



Rule Version 1.04

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

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Overview

Ladies, gentlemen, and ungendered 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!

Components

24 Wizard Stat Cards



Physical Stats

Wizard Name
and Jersey

Magical Stats

24 Wizard Jersey Markers



20 Spell Cards (2 sets of 10)



Spell Name
Spell Duration

Spell Icon

Spell Description

48 Spell Markers

2 sets of 24, 3 of each spell



1 Board

Starting zone

Attack line

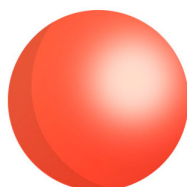
Neutral Zone

Attack line

Starting zone



5 Ball Markers



Components not supplied

- 3 d6 for each player

Winning

The last player with wizards on the court is the winner.

Elimination

A wizard is eliminated due to one of the following:

- Hit by a ball
- Throwing a ball and the target catches the ball

Setup

1. Place one ball in each starred space in the neutral zone.
2. Determine who player 1 is by high roll of d6.
3. Draft teams and place wizard jersey markers in the starting areas.
4. Pick team spell lists based on the sum totals of the spell stats of each team and set aside the markers for the chosen spells.
5. Put all remaining components back in the box.
6. Game on!

1. 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 Draft

- Shuffle the Wizard Stat Card deck. Draw the top 5 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 of 5. Each time a wizard is chosen, draw a new wizard from the deck and place it in the pool.
- Drafting continues until each player has a team of 5 wizards.

Once teams have been drafted,

- Players place their wizards in the order they want to use them. Each player will activate their wizards from left to right.
- Locate the jersey markers for each team and place the markers on their respective starting zones

2. Choosing Team Spell Lists

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

- Locate the "Spells" 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.
- 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.)

3. Game on!

Starting with Player 1, players take turns activating one wizard at a time. Remember, your wizards are played from your left to right.

Initial Setup

This page shows the initial setup with Player 1 at the top of the page and Player 2 at the bottom.

The wizard markers are placed on the board in the team starting zones as determined by the players.

Not shown are the balls which are placed on the stars in the neutral zone.

Neutral Zone

The neutral zone is magic free. This means spells cannot be cast on wizards or balls in the neutral zone and wizards in the neutral zone cannot cast spells.

Wizards and balls with spell effects on them can enter and leave the neutral zone with no effect to the spell.

Attack Lines

Balls must first be brought behind either attack line to be “active”. Only active balls can be thrown at opponents. Once a ball is active it remains active for the game.

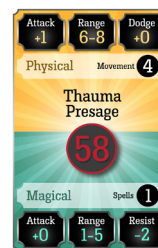
To indicate an active ball simply flip over the ball marker once it crosses either attack line.

Spell Lists

From this setup, Player 1 can have 13 spells and Player 2 can have 11 spells.

Turn Order

Given this setup, wizards would take a turn in the following order: (P1)#21, (P2)#45, (P1)#58, (P2)#30, and so on.



Player 1



Player 2



Turn

Each wizard has two action points on their turn that can be spent on any combination of the following

- Move
- Throw / pass a ball
- Cast a spell

Picking up or dropping a ball are free actions

Move

A wizard may move straight or diagonally a number of spaces up to his or her movement number. Wizards can move into the neutral zone but not across it.

Picking up / Dropping a ball

- A wizard may pick up a ball in any adjacent space for free (no action taken).
- Wizards can pick up a ball while on the move.
- Wizards can only carry one ball at a time since they have a wand in one hand.
- A wizard may drop a ball for free (no action taken). The dropped ball lands in a chosen empty, adjacent space to the wizard.

Throwing / Passing a ball

For a wizard to throw a ball at an opponent requires three things:

- the wizard must have a ball
- the opponent must be in line of sight.
- the ball must have been brought behind either of the attack lines

Next, determine the attack score. This is the value the opponent needs to beat in order to dodge the ball.

- If the opponent is within the normal physical range, roll 2d6.
- If the opponent is closer than the normal physical range, roll 3d6.
- If the opponent is farther than the normal physical range, roll 1d6.

Finally, add the physical attack bonus.

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 (LoS)

A wizard can attack any target within their line of sight. To determine line of sight, draw a straight, imaginary line from the center of the thrower's square to the center of the target's square. The target is within line of sight if the line does not go through a square occupied by another wizard.

