D12 Ball: Learn to Play

Learn the fundamentals quickly with a beautifully illustrated guide for the training mode.



PROPHETIC FOOLS GAMES

This book teaches you to play D12 Ball in **training mode**, which is the whole game as a new table should meet it. **The Charter settles every question.** If this book and the Charter disagree, the Charter is right, and this book has left something out on purpose. Every rule here names the Law it comes from, as (Law 6.4), so you can read the whole of it when you want to.

Two coaches. Nine players each, six on the field. Thirty minutes on a clock that never stops. You win on goals -- and a level game goes to the shootout, so somebody always wins.

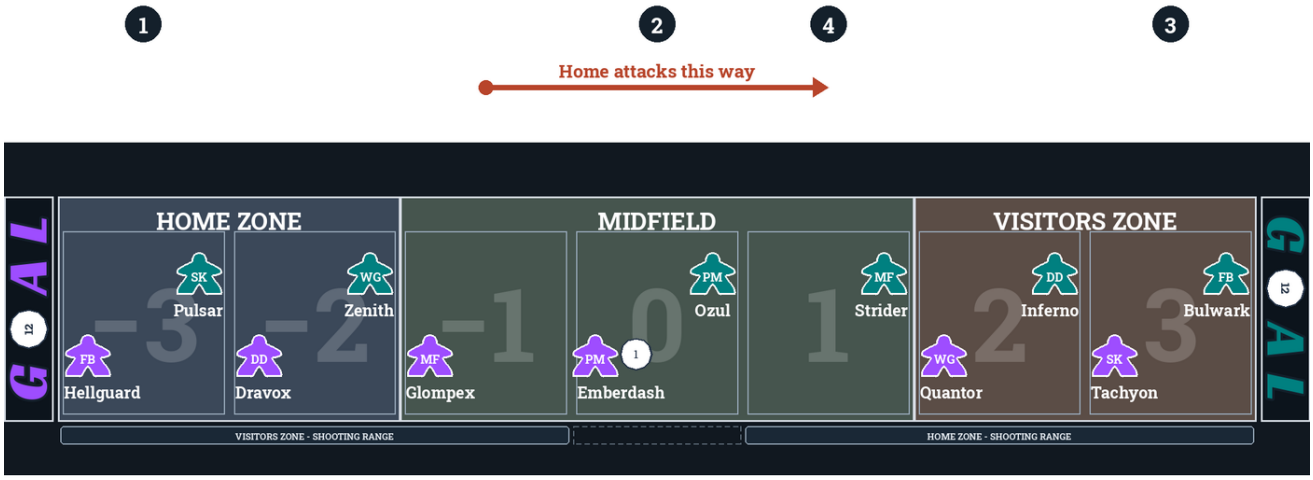
What is in the box

- **The field board**, in two sizes: 7 and 9 spaces. This book plays the 7-space board.
- **The jumbotron**: the clock, the score, and the piles the tokens come from.
- **Two team boards**, one a coach: the bench, the back bench, and a reminder of the six maneuvers.
- **Eighteen player cards**, nine a team, and a meeple for each.
- **Twelve maneuver cards.** Six are the basic cards this book teaches; the six advanced maneuvers are advanced mode's and stay in the box for now.
- **The ball**: a d12. **Four more d12s** for rolling.
- **Exhaustion tokens**, and the two condition markers, Exhausted and Injured.
- **The coin**, for the toss and every tie after it.

> **Training, standard and advanced mode.** Training mode is everything in this book. Standard mode gives each species an ability; advanced mode adds a second card to every maneuver and some players' own abilities on top. The appendix on the last page says what each adds, and Part II of the Charter says all of it.

The field, the players, the deal

Figure 1 - The field at kickoff



1. Home Zone (spaces −3 and −2), Midfield (spaces −1 to 1) and Visitors Zone (spaces 2 and 3), with a goal zone beyond each end that only the ball reaches. Purple is home and attacks the Visitors Goal on the right; teal is the visitors and attacks the Home Goal on the left.
2. The kickoff space, with the ball on it. Both sides start in 2-2-2: two players in each zone, and the ball at speed 1 in home's hands.
3. A meeple stands for a player card. The letters are the role (SK = Striker, FB = Fullback, DD = Defender, MF = Midfielder, PM = Playmaker, WG = Winger). The card itself, on the team board, carries the two skills: offensive and defensive, which always total 7.
4. The dashed edge under the field is shooting range: home may shoot from space 1 onward, the visitors from space −1 back. The middle space belongs to neither.

Figure 1 - The field at kickoff

The zones. The field is a row of spaces, numbered like a number line: 0 in the middle, −1 to −3 toward the home end and 1 to 3 toward the visitors'. They are in three zones: the Home Zone (spaces −3 and −2), Midfield (spaces −1, 0 and 1) and the Visitors Zone (spaces 2 and 3). Beyond each end is a goal zone, the Home Goal on the left and the Visitors Goal on the right: nobody ever stands in one, but the ball can reach it. Home attacks the Visitors Goal and the visitors attack the Home Goal, so forward and back point opposite ways for the two coaches. Any number of players may stand on one space. (Law 2.1, 2.2)

Shooting range. The dashed band under the field. Home may shoot from space 1 onward and the visitors from space −1 back; the middle space, space 0, is in neither range. This is the one time this book says what you cannot do: **you cannot shoot from outside your range.** (Law 2.3)

The kickoff space is space 0. Both sides kick off from it on this board. (Law 2.4)

The players. Every player has an **offensive skill** and a **defensive skill**, printed on their card, and the two always total 7. Every player has a **role**, and every role has one ability -- the Fullback throws a longer pass, the Striker adds 3 to a shot off a set-up. The role table is on the back page. (Law 2.6)

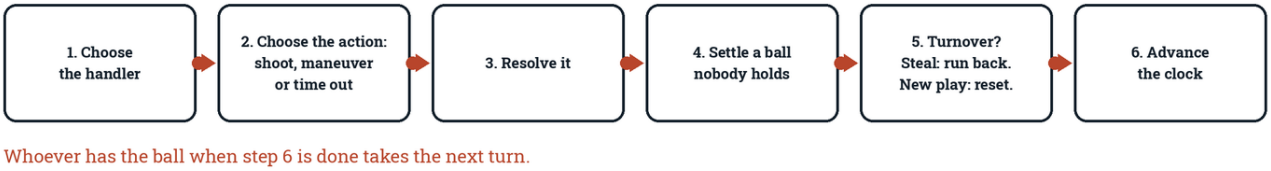
The standard deal. Both sides start in **2-2-2**: the Fullback and a Defender in their own zone, the Midfielder and a Playmaker in midfield, the Winger and a Striker in the zone they attack. Six on the field; the other Defender, Playmaker and Striker wait on the bench. (Law 3.2)

Set up your first game

1. Choose the 7-space board and flip the coin: a fortune face wins the toss, and the winner picks home or the visitors. Leave the coin on the table as it landed: it settles the first tie. (Law 3.1)
2. Deal both sides 2-2-2, exactly as Figure 1 shows.
3. Put the ball on space 0 showing **1** -- that is its speed -- in home's hands, and the clock marker on 00. (Law 3.4)
4. Skip the setup Coaching Choice for your first game. The Charter offers one before kickoff (Law 3.3); you will meet it on page 11.

