

GrifBall:

An SDArena Mod v0.02

For those familiar with Super Dungeon Arena, this is a special twist on the standard format based upon GrifBall, a Halo match type of Roosterteeth invention:

2 or more players will compete against one another, attempting to out score the other team.

The key difference is that teams of 3-5 players will attempt move The GrifBall from the center of the court to their opponent's goal.

Number of Players

The players will either split into 2 or 4 teams. Each team will compete against the other(s). (You can play 3 or 5 teams, but you'll have to designate how the teams deploy / score.)

Board Locations

GrifBall Spawn: The blue circle in the very middle of the court.

Goal: The red rectangle in the red half circle to the outside(s) of the court.

Player Spawn: The red circles in the corners of the court.

Models

- A) You may use standard GrifBall Players for your team.
- B) You may use Super Dungeon Explore models for your team.
- C) You may opt out of using The Grif.
- D) You may switch The GrifBall out for a harmless ball.

Goals

The game is over when a team scores 5 points.

A player scores when a model on its team picks up The GrifBall, and is able to move and set The GrifBall at an opponent's goal.

Play

Flip a coin, pull each other's hair, argue, or whoever won the last game goes last: decide who goes first.

Teams will take turns activating 1 model from the models that have not been activated this round. Once all models have been activated, the next round starts and any model may be selected.

"Dead" models must still be "activated", but are only placed on the board in the appropriate area. If the spawning model's team has possession of The GrifBall, and The GrifBall is pasted the far blue line, then the spawning model may be placed at the GrifBall Spawn, otherwise the spawning model is placed at one of the two Player Spawns adjacent to the goal of the spawning model's team.

The spawning model should be placed inside the Spawn circle if possible, otherwise as close to inside as possible, be it partial or adjacent to the Spawn.

Once The GrifBall has been set in a team goal, resolve the explosion, score 1 point for the team setting The GrifBall, and spawn The GrifBall in the GrifBall Spawn.