Balls do not break the line of sight.

In the following diagram, #21 (Hoary Burplepot) has line of sight on A,C,D, but not B, E or F.

Range

The range to a target is determined by counting the number of squares from the space in front of the attacker to the space occupied by the target.

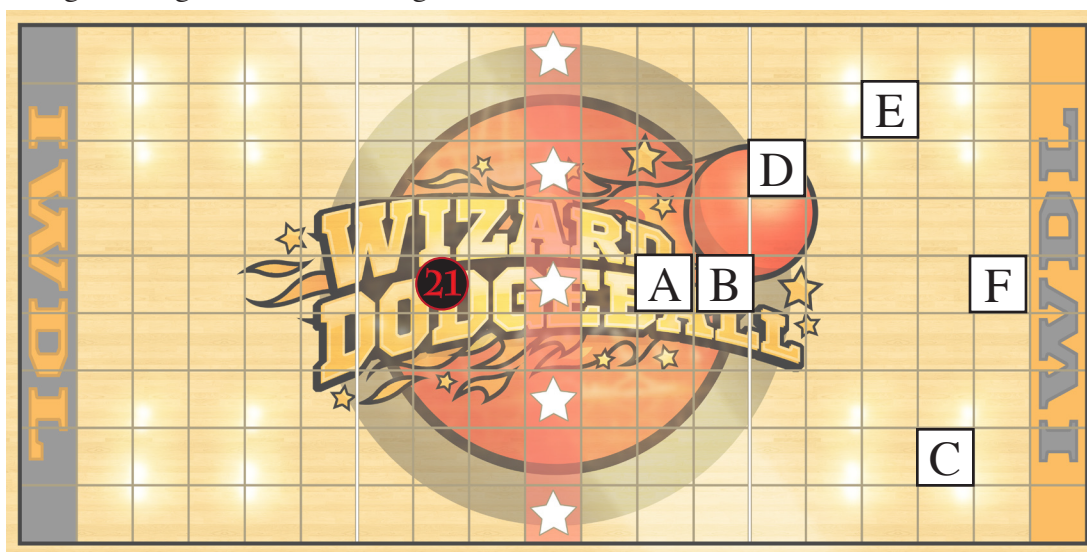
Physical Range is divided into 3 areas: normal, close, and far. Normal range is listed on the wizard's stat card. Close is less than normal range, and far is greater than normal range.

In the following diagram, #21 (Hoary Burplepot) has a listed physical range of 6-8.

- Throwing a ball at target D, Burplepot would roll 2d6 because D is 6 spaces away.
- For target A, Burplepot would roll 3d6 because A is 4 spaces away which is closer than Burplepot's listed range.
- For C, Burplepot would roll 1d6 because C is 9 spaces away which is beyond the listed range.

Magical Range, however, is only 1 area: normal range, which is listed on the wizard's stat card.

Burplepot has a listed magical range of 1-7. Casting spells would only be allowed at A and D because they are within listed magical range and in line of sight.



Dodging a ball

Dodging takes place on the attacker's turn.

To dodge **without** a ball in hand:

- Roll 2d6 and add the target's dodge bonus
- If the roll is less than the attack score, the target is eliminated and the thrown ball is placed in the target's original space.
- If the roll is equal to or greater than the attack score, the target moves to any empty adjacent space and the thrown ball is placed in the target's original space.
- On a roll of doubles (regardless of total score), the ball is caught, an eliminated wizard from your team is placed in the starting area, and the attacker is eliminated.

To dodge **with** a ball in hand:

- Roll 3d6 and add the target's dodge bonus.
- If the roll is less than the attack score the target is eliminated. The thrown ball is placed in the target's original space and the ball the target was holding is placed in any space adjacent to the original space.
- If the roll is equal to or greater than the attack score or triples, the thrown ball is placed in a space adjacent to the target and between the target and attacker.

Shielded

If the target is shielded and fails to dodge, the ball is also placed adjacent to the target and between the target and attacker. The target is not eliminated but is no longer shielded after the first hit.

