

Furball

Rule Book - v3

A fast, silly, tactical game of animals, dice and one very important football.



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1. The game in one page

Furball is a two-team sports game played on a 13 by 9 grid. Purple and Green each control five animals. The aim is to carry the football to the opponent's scoring edge. The game is deliberately quick, chaotic and tactical: you need to move, block, pass, shove, grab the football and occasionally watch a Rabbit make a poor life choice near a Bear.

Rule idea	What it means
Purple scores by...	carrying the football to column 13, the far right edge.
Green scores by...	carrying the football to column 1, the far left edge.
Each team turn has...	3 plays. Each play normally uses one animal.
Each play allows...	up to one Move and one Action, in either order.
Actions are...	Pass or Tackle. A failed pickup also uses the Action and ends the play.
Successful pickup...	does not use an Action. The animal may still pass or tackle if legal.
Most rolls use...	2 dice + the relevant stat. Meet or beat the target number.
Scoring...	happens immediately when a carrier reaches the scoring edge. No Finish Play click needed.
Core dice rule: Roll 2 dice, add the correct modifier, and meet or beat the target number.	

2. The animals

Both teams have the same five animals. Team colour matters in the match log: it should say things like Purple Fox or Green Bear so you know exactly who did what.

Animal	Move	Speed	Str	Skill	Trait	Best use
Rabbit	6	+3	+0	+1	Sprint	Fast mover. Once per match, Sprint gives +2 Move. Weak in tackles.
Fox	5	+2	+1	+3	Sneaky	Excellent ball handler. Gets +1 on required dodge rolls.
Bear	3	+0	+4	+0	Maul	Slow but terrifying. Adds +1 to Ouch rolls it causes.
Tortoise	3	+0	+3	+0	Shell	Slow and solid. Subtracts 2 from Ouch rolls against it.
Cat	5	+3	+1	+2	Nine Lives	Mobile and reliable. If it would be Out, it becomes KO instead.

Starting layout

Team	Rabbit	Fox	Bear	Tortoise	Cat
Purple	(2, 7)	(3, 6)	(3, 4)	(2, 3)	(3, 2)
Green	(12, 7)	(11, 6)	(11, 4)	(12, 3)	(11, 2)
Coordinates: The match log writes positions as (column, row), with row 1 at the bottom of the pitch.					

3. Turns, plays and the v3 action economy

A team turn gives you 3 plays. A play is one animal's chance to do something useful. Once an animal has used a play, it normally cannot be selected again until the next team turn.

The v3 rule: one Move + one Action, in either order

One play = up to one Move + up to one Action. You may Move then Act, or Act then Move.		
Sequence	Allowed?	Notes
Move -> Tackle	Yes	Move into contact, then shove.
Tackle -> Move	Yes	Shove first, then move if still normal.
Move -> Pass	Yes	Move with the ball, then pass.
Pass -> Move	Yes	Pass first, then reposition the passer if it has not moved.
Move -> successful Pickup -> Pass/Tackle	Yes	Successful pickup is free, so the Action is still available.
Move -> failed Pickup	No further play	Failed pickup uses the Action and the play ends.
Tackle -> Pass	No	Two Actions.
Pass -> Tackle	No	Two Actions.
Tackle/Pass -> Move onto loose football	No	Once Action has been used, the animal cannot move onto the loose football.

Catching a pass	Reaction	The receiver does not spend its own Action.
Finish Play: If your animal still has a legal Move or Action but you do not want to use it, press Finish Play.		

4. Movement and dodging

Animals can move in any of the eight directions: up, down, left, right, or diagonally. Count squares like a king in chess. Other animals block movement; you cannot move through or onto occupied squares.

Animal	Normal Move	Special movement note
Rabbit	6	Can use Sprint once per match for +2 Move.
Fox	5	Good balance between movement and skill.
Bear	3	Slow but dangerous once close.
Tortoise	3	Slow, tough and good at blocking.
Cat	5	Fast and reliable.

Dodging when surrounded

An animal only needs to dodge if it starts its move adjacent to two or more opposing animals. One nearby opponent is just single coverage and does not force a dodge roll.

Animal escaping from 2+ opponents	Modifier used	Needed on 2 dice
Rabbit	+3 Speed	5+
Fox	+2 Speed +1 Sneaky = +3	5+
Bear	+0 Speed	8+
Tortoise	+0 Speed	8+
Cat	+3 Speed	5+
Failed dodge in v3: the animal becomes Stunned. If it was carrying the football, the football scatters.		

5. The football: picking up and scattering

The football is the object both teams are fighting over. To score, carry it to your scoring edge. If the ball is loose and an animal moves onto it, it must try to pick it up.