A turn, and the six cards

Figure 4 - One turn, in order



Whoever has the ball when step 6 is done takes the next turn.

Figure 4 - One turn, in order

The handler is whoever of yours is standing on the ball. If more than one of your players is there, you choose -- unless the last play left the ball with somebody in particular, in which case it is theirs to play. (Law 4.2)

Three things a handler can do: shoot, if the ball is in your range; play a maneuver; or call a time out. Most turns are maneuvers. (Law 4.3)

Whoever has the ball when the turn ends takes the next one. (Law 4.1)

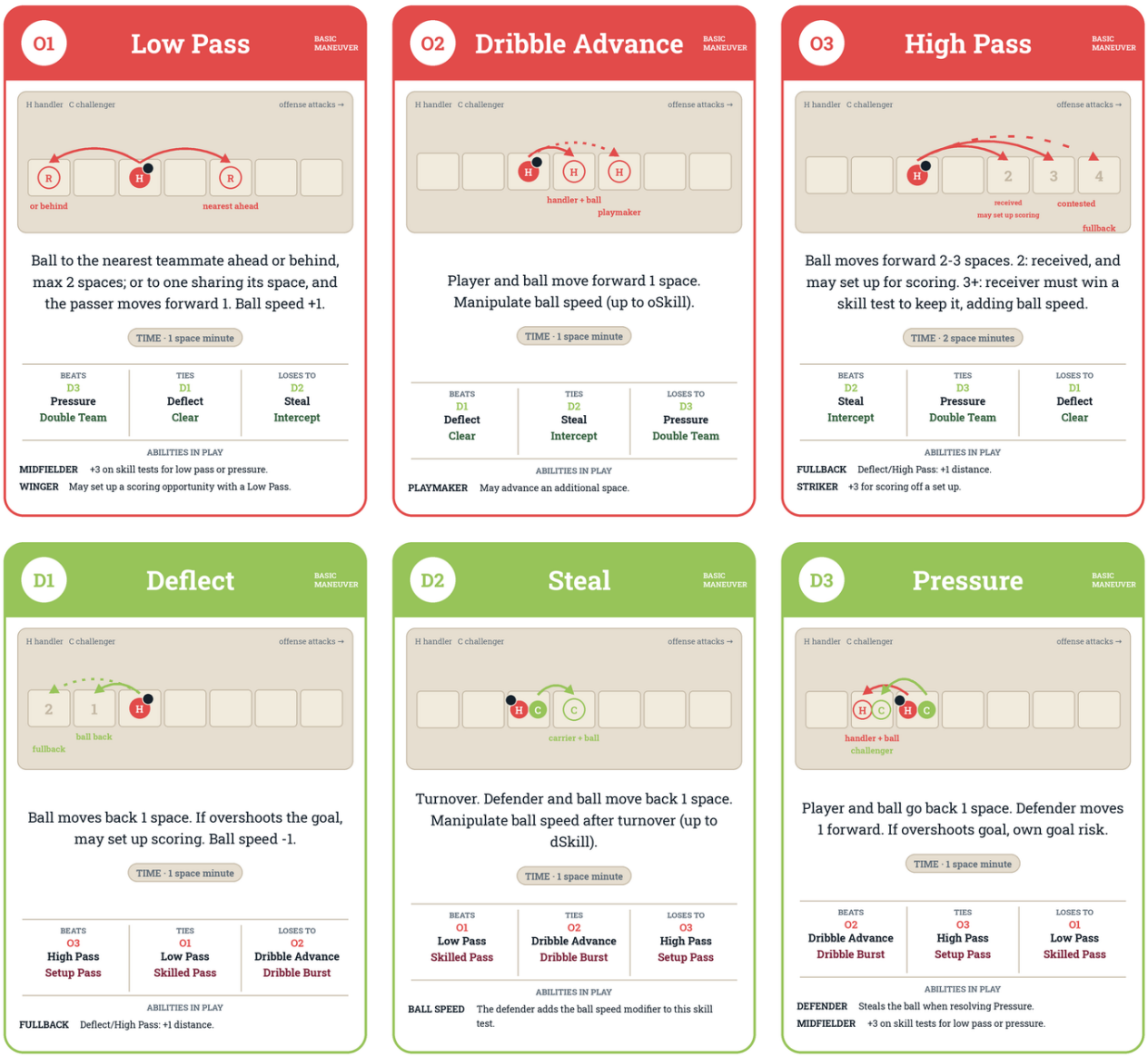


Figure 3 - The six cards

A maneuver is a fight for the ball between two players: your handler, and one defender. Both coaches choose a card in secret and reveal together. The offense chooses from Pass, Dribble and High Ball; the defense from Deflect, Steal and Pressure. Each card says what it does. (Law 6.1, 6.2)

