

Super Dungeon Ball: An SDArena Mod v0.03

For those familiar with Super Dungeon Arena, the basic concept is the same:
2 or more players will compete for dominance using Heroes against one another.

The key difference is that instead of battling one another in just combat, teams of Heroes are playing Dungeon Ball! Therefore, in Dungeon Ball, they are referred to as Players. The Players are attempting to find, get, and move the Ball to the Try Zone by any means necessary.

Number of Teams

Traditionally, Dungeon Ball is played 1 vs 1.

Allowances can be made to allow up to 4 teams to participate in a single game, though the game changes quite a bit.

Number of Heroes

A Coach may have up to 20 Heroes on the Team.

A game can field the follow number of team members:

3, 5, 7, 11, 15

This can be referred to as 3s, 5s, 7s, 11s, 15s.

e.g. "We don't have enough people for 11s, we'll have to play 7s instead."

Anyone leftover stays in reserve.

Smaller teams should be used on smaller pitches.

Pitch structures

Pitch Size	Size of Teams Participating	Number of Teams Participating
1 tile	3 or 5 Players	2 or 4 teams
2 tiles	3, 5, or 7 Players	2 teams
3 tiles	5, 7 or 11 Players	2 teams
4 tiles (square-shaped)	7, 11, 15 Players	2 or 4 teams
4 tiles (t-shaped)	7, 11, or 15 Players	3 teams
5 tiles	11 or 15 Players	4 teams

An official Dungeon Ball pitch is 16 squares by 24 squares using 2 teams.

Dungeon Ball can also be played on Arena tiles or any other tiles without walls between each tile.

Normal Dungeon tiles can be used, but doors should be used normally, and the Ball may not pass through walls.

Monsters

Monsters are not recommended for Super Dungeon Ball (it's a Hero's game after all), however, 3 Coaches can field teams in a 4 player Scenario with a Monster team fielding the 4th team. Players will take turns Coaching the Monster Team, but are on the honor system to play it as the Monster Coach and not just team up with their own Dungeon Ball Team.

MiniBosses are recommended for players, but do not use any MiniBosses that are currently Heroes in the League.

Starting Positions

1 tile: Each Team picks a side and uses the 2 rows of spaces against that wall without overlap for deployment (should be 1 row of 8, and 1 row of 10).

This doubles as the Try Zone.

In 3 player games, the 4th wall is broken and has no Try Zone.

Booty Roulette:

4 chests would be placed in the center squares of the tile.

2 tiles: The two teams each deploy to a tile.

The Try zone is the outermost 2 rows of each Team tile.

Booty Roulette:

4 chests would be placed diagonally outward from the very middle of the pitch.

This would be closest to where the doors are/would be, in the middle of the interior tile edges, then diagonally out 1 square..

3 tiles: 5s, 7s, or 11s: The two teams each deploy to an outer tile.

The Try zone is the outermost 5 rows of each Team tile.

Booty Roulette:

4 chests would be placed in the center of the middle tile.

4 tiles (square): 7s, 11s or 15s: Each team deploys to the outer most corner of a tile, a 6x6 square.

The the Try Zones are the outer most 4x4 square.

Booty Roulette:

4 chests would be placed in the center of the map, 1 on the interior corner of each tile.

4 tiles (tee): 7s, 11s, or 15s: The three teams each deploy to an outer tile.

The Try zone is the outermost 5 rows of each Team tile.

Booty Roulette:

4 chests would be placed in the center of the middle tile.

5 tiles: 11s or 15s: The four teams each deploy to an outer tile.

The Try zone is the outermost 5 rows of each Team tile.

Booty Roulette:

4 chests would be placed in the center of the middle tile.

Official Pitch: Each Team picks a (different) half and deploys to it.

The Try Zones are the outermost rows.

Booty Roulette:

4 chests would be placed in the center of the field.

Deployment

Coaches deploy their players anywhere inside their deployment areas.

Start Modes

- 1) Kick-Off: Flip a coin, pull each others hair, etc. One player attempts to kick the ball to the other Team.
- 2) Booty Roulette: Place 4 chest according to their start positions. The players will have to find the Ball in the chests, but could end up with a handfull of Booty instead! Stop playing grab-Booty and get back to Dungeon Ball!

Try Zones

The goal of Dungeon Ball is to move a Player, holding the Ball, to the opponent's Try Zone. The target Try Zone is always one on an opposing Team's deployment tile.

Once the Try Zone is entered by a player holding the Ball (not their own Try Zone), its Team scores a Try and play is reset.

Extra Point: The scoring Team may attempt to kick for an Extra Point after scoring a Try. If the Ball moves through the door / center 2 tiles behind the Try Zone successfully, the kicking team scores an extra point.

The kicking team must start with a legitimate attempt to score the Extra Point, otherwise, the remaining Players have that round to score. If at the end of the round the non-kicking team has control of the ball, play resumes normally, otherwise play resets.

If a player is forced by an opposing player to enter their own Try Zone with the Ball or be force through the outside of the Try Zone, a Safety is scored and play is reset.

At any point during normal play, a player may attempt to kick a Field Goal in the same manner as an Extra Point, no round limit is implemented for this. If successful, then the kicking Team scores a Field Goal and play resets.

When play is reset after a score of any kind, injured players may rejoin play at that time.

Kick Off

One team kicks off to the other. On a Pitch of more than 1 tile, the kicking player must attempt to kick through its tile door (towards the other team(s)).

Opening Chests

When opening a chest in Dungeon Ball, the Coach draws from a treasure deck of treasures equal to the number of chests, minus one, which consists of Boo Booties and one Treasure card representing the Ball. If the Ball is found, the player may attempt Pick Up Ball.

