

CARGOBAY BALL ERRATA

Many of you probably figured this out yourselves, but in case you didn't, here is the missing rule on what to do with the ball when a crewmember carrying it is Slobberknocked.

SLOBBERKNOCKER

This is the catchall term for physicality in a game of Cargo Bay Ball. This skill represents the ability to push, shove, deke, juke, fake-out, trip-up, knock-down, box-out, feint, thrust, slam, hit, bodycheck and otherwise “neutralize” an opposing player so they can not make a play on the ball or another player. To accomplish this, the “attacking” player rolls 1d6 and adds their SLOBR rating while the “defending” player rolls 1d6 and adds their ENDUR rating (see ENDURANCE below). If the attacker rolls equal to or higher than the defender, the defender is slobberknocked and must recover (see RECOVERY below). The attacker may choose any empty space adjacent to the defender and move them there. Lay the defender piece down (or turn it over if an alternate) to show it has been knocked silly. If the defender’s total is higher, nothing happens.

A slobberknocked piece can take no action until they recover and do not count as occupying the space they are when another piece MOVES.

Any time a SLOBBERKNOCKER is successful, the OFFICIATING (see OFFICIATING below) crewmember must make an OFFICIATING roll to see if a penalty (see PENALTIES below) has occurred. ***If you SLOBBERKNOCKER an opposing player who is standing on top of an obstacle, it is an automatic penalty, no roll required.***

One last thing, if a crewmember is holding the ball when SLOBBERKNOCKED, the ball will scatter just like a blocked/missed shot or pass. Roll the dice and use the rules for DEFLECTION using the location of the SLOBBERKNOCKED crewmember at the point of impact (not the space they get moved to).