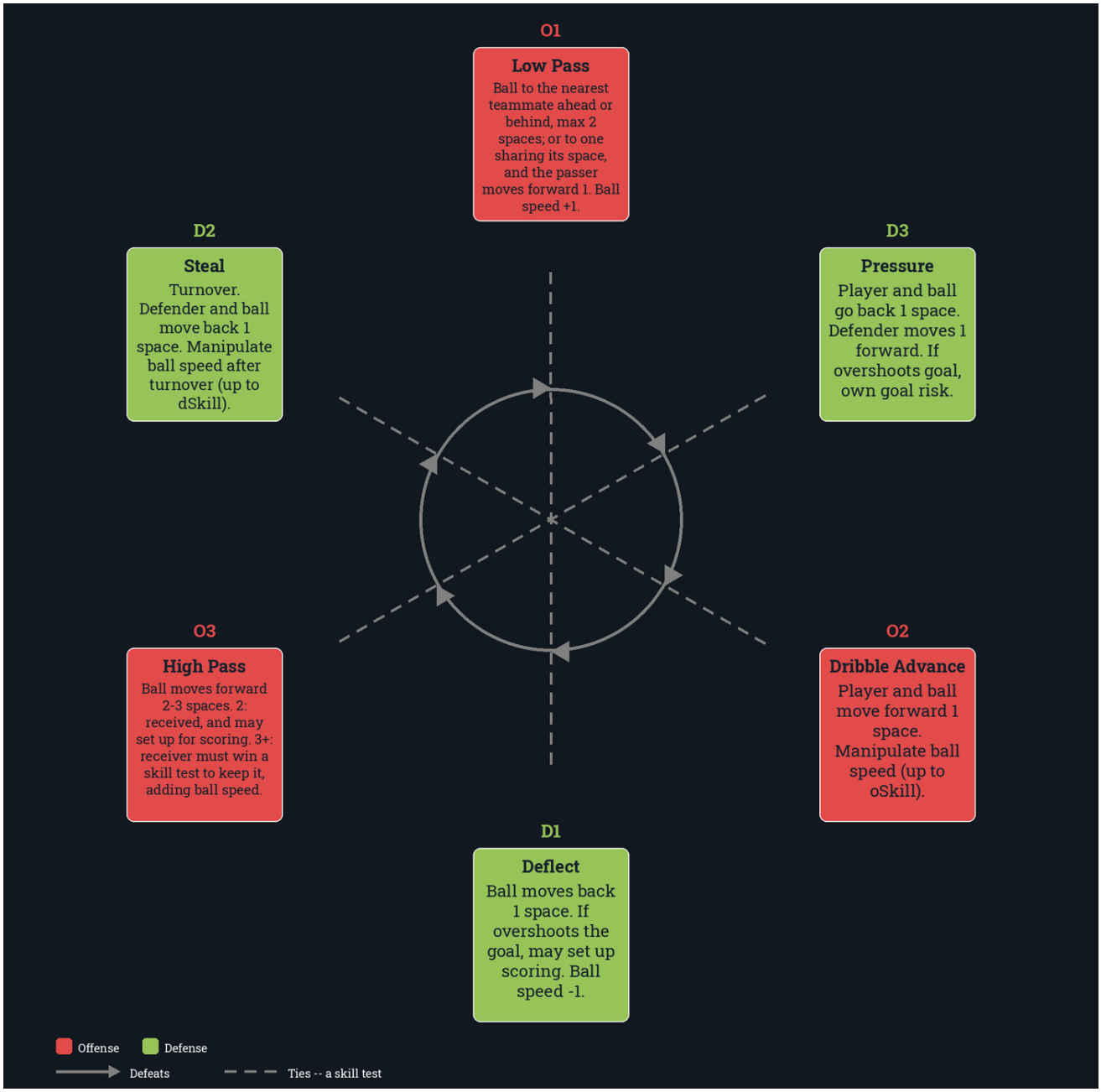


Figure 2 - The cycle

Rank decides, not dice. Each card beats one of the other side's cards, ties one, and loses to one. The card that wins is what happens. (Law 6.3)

A tie is not a draw. It goes to a **skill test**: each player rolls a d12, the handler adds their offensive skill and the defender their defensive skill, and the higher total wins -- their card is what happens. Rolling costs nothing. (Law 6.4)

Level totals go to the coin. Fortune face up, the offense wins the tie; Doom, the defense does. Then toss the coin again and leave it as it lands, so both of you always know how the next tie goes. Nothing is ever rolled again. (Law 6.11)

Moving costs. Every space a player moves on the board during play -- carrying the ball, being pushed, walking to it, running back -- costs them 1 **exhaustion** token. A reset and a Coaching Choice move players for free. (Law 15.1)

Who defends? A defender already standing on the ball challenges, and cannot refuse. Otherwise the defending coach may **send** one of their two nearest players to the ball -- the nearest in front of it or the nearest behind it -- who exhausts 1 for every space walked. Or they may send nobody, and the maneuver simply succeeds. (Law 6.1, Law 9)

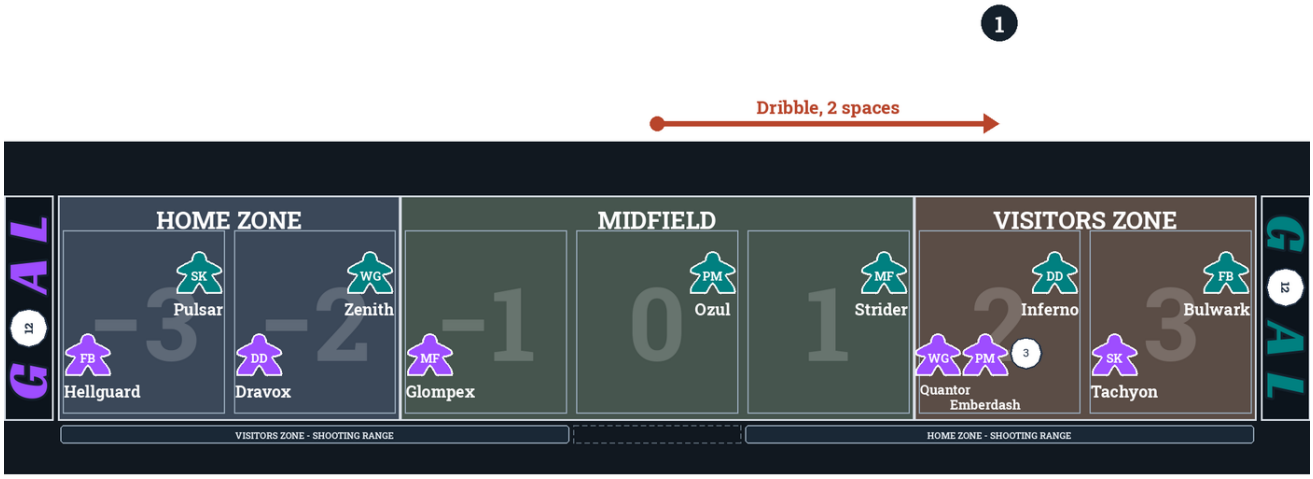
Your first five turns

The board is set up as in Figure 1. You play home, purple. A friend, or your other hand, plays the visitors, teal, and plays the card this book names. Each turn is one lesson: the position, what both sides play, what happens, and the rule it shows. This is the same opening the bot's tutorial plays, turn for turn.

