rolled for the throw.

- At 3 zones away, the thrower will only use their higher throw die.
- At 2 zones away, the thrower will use both of their throw dice.
- At 1 zone away, the thrower will use both throw dice and add a white die.



#58 has line of sight on #10 and #21. At 3 zones away, #58 would only roll 1 blue die to throw a ball at #10.



#10 has line of sight on all other wizards.  
#10 would roll both blue dice to throw a ball at #21 (2 zones away) but only 1 blue die to throw a ball at #58 (3 zones away).



#21 has line of sight on all other wizards.  
#21 would roll both blue throw dice to throw a ball at #10 (2 zones away) and would roll both blue dice + 1 white die to throw a ball at #12 (1 zone away).



#12 has line of sight on #10 and #21. At 1 zone away, #12 would roll 2 blue dice + 1 white to throw a ball at #21.

## DODGING A BALL

Dodging a ball takes place on the thrower's turn. To dodge, a wizard will roll their two dodge dice.

- If the target wizard is holding a ball, they add a white die to their dodge roll.
- If the sum of the dodge roll is equal to, or greater than, the throw roll, the target successfully dodges the ball.

If the dodge is successful, the target wizard moves to any empty square adjacent to the one they are currently in. The thrown ball is placed in the space the target wizard has just vacated.



If the dodge was not successful:

- The target wizard is removed from the court
- The attacking wizard's team gains one point.
- The ball is placed in the space the eliminated wizard just vacated.
- If the wizard had any spell effects on them, those effects are immediately removed.

### Catching a ball

A target wizard that isn't holding a ball has a chance to catch the ball thrown at them. If the target wizard rolls doubles with their two dodge dice, the target catches the ball. Catching the ball eliminates the thrower and the catcher's team can return an eliminated wizard to the court and that wizard will still get their move action on their turn.

### Rolling triples

A roll of triples while holding a ball trumps all throw rolls.

## CASTING A SPELL

Casting a spell on a wizard requires 3 things:

- The target wizard(s) need to be in line of sight
- Neither the target(s) nor the caster is in the Neutral Area
- The spell card needs to be charged (in hand)

If all three conditions are met, the caster will:

1. Place the spell card next to the casting wizard's stat card (regardless of the result)
2. Roll the caster's 2 Cast dice (if the target(s) are on the opposing team)

For the cast to be successful, the sum of the cast roll needs to be greater than the sum of the resist roll.

There is no roll when wizards cast spells on their teammates with one exception: casting Dispel on effect of an opponent's spell. In this case, Dispel is treated as a magical attack on the wizard who's spell you are trying to cancel.



## SPELL AREA OF EFFECT

In addition to giving your team points to buy your spell list, each wizard's Magic stat indicates the number of connected spaces that wizard can target with a spell as long as the wizard has line of sight to one of the spaces in the area of effect.



Magic of 3 means #25 can target both #30 AND #47 as they are 3 connected spaces apart.



Magic of 2 means #30 can only target #25 OR #41 as they are more than 2 connected spaces apart.



## SPELL RECHARGE

Once a spell has been cast, it takes a full round from the time of casting before that spell returns to your hand for another wizard on your team to cast it. This means when your wizard casts a spell, every other wizard on your team will take a turn, the caster will take a turn, then the spell recharges and the spell's card returns to your hand and its effect tokens are removed from the affected wizards.

Wizards can cast spells even if they have a spell that is still recharging.

## RESISTING A SPELL

A wizard has a chance to resist a spell that is cast on them. Resisting a spell is handled in the same way as dodging a ball and is attempted on the caster's turn. Each wizard that is the target of a spell will roll their 2 Resist dice.

Each wizard that rolls a resist sum equal to, or greater than, the sum of the cast, successfully resists the spell. Each wizard that rolled a lower resist is affected by the spell (place a matching spell effect token on their stat card.)

### Rebounding a spell

If the resisting wizard rolls doubles with their 2 Resist dice (regardless of total score), the spell is rebounded back at the casting wizard who must now resist against the original cast roll in the same manner as the original target wizards. If the casting wizard then rolls doubles to resist (or a sum equal to, or greater than, the original cast roll), the rebounded spell dissipates.

Rolling doubles is an automatic resist against Teleport or Dispel as those spells do not rebound.

### Rolling triples

Rolling triples on a resist (which is only possible if the wizard has the Magic Boost affect) also rebounds the spell.



# EXAMPLE GAMEPLAY

The following few turns use the setup seen on Page 3 and the Basic Turn rules.

## Turn 1

First up is #21, Hoary Burblepot. With the spell action, Player 1 uses the Teleport spell to relocate Burblepot up to the neutral line. Then, for free picks one of the balls.



Next, using the Throw action, Burblepot throws a ball back to #58.

