New Rule – Launching The Ball

With the huge influx of new teams and the consequent development of new and exciting tactics, the DGB are always on the lookout for areas of the game that need improving. One recent topic among the sports press has been the tactic of players camping out on the launch line to catch and score repeatedly. A related issue is players getting stuck in a loop of losing their *Rush* by dropping catches of launched balls, only to have another launched at them again before they can move out of the way. Neither situation is ideal, and in their inimitable way the DGB has come up with a solution which easily resolves both these situations in one fell swoop – launch the ball harder.

By increasing the speed and rate of spin with which the ball is launched it becomes impossible to catch before it has bounced off someone or has come to a stop and can be scooped off the floor. Of course, if you get in the way then it can hurt, but this hardly seems out of character for the game. We will naturally see teams pushing opponents into the path of newly-launched balls in the hope of injuring them, and again this seems entirely appropriate. Does it sting? You bet.

This change only applies to two-team matches. The different layout and ball launch process for an Ultimate pitch mean that the problem that this addresses doesn't happen there.

Launching The Ball

This section replaces the old rule on page 30 of the core book.

At the start of the match and after every successful strike, a new ball is launched onto the pitch.

1. **The ball is launched** along the centreline of the pitch from the left hand side of the Coach who is starting their *Rush*. Roll 1 dice to see how far it goes. Only count the hexes containing a green DB logo. One of three things will happen:
    a. The ball will move 1-5 hexes without hitting anything. It will then stop. Go to Step 2.
    b. The ball will move 5 hexes without hitting anything, but will have rolled a 6. This means that it hits the opposite wall and then ricochets. Roll a second dice. On a 1-3 it is deflected towards the Rushing Coach; on a 4-6 it is deflected away. The final hex of movement is taken in that direction. See the diagram. If this hex is empty then the ball stops. If the hex is occupied then the model is struck (see below).
    c. There will be a player on one of the hexes into which the ball needs to travel. The ball hits the player regardless of their role and facing. Treat this as if the ball had been *Thrown* at the player as per the normal rules on page 39 of the core rulebook. The direction of launch relative to the player's front arc

determines whether he can attempt to *Dodge* or not. The number of dice rolled for the newly launched ball depends on the distance it has moved before it hits the player. It gets 6 dice in the first hex, then 5, 4, 3, 2 and 1 as it moves across the board. The launched ball is treated as having a 4+ Skill for the purposes of this test. The ball can be caught by another player only after it has bounced off the unfortunate player that has been struck. Being struck by a launched ball does not end the *Rush*.

2. **The *Rush continues*** unless a player from the Rushing team failed in an attempt to catch the ball.