Turn 1: Dribble beats Deflect

Your Playmaker, Emberdash, is on the ball at space 0, with the visitors' Playmaker standing on the same space -- so they challenge. **You play Dribble. The visitors play Deflect.**

Figure 5 - Beat 1: Dribble beats Deflect



1. Home played Dribble and the visitors played Deflect. Dribble beats Deflect on rank alone, so nothing was rolled. The Playmaker carried the ball from space 0 to space 2 - two spaces, the Playmaker's own ability - and set its speed.
2. Space 2 is inside home's shooting range, so next turn a shot would be offered.

Figure 5 - Beat 1

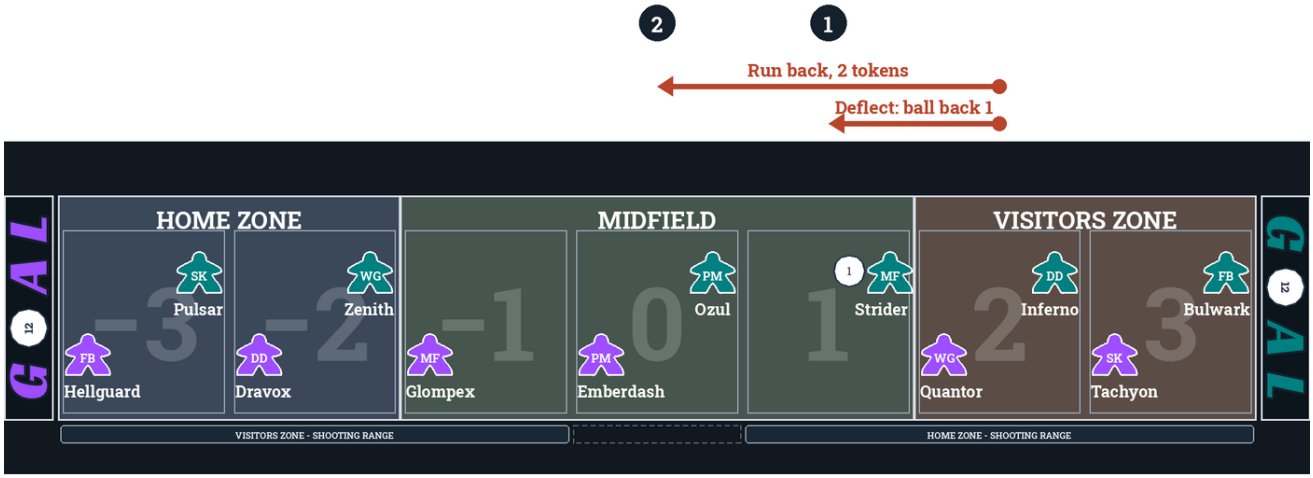
Dribble beats Deflect on rank alone, so nothing is rolled. Your Playmaker carries the ball forward -- **two spaces**, space 0 to space 2, which is the Playmaker's own ability; anyone else moves one -- and exhausts 2, one for each space. Then they set the ball's speed by up to their offensive skill. Pick any speed you like this turn; it will not survive to matter. (Law 6.6, 2.6)

You are standing in your shooting range now, so next turn a shot would be offered.

Turn 2: a tie, a skill test, and a Deflect that lands on somebody

You play Pass. The visitors play Deflect. Both are rank 1, so they tie: roll the skill test. For this lesson, the visitors win it.

Figure 6 - Beat 2: a tie, a skill test, and a Deflect



1. Pass and Deflect are both rank 1, so they tie and go to a skill test: d12 + offensive skill against d12 + defensive skill, and a token to each. The visitors won it, and their Deflect knocked the ball back one space to space 1 - where their Midfielder was already standing. A ball that lands on one side's player is simply theirs: no roll, and never loose.
2. That is a turnover, so everybody outside their own zone runs back. Home's Playmaker walks from space 2 to space 0 and exhausts 2, one for each space.

Figure 6 - Beat 2

The visitors' Deflect knocks the ball **one space back** for you, from space 2 to space 1 -- and their Midfielder is already standing on space 1. A ball that lands on one side's players is simply theirs: no roll, and never loose. (Law 6.8, 10.1)

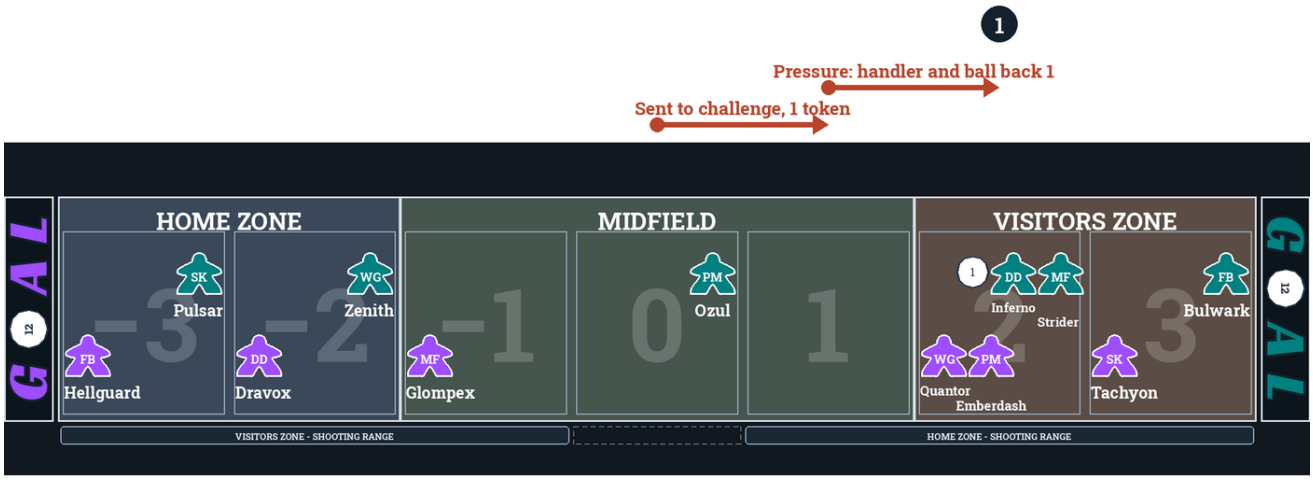
That is a **turnover**, and a turnover by steal makes everyone outside their own zone **run back**: your Playmaker walks from space 2 to space 0 and exhausts 2, one for each space. The ball's speed resets to 1. (Law 12.4)

> A ball only comes **loose** when it lands on an empty space. Page 12 shows all three cases.