Spells Stat

Each wizard has a spell stat which indicates:

- how many spell points the wizard adds to your pool for team spell list selection
- how many adjacent spaces that wizard can target with a spell. (i.e. stat of 2 = 2 adjacent spaces)

Casting a Spell

In order to cast a spell:

- the casting wizard needs line of sight to the target(s)
- the target(s) must be within magical range
- neither the target(s) nor the caster is in the neutral zone
- the spell card needs to be charged (in hand)

Once the spell is cast, determine the magical attack score by:

- Roll 2d6 and add the caster's magical attack bonus

Place the spell card on the casting wizard's stat card regardless of the magical attack's result. Spells recharge (return to your hand) at the end of the casting wizard's next turn (one full round).

If the spell attack roll is higher than the spell resist roll, place a spell marker on the target's stat card. All spells are in effect until the spell effect is dispelled or the spell card is recharged (returned to your hand).

There is no roll when wizards cast spells on their teammates with the exception of attempting to dispel an 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.

Resisting a Spell

A wizard has a chance to resist a spell that is cast on them (i.e. sticky hands, weaken, etc). Resisting a spell is handled in the same way as dodging a ball:

- Roll 2d6 and add the magical resist bonus
- If the total is equal to, or greater than, the magical attack score the resist is successful.

If the wizard successfully resists, the spell has no other effect and the wizard does not move. If the wizard fails the resist, the spell has the intended effect. A resist is rolled for each target.

If the resisting wizard rolls doubles (regardless of total score), the spell is rebounded back at the casting wizard who must now resist against the original attack score. If the casting wizard rolls doubles or beats the attack roll, the spell is resisted. Teleport and Dispel do not rebound. Rolling doubles is an automatic resist against Teleport or Dispel.

Example Gameplay

Turn 1



(A) First up is #21, Hoary Burblepot. Player 1 uses both actions to move him 8 spaces (move 4 + move 4) up to the neutral line. Then, with free actions, picks up and puts down a ball and picks up another ball.

Turn 2



(B) The next to take a turn is #45, Miguel Dasher. Since he doesn't have great spell range player two decides to make a similar play and uses both actions to move then relocate one ball and pick up another.

Turn 3

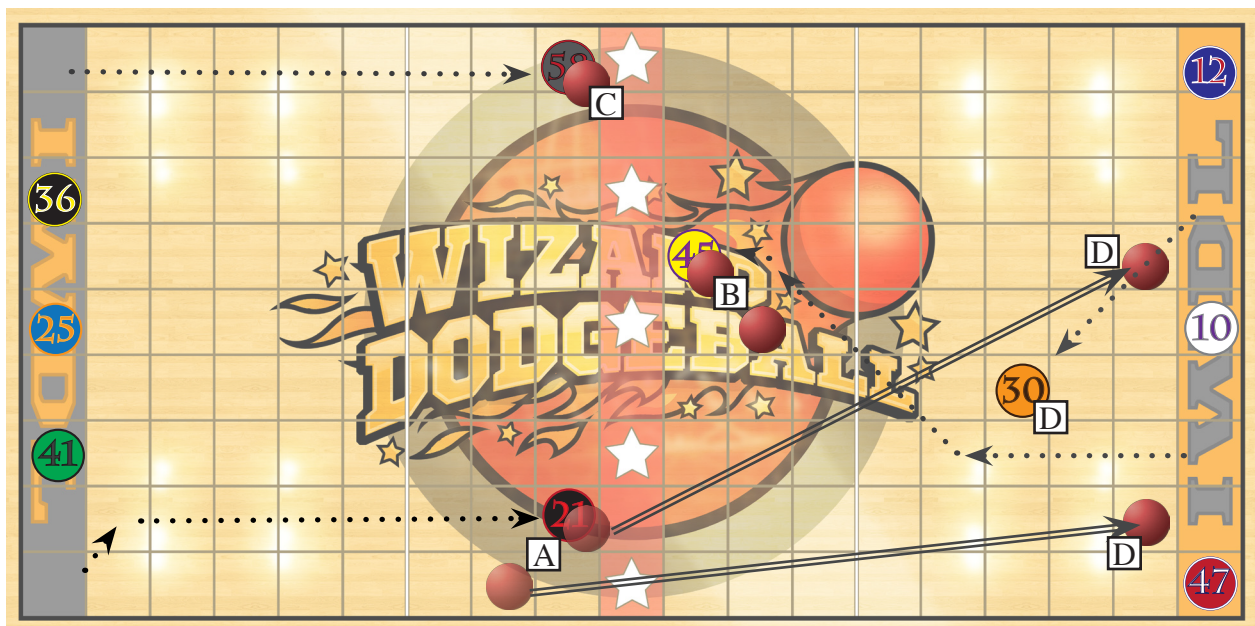


(C) In turn 3, Player 1 chooses to get the last available ball and again uses both actions to move #58, Thaum Presage, up to the neutral line.