Animal picking up	Skill	Needed on 2 dice
Rabbit	+1	7+
Fox	+3	5+
Bear	+0	8+
Tortoise	+0	8+
Cat	+2	6+
Pickup result	What happens	
Success	The animal becomes the carrier. Successful pickup is free: it does not use the Action. If legal, the animal may still pass or tackle.	
Normal failure	The ball scatters up to 1 square away. The failed pickup uses the Action and the play ends.	
Double 1 failure	The ball scatters up to 2 squares away. Extra embarrassment, same rule: Action used and play ends.	
Surprise pickup	A reaction caused by scatter or being shoved onto the ball. It does not spend an Action or a team play.	

Scatter rules

When the ball scatters, it lands randomly near the square where the problem happened. If it lands on another animal, that animal immediately makes a surprise pickup attempt. This does not spend that animal's own team play.

6. Passing and catching

Only the animal carrying the football can pass. The receiver must be a normal teammate within 8 squares. Stunned, Knocked Out and Out animals cannot receive passes.

Passing is the passer's Action. Catching is only a reaction by the receiver; it does not use the receiver's future Action.				
Distance	Pass type	Throw target	Catch target	Scatter distance if dropped
1 square	Hand-off	No throw roll	7+	1
2-4 squares	Short pass	8+	8+	1
5-6 squares	Medium pass	9+	9+	2
7-8 squares	Long pass	10+	10+	3
Animal	Hand-off catch 7+	Short 8+	Medium 9+	Long 10+
Rabbit (+1 Skill)	6+	7+	8+	9+
Fox (+3 Skill)	4+	5+	6+	7+
Bear (+0 Skill)	7+	8+	9+	10+
Tortoise (+0 Skill)	7+	8+	9+	10+
Cat (+2 Skill)	5+	6+	7+	8+
Double 1 on a catch: the receiver becomes Stunned and the football scatters.				

7. Tackling

Tackling is how you shove opponents out of the way. An animal can only tackle an adjacent opponent, including diagonally adjacent opponents. In v3, tackling compares Strength directly.

Tackle roll: 2 dice + attacker Strength - defender Strength. Target: 8+.					
Attacker	vs Rabbit Str0	vs Fox Str1	vs Bear Str4	vs Tortoise Str3	vs Cat Str1
Rabbit Str0	8+	9+	12+	11+	9+
Fox Str1	7+	8+	11+	10+	8+
Bear Str4	4+	5+	8+	7+	5+
Tortoise Str3	5+	6+	9+	8+	6+
Cat Str1	7+	8+	11+	10+	8+

If the tackle succeeds

- The defender is pushed one square directly away from the attacker if that square is inside the board and empty.
- If the push square is blocked or outside the board, the defender is slammed against an obstacle and stays in place.
- If the defender was carrying the football, it pops loose and scatters from the collision square.
- If the defender is shoved onto a loose football, it immediately makes a surprise pickup attempt.
- If the attacker has not moved yet and is still normal, it may move after the tackle.

Failed tackles and bad ideas

Failed tackle situation	Consequence
Normal failure	No movement caused. The attacker has used its Action, but may still Move if it has not moved yet.
Double 1 by equal/stronger attacker	No injury by itself. It is just an embarrassing failed tackle.
Weaker attacker, natural roll 4 or less	The attacker becomes Stunned. If carrying the football, it scatters. The play ends immediately.

Big hits and the Ouch Table

A successful tackle triggers an Ouch Table roll if the final tackle total is 11 or more, or if the attacker rolls a double 6. Since the target is 8+, a total of 11+ means the tackle succeeded by 3 or more.

8. The Ouch Table and injuries

The Ouch Table is only used after a big tackle hit. Furball v3 has no Dazed or Shaken status. If something is not serious enough to Stun, it has no lasting injury effect.

Final Ouch total	Result	Meaning
5 or less	No lasting injury	The animal is fine. Mostly pride damage.
6 to 8	Stunned	Misses its next team turn and recovers at the start of its following team turn.
9 to 11	Knocked Out	Goes to the bench and must roll 8+ to return.
12 or more	Out	Out for the rest of the match. Cat turns this into Knocked Out instead.
Trait	Modifier	When it applies
Bear: Maul	+1	When the Bear was the attacker that caused the Ouch roll.
Tortoise: Shell	-2	When the Tortoise is the defender being rolled for.
Cat: Nine Lives	Special	If the Cat would be Out, it becomes Knocked Out instead.
Status	Where the animal is	How it gets back
Stunned	Still on pitch	Misses its next team turn; recovers at the start of its following team turn.
Knocked Out	Bench	At the start of its team turn, roll 2 dice. On 8+, it returns to a home-side square and counts as having acted.
Out	Bench / removed	Does not return. Cats avoid this because of Nine Lives.
If an animal becomes Stunned, Knocked Out or Out during its own play, it cannot continue moving or acting.		

9. Worked examples

Example 1: Bear tackles Rabbit

- Bear has Strength +4. Rabbit has Strength +0. Strength difference is +4.
- Bear rolls 2 dice +4. Target: 8+. So Bear needs 4+ on the dice.
- If Bear rolls 7, the final total is 11. The tackle succeeds and triggers an Ouch Table roll.
- Because Bear caused the Ouch roll, Maul adds +1.