Turn 3: a challenger is sent, and Pressure beats Dribble

The visitors have the ball on space 1 and nobody of yours is standing there, so before they play you are asked to **send a challenger**: your Playmaker on space 0 or your Winger on space 2, one space and exhaust 1 either way. Send the Playmaker. **The visitors play Dribble. You play Pressure.**

Figure 7 - Beat 3: a challenger is sent; Pressure wins



1 Nobody of home's was standing on the ball at space 1, so home sent the nearest player to it - the Playmaker from space 0, one token for the one space. The visitors played Dribble and home played Pressure, which beats it: the handler and the ball are shoved back one space to space 2, and the challenger moves forward onto them. Possession does not change.

Figure 7 - Beat 3

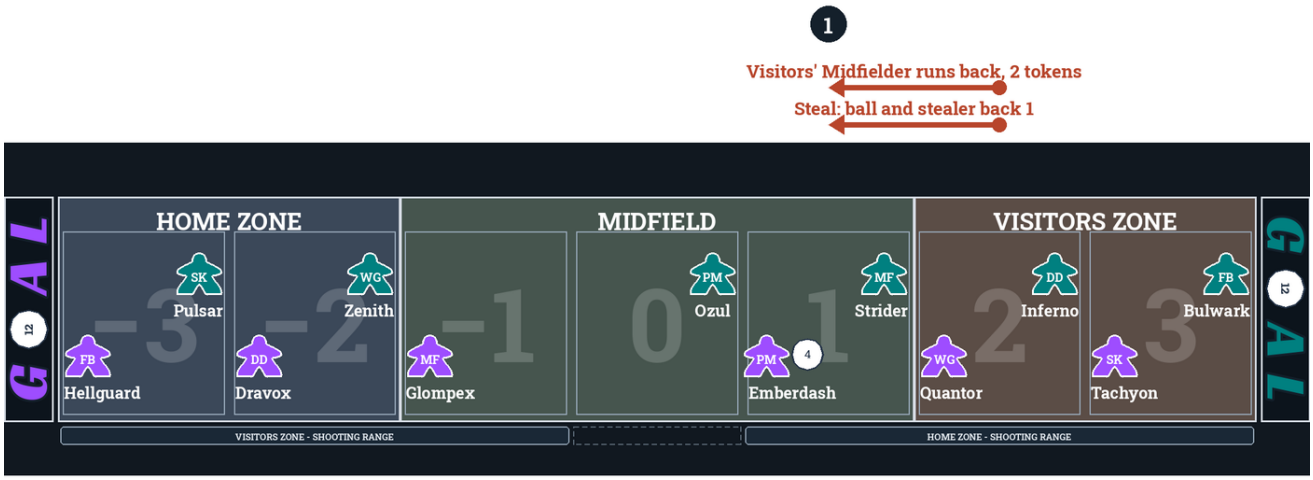
Pressure beats Dribble. Their handler and the ball are **shoved one space back** for them, to space 2, and your challenger moves forward onto the same space; each exhausts 1 for their space. Possession does not change -- they still have the ball -- but they have lost ground, and you are standing on it. (Law 6.10, Law 9)

> Push a handler who is already on their last space and the ball reaches their own goal zone: they roll to avoid an **own goal** (Law 11).

Turn 4: Steal beats Pass, and everyone runs back

The visitors' Midfielder has the ball on space 2 with your Playmaker and Winger standing on it, so one of yours challenges; choose the Playmaker. **The visitors play Pass. You play Steal.**

Figure 8 - Beat 4: Steal beats Pass, and everyone runs back



1 The visitors played Pass and home played Steal, which beats it. Possession flips and the ball's speed resets to 1; the stealer carries it one space back toward their own goal, to space 1. Then everyone outside their own zone runs back - the visitors' Midfielder to space 1, two tokens - and the stealer sets the ball's speed by up to their defensive skill: 1 + 3 = 4, worth +2 on a shot.

Figure 8 - Beat 4

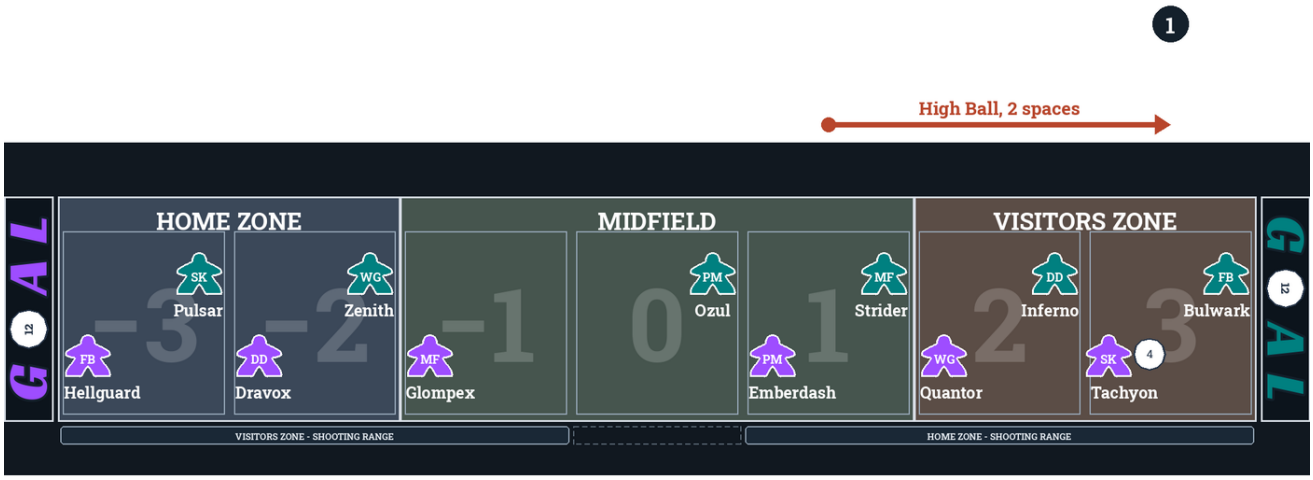
Steal beats Pass. Possession flips, the ball's speed resets to 1, and your stealer carries the ball **one space back toward your own goal**, to space 1, exhausting 1. Then everyone out of position runs back: the visitors' Midfielder walks two spaces home to space 1 and exhausts 2. (Law 6.9, 12.1, 12.4)

Last, the stealer **sets the ball's speed**, up or down by up to their defensive skill. Take the most: 1 + 3 = **4**. Half the speed, rounded down, is added to a shot -- speed 4 is worth **+2** on the one you are about to take. (Law 6.9, 7.1)

Turn 5: a 2-space High Ball sets up the shot

Your Playmaker has the ball on space 1, in range, with the visitors' Midfielder standing on it to challenge. **You play High Ball. The visitors play Steal.** High Ball beats Steal.