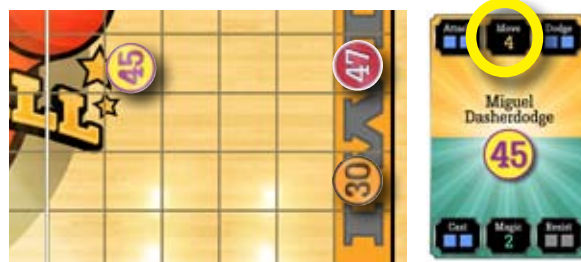


Finally, Burblepot uses his Move action to move 2 spaces allowing him to drop the ball behind the attack line and pick up the active ball.



## Turn 2

The next to take a turn is #45, Miguel Dasherddodge. Player 2 decides to first use the Move action to put Dasherddodge closer to the attack line.



Next, Player 2 decides to try to use Dasherddodge to give #58 Butterfingers. Dasherddodge Casts with 2 blues with a result of 7. #58 attempts to Resist with a white + grey with a result of 4. #58 has butterfingers which means she cannot hold the ball she currently has or pick one up until the butterfingers goes away. #58 chooses to drop the ball close to #41.



Since there is no ball close to Dasherddodge, he cannot use the Throw action this time so his turn is over.

### Turn 3

Player 1 decides to start the turn by trying to Dispel the Butterfinger affect. #58 casts Dispel with a grey + blue for a result of 10. Since #45 cast Butterfinger, he will try to resist the Dispel with 2 greys with a result of 8. #58 is now able to pick up the ball again.



#58 uses the Move action to get line of sight on one of the wizards on Player 2's back line with low dodge dice. With the Throw action, #58 throws with a single blue (3 zones away) for a result of 5 at #30 who dodges with a white + grey with a result of 5! #30 dodges the ball and moves 1 adjacent space and the ball lands where #30 was.



# VARIANTS

## Teams

Why keep the fun to just two players? Wizard Dodgeball works well with four players divided into teams of two. Players on a team can take turns or select which wizard's they want to control. Teams gives you someone to cheer with when things go well or someone else to blame when they don't.

## Tournaments

Wizard Dodgeball is supplied with the stat cards for 24 wizards allowing four players (or teams) to draft teams of 6 wizards (5 plus an alternate). Decide what tournament style to use and see if your team comes out on top.

## Elimination

In the elimination variant, players do not earn points when wizards are knocked off the court for failing to dodge or having their throw caught. Instead, when an eliminated wizard's initiative comes up, the player with that wizard loses that turn. Play continues with their opponent's next wizard in the initiative.

# LEAGUE SANCTIONED SPELLS



# SPECIAL THANKS

Play testers: Kimberly Newland, Tim Ellis, Jack Brown, Kelly and Jacob Case, Dominique and Nathanuil DeMille, Donald Golgert, Peter Golgert, James Griggs, Jason Martin, Jonah Martin, Lachlan Martin, Caleb Pentecost, Stephen Weaver, Jerry Wood

Additional thanks: James Ernest, Bryan Hamilton, Brian Pitts, Andrew Tullsen

## QUICK START GUIDE

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2. Determine who player 1 is by high roll of d6 (make sure you're rolling the same color of d6).
3. Draft teams and place wizard jersey markers in the starting areas and stat cards in chosen initiative order from a player's left to their right.
4. Pick team spell lists (based on sum of team's magic stat) and set out the spell markers for each team
5. Put all remaining components back in the box.
6. Game on! Starting with Player 1, players take turns activating one wizard at a time. Remember, your wizards are played from your left to your right.
7. An eliminated wizard means the player skips their turn.

## ACTIVE WIZARD'S TURN

BASIC - do each action once in any order

ADVANCED - do two actions in any combination including doing the same action twice

Actions:

1. Move
2. Throw a ball
3. Cast a spell

## BALLS / MOVING

- Balls need to be taken behind either attack line to make them active.
- Only active balls can be thrown at the other team.
- Picking up and dropping balls is a free action and doesn't count against your turn actions or break up the move action.
- A wizard can move up to their move stat with the Move action.
- Movement can be orthogonal or diagonal.
- Wizards can move into the Neutral Area but cannot move or reach across it to the opponent's side of the court.

## THROWING / DODGING

- Throwing a ball requires line of sight.
- Wizards break line of sight but balls do not.
- Throwing to a teammate doesn't require rolling dice.
- Throwing at an opponent requires dice.
- Range determines how many dice are rolled
- 1 zone = both throw dice + white
- 2 zones = both throw dice
- 3 zones = highest throw die.
- If holding a ball, roll both dodge dice + a white else just roll both dodge dice
- Throw result must be greater than dodge result
- Rolling doubles without a ball = catch
- Rolling triples with a ball = dodge
- Successful dodge means target moves to adjacent space and ball lands where target was.

## CASTING / RESISTING

- Place the spell beside the caster's stat card.
- Target area is number of connected spaces equal to the caster's magic stat.
- Casting requires line of sight to one space in the target area.
- Roll two cast dice and compare sum to the resist dice. Cast must be greater than resist.
- Doubles on resist = rebound and caster must resist against their cast roll.