

Super Dungeon Beach Volley Ball: An SDArena Mod v0.01

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 Beach Volley Ball! Therefore, in Beach Volley Ball, they are referred to as Players. The Players are attempting to move the ball over the net without the other team being able to stop it.

Number of Teams

Traditionally, Beach Volley Ball is played 1 vs 1.

Allowances can be made to allow multiple Coaches to participate in a single game, controlling at least 3 Players in a Team.

Number of Heroes

A Coach may have up to 9 Heroes on the Team.

A game can field either 3 or 6 of the team members.

This can be referred to as 3s, 6s.

e.g. "We don't have enough people for 6s, we'll have to play 3s instead."

Anyone leftover stays in reserve.

Pitch structures

Pitch Size	Size of Teams Participating
4x8 tile	3 Players
6x12 tile	6 Players

Official Beach Volley Ball courts are either 4x8 and 6x12.

Beach Volley Ball can also be played on any tile with an agreed upon net placement, even those without a Beach!

Monsters

Monsters are generally not recommended for Beach Volley Ball (it's a Hero's game afterall).

MiniBosses are recommended for Players, but do not use any MiniBosses that are currently Heroes in the League under the same name.

Serving Position

The back right most position is referred to as "The Serving Position".

Starting Positions

6s: Each Team picks a side and puts 3 Players in the half closest to the net, and 3 Players in the half fartherst from the net.

3s: The 3 Players may be place in any configuration on their side of the Court.

The player in the back and/or right most position begins with the Volley Ball.

Serving

- 1) Overhand: The Volley Ball begins with a Set token. Treat the Serve as a Spike.
- 2) Underhand: The Volley Ball gains +4 Distance. Treat the Serve as a Bump.

The Player must attempt to get the Volley Ball across the Net to the other Team's side. The Player has 2 attempts. If both attempts fail, then control of the Volley Ball goes to the other Team. The Players must also rotate positions.

Rotation

Coaches may opt to use a fixed Team and allow substitutes for injury.

In 6s, this causes Rotation to only involve the Players in the Court, moving the Player in the Server's position to the front left, and everyone else to the right, with the front right most moving to the back left.

In 3s, this causes the right most Player to move to the left most, and the other move to the right. As long as Players serving the Volley Ball rotate each round, and serve the Volley Ball from the back right corner of the Court, this can be a flexible arrangement.

For a more natural Rotation, the back right most position moves to the end of the Bench, but operates as above, with the next Player in line on the Bench coming to the front left most position.

Round Order

Alternate between the 2 Teams, activating 3 Players per Round. Use activation tokens to keep track of which players have activated this round.

Begin the round by the Opposing Team serving the Volley Ball to the Current Team.

Place the Volley Ball at the determined distance for the Serve.

The Current Team then chooses a Player to activate, that activated Player moves into the Line of Travel to intercept the Volley Ball at that square.

Determine if the Player connected with the Volley Ball, if not determine if the opposing Team has scored. If not, continue play.

After each connection, the Team on the side of the Court with the Volley Ball then chooses a Player to activate, that activated Player moves into the Line of Travel to intercept the Volley Ball at that square.

Move the Volley Ball after each connection. Place the Volley Ball model on the card of a Player when it is sharing the Player's square.

The same Player may not activate or connect with the Volley Ball twice in a row.

The Players are limited the actions and movement listed on its card for the duration of when the Volley Ball is on their side of the Court.

Once all 3 Players have connected, determine if the Volley Ball has crossed the Net. If so, the opposing Team must activate a Player, otherwise the opposing Team Scores 1 point.

Victory Points

A Player failing to connect with the Volley Ball on any given turn will Score 1 point for the opposing Team. This includes when Serving the Volley Ball, and hitting the ball out of bounds without crossing the Net.

First to 20 points wins. Play to 10 points for a shorter game.

Injuries

While Beach Volley Ball demands that actions be focused on the Volley Ball, things happen.

Players sustain Wounds in the normal manner, provided they are caused without being the direct target of the action.

A player that receives full wounds is "Knocked Out" and should be removed from the Court and placed on its Team's Bench. The Player will not be available for the rest of the match.

Extra Rules

Bump: Any Player may attempt a Bump by picking a direction and rolling as follows:

$|STR-DEX| - 1(*Spike) = \text{Distance}$

Move the Volley Ball that many squares in the chosen direction.

If the distance is < 1 , then the Player failed to connect, the Volley Ball continues in the chosen direction.

If the Bump occurred in the last square of travel, the opposing Team scores 1 point.

Set: Any Player may attempt a Set by rolling as follows:

$WILL - 1(*Spike) > \text{distance of the Volley Ball moved}$

The Volley Ball does not move, but gains a Set Token.

If the roll $< \text{distance of the Volley Ball moved}$, then the Player failed to connect, the Volley Ball continues in the chosen direction.

Spike: Any Player may attempt a Spike by picking a direction and rolling as follows:

$DEX+1(\text{if Set}) > 3$

If the DEX roll is greater than 3, then the connection is considered accurate, the Volley Ball proceeds in the chosen direction. If the connection is not accurate (or "inaccurate") then Volley Ball deviates its line of travel by 1 change in direction for each difference. Flip a coin to determine clockwise or counter-clockwise.

Roll for distance:

The Volley Ball moves $STR+1(\text{if Large})+1(\text{if Spike Token})$ in the determined direction.

Set Token: A Player attempting to Spike the Volley Ball with a Set Token gets +1 to its Accuracy. Any non-Spike action on the Volley Ball will remove the Set Token.

Spike Token: A Player attempting an action on the Volley Ball with a Spike Token must roll $ARM > \text{the determined distance of the Volley Ball's movement} - 1$ for each square moved. This a failure to connect and causes the Player to take a Wound.

Line of Travel: The line between the connecting Player and the Volley Ball's determined distance.

Other actions: Any offensive action may be used on the Volley Ball. If successful, then Volley Ball will move a distance of 4.

League Play

Take the relevant character cards and do a general draft, where each Coach picks a card 1 at a time. It is recommended to simply remove duplicate types and names.

The only difference for League Play is that no Teams in the same League may use the same named Character as a Player. When a Player name is said, there should be no confusion on which Player is being referenced.

I.e. Only 1 Coach may use "Ninja Cola" be it the Hero or the MiniBoss version. However, 2 different Coaches may use "Wyrmlaw Exemplar" and "Ser Snapjaw", or "Riftling Rogue" (male or female) and "Sai".