Figure 9 - Beat 5: a 2-space High Ball sets up the shot



1 High Ball beats the visitors' Steal. A pass of exactly 2 spaces is caught cleanly, and a catch inside shooting range is a scoring opportunity: the Striker shoots at once, out of turn. Attack: d12 + 6 (skill) + 3 (Striker off a set-up) + 2 (ball speed 4, halved). Defense: d12 + 6, the Fullback standing on the ball adding their whole defensive skill. A tie is a goal.

Figure 9 - Beat 5

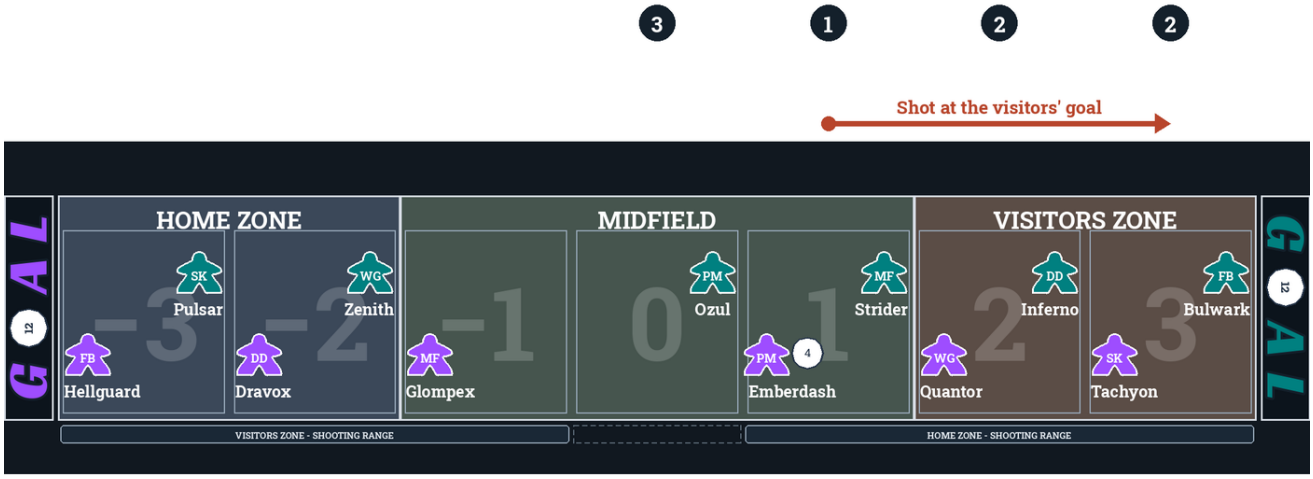
You are asked how far to throw: **2 spaces** lands on space 3, where your Striker has been standing all game. A pass of exactly 2 is caught cleanly; a pass of 3 or more has to be won by the receiver. And a catch inside shooting range is a **scoring opportunity**: the Striker shoots at once, out of turn, and the Striker's ability adds 3 to exactly that shot. (Law 6.7, 8.1, 8.3)

Roll the shot. Attack: d12 + 6 (the Striker's skill) + 3 (a Striker off a set-up) + 2 (ball speed 4, halved). Defense: d12 + 6 -- the visitors' Fullback is standing on the ball and adds their whole defensive skill. **The attack has to be higher; a tie goes to the coin** -- Fortune scores, Doom does not. With the coin on Fortune that is a goal about six times in seven, on Doom four in five. Goal or miss, the Striker exhausts 1. (Law 5.2, 5.3, 5.4)

Goal or miss, the ball is dead and the game restarts as a **new play**: both sides go back to where they started, and the side restarting -- the visitors, from their kickoff space after a goal -- may take a Coaching Choice, which page 11 explains. Then keep playing: you know enough now. (Law 5.5, 12.5)

Shooting, ball speed, and where the ball lands

Figure 10 - What a shot is up against



1. On the ball: the visitors' Midfielder adds their whole defensive skill, 4.
2. Between the ball and the goal: the Defender on space 2 adds half of 5, rounded up to 3, and the Fullback on space 3 adds half of 6, which is 3. Halving is per player, so the two add 6 together.
3. Behind the ball: the Playmaker on space 0 adds nothing. The attack is d12 + 4 (skill) + 2 (speed 4, halved) against d12 + 10 -- a goal one time in four, so this is a shot to think twice about.

Figure 10 - What a shot is up against

What a shot is up against. Every defender between the ball and the goal counts. One standing **on** the ball adds their whole defensive skill. One anywhere **beyond** it, between the ball and the goal, adds half of it, rounded up -- each one, not the group. One **behind** the ball adds nothing. The attack is d12 + the shooter's offensive skill + the ball's speed modifier; the defense is d12 + all of that; the attack has to be higher, and a tie goes to the coin. Every shot exhausts the shooter 1. (Law 5.2, 5.3, 5.4)

A shot costs one minute on the clock and nothing else. Goal or miss, it is a new play. A goal restarts from the conceding side's kickoff space with them in possession; a miss gives the ball to the defending side on their own last space. (Law 5.4, 5.5)

Figure 13 - Ball speed and its modifier

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Modifier	+0	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6

The modifier is half the speed, rounded down. It is added to a score attempt and to a Steal's skill test; a High Ball contest adds the whole speed. Every turnover resets the speed to 1.

Figure 13 - Ball speed

Ball speed. The ball is a d12 and the face it shows is its speed. Half of it, rounded down, is the **modifier**: it is added to your shot and to a defender's Steal against you, and a ball at speed 1 adds nothing. A High Ball contest adds the whole speed. Only maneuvers change the speed -- Pass +1, Deflect -1, and a Dribble or a Steal by up to the player's own skill -- and every turnover resets it to 1. (Law 7)

Figure 11 - Where the ball comes to rest



Figure 11 - Where the ball comes to rest

Where the ball lands. Some plays leave the ball on a space with nobody holding it -- a Deflect, or a pass that reaches nobody. Whoever is standing there decides. **Nobody:** the ball is loose, and each side may send a player after it, or not; if only one side sends, they simply take it, and if both do, the two roll

for it. **One side:** the ball is simply theirs. **Both sides:** the players already there roll for it, and nobody else may be sent. If neither side goes after a loose ball, it goes out of bounds to the other side, who send somebody to pick it up. (Law 10.1, 10.3, 10.5, 10.6)