Round Order

Alternate through the participating Teams, activating one model at a time. Use activation tokens to keep track of which players have activated this round.

[Monsters: The Monster Coach should switch after each Monster is activated.]

Once all players have activated, progress the round counter forward and resume alternating unactivated models.

Similar to how Coaches deploy Players at the beginning of the game, Coaches should re-deploy every 5 rounds (6, 11, and 16)

At round 11 (Half Time), the players should switch sides (unless all Coaches agree to stay).

Regardless, the Coach that received at the start of the game, kicks off to the other Coach.

[This can also rotate at the Quarters for 4 players.]

[For 3 players, start the game with Booty Roulette, then kick off at each quarter.]

Event Points (Points for Player Bonuses)

Completion	1 point per successful Throw and Catch, no hand offs.
Extra Point	1 point for kicking an extra point.
Field Goal	1 point for kicking a field goal.
Theft	1 point for stealing the Ball.
Knock Out	2 points for knocking out an opposing player.
Try Scored	3 points for scoring a try.

Victory Points (Points consider for who won the match)

Try	3 points.
Field Goal	2 points.
Extra Point	1 point.
Safety	1 point.

Injuries

A player that receives full wounds is "Knocked Out" and should be removed from the board and placed in its Team's dugout. The Knocked Out Hero receives an injury token (use a Consul token).

If a Hero is Knocked Out with negative wounds, they gain an extra injury token for each negative wound.

A Knocked out Hero may rejoin the game during the next Team setup (usually after a Try is scored).

If a Hero ends the game with 2 injuries, it will miss the first half of the next game.

If a Hero ends the game with 3 injuries, it will not be available during the next game.

If a Hero ever has 4 injuries it will miss the rest of the current game.

If a Hero ever has 5 injuries it will miss the rest of the current game and the next game.

If a Hero ever has 6 injuries, it is dead, retired, or permanently injured in a manner where it is just kind of sad/cruel to put them on the field again.

Injuries remain until the player is available to play again.

Extra Rules

Stable Status: Status effect tokens do not discard on their own, at any time.

Deal With It: A player may spend 1 action to end a status effect.

No Running: Players are not allowed to Run, but may Dash.

Bump: 1 Action: Dangerous, Push 1

Slam: 2 Action: Dangerous, Push 1, Knockdown

Engage: 1 Action: Self: Grabby

Trip: 1 Action: Self: Predator

Throw Player:

A player may target a smaller player or a player with Small with Throw.

A player with Small, may not throw other models, except the Ball.

Pick Up the Ball:

Available when the Ball is on the ground.

1 Action: Range 1, STR vs ARM, move the Ball to acting model's card.

If failed, the Ball bounces directly away from the player.

Steal the Ball:

Available when another participant is holding the Ball.

2 Actions: Range 1, DEX vs DEX, STR vs STR, move the Ball to acting model's card.

Target the Ball:

When the Ball would be "wounded" by an attack or moved by an ability and comes to its initial rest, it bounces once, following the direction of the action.

Handoff:

1 Action: Range 1, target player uses Pick Up the Ball.

Kick the Ball:

Available when the Ball is on the ground or when the acting player is holding the Ball.

3 Actions: Range 1, Throw STR+X, move the Ball there, DEX-(X+1) vs DEX (of the Ball), if failed, then the Ball is "Innacurate" (Note the roll difference.) and if not caught, bounces X number of times, otherwise the Ball bounces once.

Throw the Ball:

Available when the acting player is holding the Ball.

2 Actions: Throw STR, move the Ball there, DEX vs DEX (of the Ball), if failed, then the Ball is "Innacurate" (Note the roll difference.)

If no stars are rolled, then the Ball fumbles, and bounces in the direction of the throw.

Catch Innacurate Ball:

0 Actions: DEX (-noted difference) vs DEX (of the Ball).

Catch Accurate Ball:

0 Actions: DEX+1 vs DEX (of the Ball)

Interception

Any time the Ball is moved purposely, if the Ball lands on, or crosses a player's space (or any corner of a player's space) then that participant may attempt to catch it.

"What? A Ball":

Any time the Ball bounces onto a player's space, or crosses its corners, the player may use Pick Up the Ball.

Recommended Play

2 players are recommend to play on 3 tiles with 5 space deep try zones.

A good alternative is a custom Pitch with no walls between tiles.

League Play

A player may have a stable of 20 heroes, using any number of them per match, per the type of game being played

Team mates may be chosen from any available Hero models the players have available, but no unique characters should be chosen twice. For these purposes, alternate characters of the same stats should not participate in the same League. i.e. Blaze and the 2.0 masculine Ember Mage should not both be used in the same League.

The matches and their pitches are determined at the beginning of the season.

A Commissioner may be elected, and does not have to participate in the League.

Each team will have equal opportunity to perform in each match, with the same format, as much as is reasonable. e.g. Given 7 teams, it is permissible to do 2 1 vs 1 matches, and 1 3 team match.

Players accumulate wins over the season as well as event points per match over the season.

At the end of the season, the Team with the most wins, wins.

Though the Team with the most event points may still have bragging rights.

Bonuses:

Players may be upgraded in between games by the following Bonus Standards:

Bonuses to Movement, Hit Points, Ability Points, or Skill Points each cost 3 Bonus point.

1 Star: 1 Event Point

1 Blue die: 2 Event Points

1 Red die: 3 Event Points

1 Green die: 4 Event Points

1 Citrine die: 5 Event Points

1 Amethyst die: 6 Event Points