Example 2: Rabbit tries to tackle Bear

- Rabbit has Strength +0. Bear has Strength +4. Strength difference is -4.
- Rabbit rolls 2 dice -4. Target: 8+. So Rabbit needs a natural 12 to succeed.
- If Rabbit fails with a natural roll of 4 or less, Rabbit becomes Stunned because it bounced off a stronger animal at full speed.
- If Rabbit rolls double 1 against another Rabbit, that is just a failed tackle, not a Stunned result.

Example 3: Cat picks up the football

- Cat has Skill +2. Pickup target is 8+, so Cat needs 6+ on the dice.
- If Cat succeeds, pickup is free. Cat may still pass or tackle if those options are legal.
- If Cat fails, the football scatters, Cat has used its Action, and the play ends.

Example 4: Fox throws a Medium pass to Bear

- A Medium pass has throw target 9+ and catch target 9+.
- Fox throws with Skill +3, so Fox needs 6+ on the dice.
- If the throw succeeds, Bear catches with Skill +0, so Bear needs 9+.
- The pass is Fox's Action. Bear's catch is only a reaction and does not spend Bear's future play.

Example 5: Pass then move

- Purple Cat starts with the football and has not moved yet.
- Purple Cat passes to Purple Fox. Passing uses Cat's Action.
- If Cat is still normal afterwards, Cat may still use its Move because it has not moved yet.

Example 6: Move, pickup, then pass

- Green Fox moves onto the loose football and rolls a successful pickup.
- The successful pickup does not use an Action.
- Green Fox may now pass or tackle if legal, or simply finish the play.

Example 7: Tackle then move, but not onto the ball

- Purple Bear tackles Green Rabbit. Tackling uses Bear's Action.
- If Bear has not moved yet and remains normal, Bear may still move.
- However, because Bear has already used its Action, Bear may not move onto the loose football.

Example 8: Fox is surrounded by two opponents

- Fox starts next to two opposing animals, so it must dodge before moving.
- Fox has Speed +2, and Sneaky adds +1, so Fox rolls 2 dice +3. Target: 8+.
- If the dodge succeeds, Fox moves. If it fails, Fox becomes Stunned and the play ends.

10. Quick reference tables

Action / event	Roll	Target / result
Dodge	Only if starting next to 2+ opponents: 2 dice + Speed. Fox adds Sneaky +1.	8+
Pickup	2 dice + Skill	8+; success is free, failure uses Action and ends play
Tackle	2 dice + attacker Str - defender Str	8+
Hand-off catch	2 dice + Skill	7+
Short pass / catch	2 dice + Skill	8+
Medium pass / catch	2 dice + Skill	9+
Long pass / catch	2 dice + Skill	10+
KO recovery	2 dice	8+ to return
Event	Does the play end?	
Both Move and Action have been used	Yes.	
A movement with no further useful action	Yes, auto-finish.	
A successful pickup with pass/tackle options	No, pickup was free. You may act or finish.	
A failed pickup	Yes.	
A pass attempt	Not necessarily. The passer may still move if it has not moved and remains normal.	
A tackle attempt	Not necessarily. The attacker may still move if it has not moved and remains normal.	
An animal becomes Stunned / KO / Out	Yes, that animal's play ends immediately.	
A score is achieved	Yes, the score screen appears immediately.	
Roll / event	Special effect	
Double 1 on pickup	Ball scatters further; failed pickup uses Action and play ends.	
Double 1 on catch	Receiver becomes Stunned and the football scatters.	
Double 1 on tackle by equal/stronger attacker	Embarrassing failed tackle only. No automatic Stun.	
Weaker attacker fails tackle with natural 4 or less	Attacker becomes Stunned.	
Double 6 on a successful tackle	Triggers an Ouch Table roll.	

11. Strategy tips

- Use Fox and Cat for handling the football. They have the best Skill scores and can keep a play alive after a successful pickup.
- Remember the v3 rhythm: Move + Action in either order. Passing first and moving afterwards can open up clever repositioning.
- Do not waste Bear on delicate passing plans. Bear is for making problems disappear violently.
- Be careful tackling stronger animals. A weak failed tackle with a natural roll of 4 or less causes Stunned.
- Tortoise is excellent for blocking lanes and absorbing big hits because Shell reduces Ouch rolls.

- Rabbit is brilliant for reaching space quickly, but not brilliant for arguing with Bear.
- One adjacent opponent is not enough to force a dodge. Two or more opponents means your animal is surrounded and must roll.
- Successful pickup is free, so a good ball-handler can scoop the football and immediately pass or tackle if the board allows it.
- Once you have already used an Action, you can still move if you have not moved yet, but you cannot move onto the loose football.

The golden rule for v3: each play is about spending one Move and one Action wisely. Successful pickups are free, but failed pickups and reckless tackles can ruin your plans.