Turnovers, the Coaching Choice, tokens and the clock

Two kinds of turnover. A **steal** -- a Steal card, a lost contest for the ball -- keeps the ball live: everyone outside their own zone runs back, exhausting 1 a space, and play carries straight on. A **new play** -- a goal, a missed shot, a ball out of bounds -- resets both sides to their arrangement, free, and offers the restarting side a Coaching Choice. (Law 12)

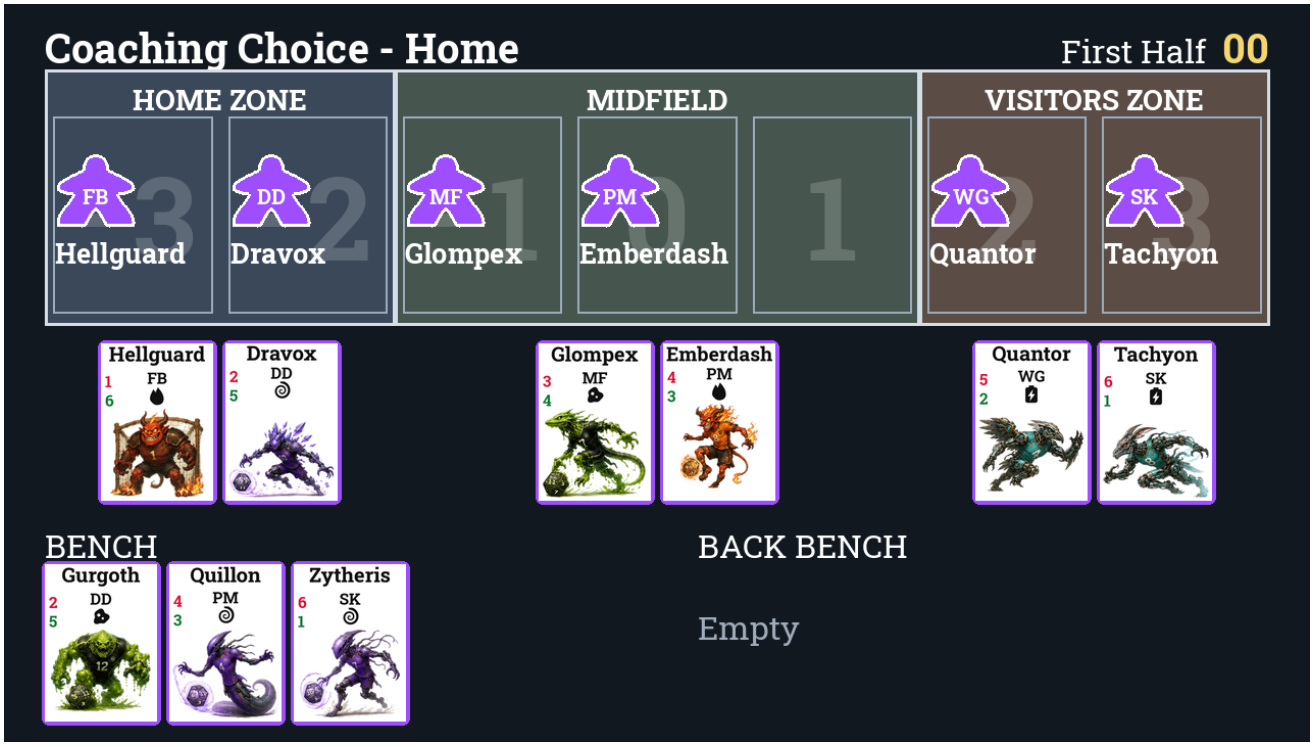


Figure 12 - The Coaching Choice

The Coaching Choice. A pause, in which you may do any of four things, in any order: change **formation**, **substitute** a player from the bench, **swap two players' zones**, or **move a player** to another space in their zone. You have **two substitutions a half**. You must finish with a player on your kickoff space, and the positions you finish on are your **arrangement** -- where every later new play puts you back. If the restarting side takes a Coaching Choice, the other coach gets one in reply. (Law 14.2, 14.5, 14.8)

Time out. Out of range, once a half, and not in the last minute, a side may call a time out instead of playing the ball. It is a new play: it advances time by one, the ball stays where it is at speed 1, both coaches take a Coaching Choice, the caller first, and then both sides reset to their coaches' positions. If nobody of the calling side is then on the ball, one of their two nearest goes and gets it, exhausting 1 a space. (Law 13)

Exhaustion and injury. Tokens come from moving on the board -- a space each, whatever moved you -- and from taking a shot. A player carrying **more tokens than their defensive skill is Exhausted**, and rolls an **injury check** after every skill test they are in: a d12, safe if it is higher than their tokens. An **Injured** player loses their tokens, loses ties outright, and adds no skill in a contest for the ball -- until a substitution takes them off, which nothing forces. Halftime takes one token off every player on the

field, and one more off a player of each coach's choice. (Law 15)

The clock. Every maneuver advances time by one, a High Ball by two, a shot by one; running back, contests and Coaching Choices cost nothing. The clock moves the moment an action's outcome is decided -- as a maneuver's winner is known, once a shot has gone in or missed, as a time out is called -- and never stops. When it reaches the period's last minute, whoever holds the ball once the action resolves has **last possession**: their next turnover ends the half. Halftime recovers a token, offers both coaches a Coaching Choice, and the second half starts at 15 with the visitors kicking off. (Law 16)

Full time and the shootout. The higher score wins. Level, and each coach lines up their six in secret and the pairs shoot one against one: d12 + offensive skill, higher scores, a tie stands. Best of six, then sudden death. (Law 17)

Appendix: standard and advanced mode

Standard mode adds the species abilities to everything in this book. Advanced mode adds the advanced maneuvers and the players' special abilities to standard mode. Everything here is Part II of the Charter, Laws 18 to 21.