Turn 4



(D) Player 2 determines that Player 1 has too many balls on the other side of the court so sends #30, Aerial Curtrod, to get them back. Using the first action to move 3 spaces puts the balls next to, and held by, #21, Hoary Burblepot, in magical range. Having a spell stat of 2 allows her to cast Teleport on both balls since they are in adjacent spaces. (Place the Teleport Spell Card on her Stat card.) The ball on the floor moves automatically. To take the ball from Burblepot requires a roll. Curtrod makes an attack roll of $8 + 1$ (magical attack bonus) for a total of 9. Burblepot rolls $6 + 0$ (magical resist bonus) and fails to resist so the ball reappears within Curtrod's spell range. She puts both behind the attack line near her teammates.



Example Gameplay (continued)

Turn 5



(E) #41, Sibly Saunterberg, then decides to try to freeze Dasherddodge since he's so close to the middle of the court. She moves up 3 spaces then casts freeze with an attack of 7 (6+1). Dasherddodge tries to resist but rolls 4 (5-1) so is now frozen. (Place a Freeze spell marker on Dasherddodge's stat card)

Turn 6



(F) #47, Mad Mammy Shrew, is up and there's a ball next to her that's already been brought behind the attack line. Shrew picks up the ball, moves, and throws the ball at Burblepot. Since Burblepot is in her normal range, she rolls 2d6 for the attack and gets 8 (7+1). Burblepot rolls to dodge with 9 (9+0) and succeeds at getting out of the way. Burblepot must move one space and the ball lands where he was.

Turn 7



(G) #25, Flick Stumbleton, decides to take some balls back. He moves up 1 space to put the balls held by, and next to, Dasherddodge in magical range. Both balls are teleported without needing to roll since Dasherddodge is frozen and this would have been a magical attack.

Turn 8



(H)#10, Jazze Dirtybottoms, decides that trying to throw a ball at either of the closest opponents is not good odds and notices the danger Dasherddodge is in. First, he picks up the nearest ball for some added protection then, moves up to put Dasherddodge in his magical range. Not wanting to fail a dispel, he instead casts a shield on Dasherddodge.



League-Sanctioned Spell List



singles

Teleport

duration: instant

description: Target(s) instantly reappears in any empty space within magical range and in bounds.

NOTE: Can teleport balls, wizards, or both. Attempting to teleport and opponent or a ball held by opponent is a magical attack. Does not rebound.



Freeze

duration: normal

description: cannot move, throw, dodge, cast, or resist while frozen. Physical attack score must be at least 5 to hit a frozen wizard



Shield

duration: normal

description: Target can ignore the first failed dodge against a ball or spell. Shield dispels when hit once. Unable to catch or rebound while shielded.



Fireball

duration: throw resolves or 1 round

description: Cast on a held ball, target ball has physical attack score of 10 and range equal to caster's magical range. Cannot be caught.



Dispel

duration: instant

description: Cancel one spell effect. If cast on an opponent's spell, Dispel is treated as an attack.

NOTE: Does not rebound.



pairs

Slow / Speed

duration: normal

Slow: -3 movement, -3 dodge and resist

Speed: +3 movement, +3 dodge and resist



Strong / Weak

duration: normal

Strong: +4 physical range, +3 physical attack bonus

Weak: -4 physical range, -3 physical attack bonus



Shrink/Enlarge

duration: normal

Shrink: +3 physical dodge, -3 physical range

Enlarge: -3 physical dodge, +3 physical range

League-Sanctioned Spell List (continued)



Butter / Sticky Fingers

duration: normal

Butter Fingers: drop a ball if holding one, unable to pick up or catch

Sticky Fingers: unable to throw, pass, or drop. Catch on doubles and any 3, 6, 9 or 12



Magic Drain / Boost

duration: normal

Magic Drain: -4 spell range, -3 magic attack bonus

Magic Boost: +4 spell range, +3 magic attack bonus

Variants - Wizard Dodgeball for more than 2 players

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.

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