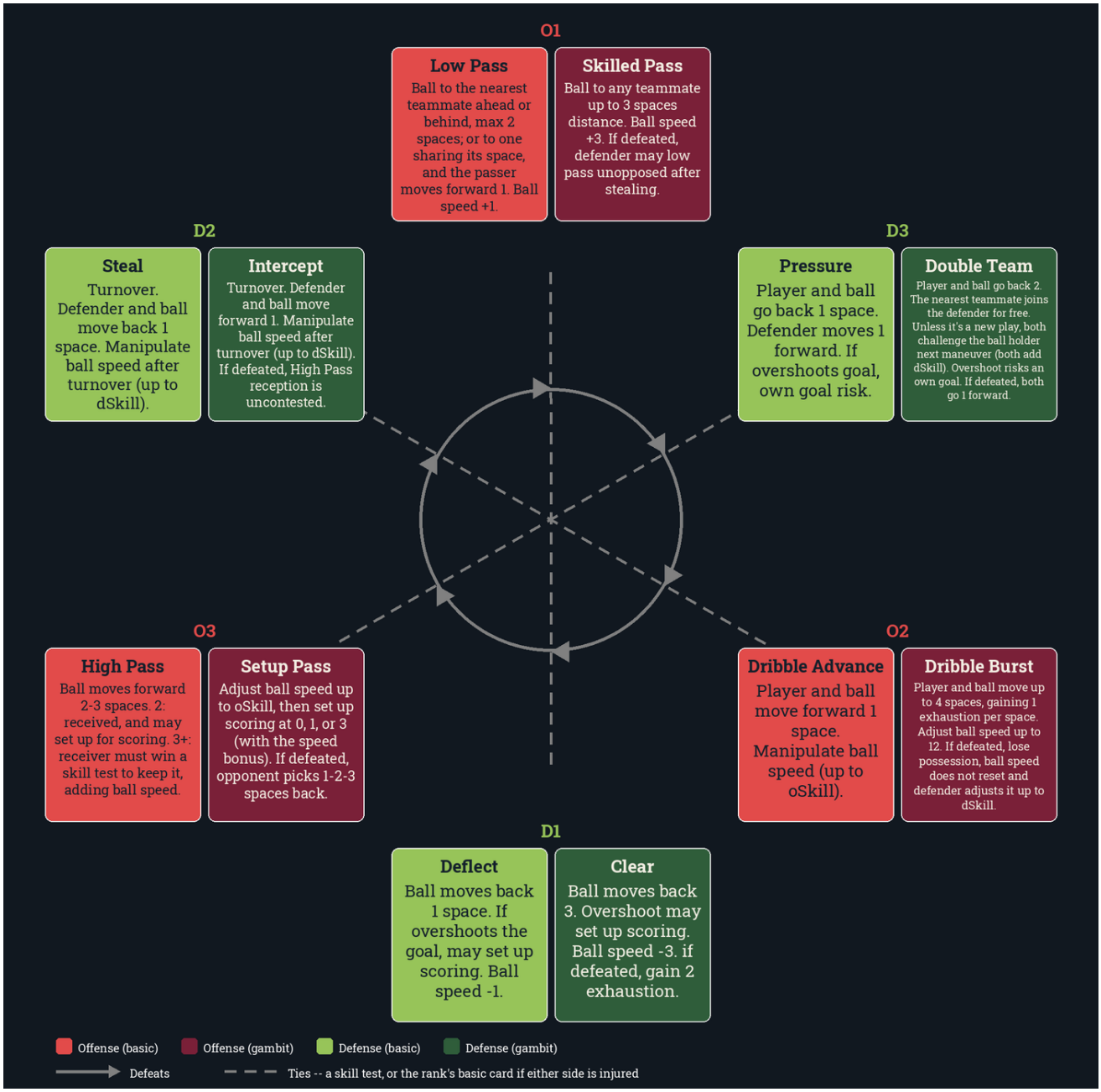


Figure 14 - The twelve cards on the cycle

Advanced maneuvers and gambits (advanced). Every rank gets a second card, the **advanced maneuver**: the same maneuver, bigger. Playing one is **making a gambit**. Win on rank and the gambit succeeds; lose on rank and it fails, and a failed gambit has a price. Pinpoint reaches any teammate within 3; Burst runs up to 4; Cross sets up a shot; Clear knocks the ball back 3; Intercept steals forward; Double Team pushes with help. An advanced maneuver is the advanced version of the basic card on its rank, so the cycle does not change. Only against a challenge, and either coach may make one, once a maneuver: they declare it and swap their three cards for their three advanced ones. The coin has nothing to do with it. The other coach, only while their team is **behind** -- fewer goals, or more Exhausted-or-Injured players on the field -- then says whether they answer with a gambit of their own, before either of you picks a card. Each of you always chooses from three. (Law 19)

Figure 15 - The four species (standard and advanced mode)



Fire Demon - Volatile

A natural 6 or 7 on any d12 ignites: roll again and add it (5-12) or subtract it (1-4).



Cyborg - Lithium Powered

Tokens are drain, Drained at 7. Overdrive: drain 3 for +5 before a roll. Charge-up: -1 drain for standing still in a run back.



Telekinetic - Mind Pull

The opponent's ball crossing your space: 1 token, roll a d12, 11-12 pulls it in. Your own ball: take it over for free (Smooth).



Ooze - Slimey

Merge: an Ooze on the ball who is not rolling adds their skill to their side. Spreadable: counts as 0 toward occupancy.

Figure 15 - The four species

Species abilities (standard and advanced). Fire Demons **ignite** on a natural 6 or 7. Cyborgs run on **drain** and can **Overdrive** a roll. Telekinetics **pull** the opponent's ball as it crosses them, and take their own ball for free. Oozes **merge** into a skill test on their space. The species reference cards in the box carry the rest, and the Charter carries all of it. (Law 20)

Special abilities (advanced). Some players carry an ability of their own, and a few a higher skill, on the advanced side of their card. (Law 21)

Quick reference

The roles (Law 2.6)

Role	Off	Def	Ability
Fullback	1	6	+1 space on a pass or a deflection
Defender	2	5	A won Pressure also steals the ball
Midfielder	3	4	+3 on a skill test for a Pass or a Steal
Playmaker	4	3	May Dribble 2 spaces
Winger	5	2	A completed Pass may set up a shot
Striker	6	1	+3 on a shot off a set-up

The rolls (Appendix A of the Charter)

Roll	Dice	How it reads
Score attempt	1d12 each	Attack adds offense and the speed modifier, half the speed rounded down; defense adds full skill on the ball and half beyond it. A tie goes to the coin. The shooter exhausts 1.

Roll	Dice	How it reads
Skill test	1d12 each	Offense against defense, plus any ability and modifier. Higher wins; a tie goes to the coin, which is tossed again. Free to enter.
Own goal	2d12, keep the higher	Add offensive skill. 7 or more avoids it.
Injury check	1d12	Higher than the player's token count is safe.
Shootout test	1d12 each	Both add offensive skill. Higher scores; a tie stands.

A turn: choose the handler, choose the action, resolve it, settle the ball, turnover, clock. Whoever has the ball takes the next turn.

A turnover: speed to 1, then -- a steal runs players back; a new play resets both sides and offers a Coaching Choice. A time out is a new play but not a turnover.

The clock: a maneuver 1, a High Ball 2, a shot 1, a time out 1, everything else 0.