

MONSTER BALL

Monster Ball is a two-player game built around a fun simplified version of American Football using fantasy creatures.

What You Need

- One set of polyhedral dice per player.
- A large 24 x 36" vinyl battle mat and dry erase markers to draw with.
- Paper minis and colored stands to help tell what team is what. If you need help with this be sure to check out www.chameleondream.com/minis side facing minis work best.
- Something small to represent the football such as a bead or paper clip.
- Paper and pencils to keep track of scores and downs.

The Captains

In this game you are the team captain, coach and all the players rolled into one, but for lack of a better term we call you the **Captain**. The first thing captains do is pick their team members. Typically, each team is made of **22 players**. That is **11 offensive** players and **11 defensive** players. You can play with fewer than eleven players on a side but you cannot have more than eleven players on the field at any one time.

Law Vs Chaos. Flip a coin and whoever calls it gets to pick if they want to be Team Law or Team Chaos. Law uses blue bases. Chaos uses red bases. If this is your first game try using the following teams:

Law Offense: 1 Barbarian, 2 Brownies, 2 Dwarves, 1 Elf, 1 Paladin, 4 Treants, 1 Valkyrie.

Law Defense: 3 Barbarians, 2 Gnomes, 1 Elf, 4 Treants, 1 Valkyrie.

Chaos Offense: 1 Anti-Paladin, 1 Drow, 2 Leprechauns, 4 Ogres, 2 Orcs, 1 Succubus.

Chaos Defense: 1 Drow, 2 Kobolds, 3 Hobgoblins, 4 Ogres, 1 Succubus.

Gym Class Rules. Otherwise, try choosing your teams using what we call *Gym Class Rules*. The loser of the coin flip gets first pick of everything available, the other captain picks a player and back and forth it goes until the entire pool of players has been divided into two teams.

Kick-Off. This same coin-flip is used to determine who starts the game. The winner decides if they want to start on defense by kicking the ball or on offense by receiving it.

The Players

The players of the game are various characters and creatures defined by the following stats.

Positions - recommended positions for the player.

Move - the number of steps each can run in one round.

Hustle - what to roll to dodge the opposition.

Block - what to roll when standing your ground.

Tackle - what to roll when attempting a tackle.

Pass - what to roll to throw the ball.

Catch - what to roll to catch the ball.

Kick - what to roll to kick the ball.

Cheat - a special power the monster has but is not allowed to use, *not legally*. Careful! If the referee catches you cheating that player will be tossed out of the game.

Most player stats are rated by a polyhedral die. In this game bigger numbers are always better.

d4 - Sucks

d6 - Average

d8 - Good

d10 - Great

d12 - Awesome

The types of players and their stats are as follows. The lawful incarnation is left of the slash the chaotic one to the right.

Barbarians / Hobgoblins

Positions: Linebackers. Centers. Running Backs. Tight Ends.

Move: 2

Hustle: d6

Block: d8

Tackle: d8

Pass: d8

Catch: d8

Kick: d6

Cheat: d6. Unnecessary Roughness! When used, add this die to any Tackle or Block the player makes.

Brownies / Leprechauns

Positions: Receivers.

Move: 3

Hustle: d12

Block: d4

Tackle: d4

Pass: d4

Catch: d6

Kick: d4

Cheat: d8. Blink! While moving this player can teleport the rolled number of steps left or right but not forward or backwards.

Elves / Drow

Positions: Kickers. Corner Backs. Running Backs.

Move: 3

Hustle: d10

Block: d6

Tackle: d6

Pass: d6

Catch: d6

Kick: d12

Cheat: d8. Magic Missile! This effectively tackles another player from a distance with the cheat roll taking the place of the Tackle roll. It loses 1 point of strength for every grid of distance.

Dwarves / Orcs

Positions: Linebackers. Centers. Tight Ends.

Move: 2

Hustle: d4

Block: d10

Tackle: d8

Pass: d4

Catch: d6

Kick: d4

Cheat: d6. Holding! Any roll beating a 3 grabs an opponent in an adjacent step and stops them from moving for the rest of the round.

Gnomes / Kobolds

Positions: Safeties. Receivers.

Move: 2

Hustle: d8

Block: d4

Tackle: d4

Pass: d4

Catch: d8

Kick: d4

Cheat: d6. Ankle Bite! When making a tackle, these players can bite an opponent's ankle to trip them up. It adds the cheat roll to their Tackle roll.

Paladins / Anti-Paladins

Positions: Quarterback.

Move: 2

Hustle: d8

Block: d6

Tackle: d6

Pass: d12

Catch: d8

Kick: d6

Cheat: d6. Divine Intervention! Beat a 3 and the paladin pulls strings to bring a tossed out player back in the game. This is the only cheat that happens in-between plays rather than during them.

Treants / Ogres

Positions: Linemen.

Move: 1

Hustle: d4

Block: d12

Tackle: d8

Pass: d4

Catch: d4

Kick: d4

Cheat: d10. Slam! Instead of blocking an opponent you pummel them. If this defeats their hustle they will be stunned and unable to do anything for the remainder of the round. If carrying the ball they fumble it.

Valkyries / Succubi

Positions: Running Backs. Cornerbacks. Safeties.

Move: 4

Hustle: d8

Block: d4

Tackle: d8

Pass: d6

Catch: d6

Kick: d6

Cheat: d8. Wardrobe Malfunction! When in the same grid as another player attempting to pass or catch the ball, subtract this roll from their combined Pass + Catch roll.

BASIC FOOTBALL

Even if you know how to play American Football, give these rules a once over. We have simplified the game in a number of ways to better suit the tabletop. You may bring back point-conversions, safteys, time-outs, and other rules but such additions should be settled before the game begins.

Referees

Both captains need to agree on a referee. This controls how much cheating will be allowed in the game. Each has a number which when **rolled or less** by a cheating player will cause the referee to take notice and toss them out of the game.

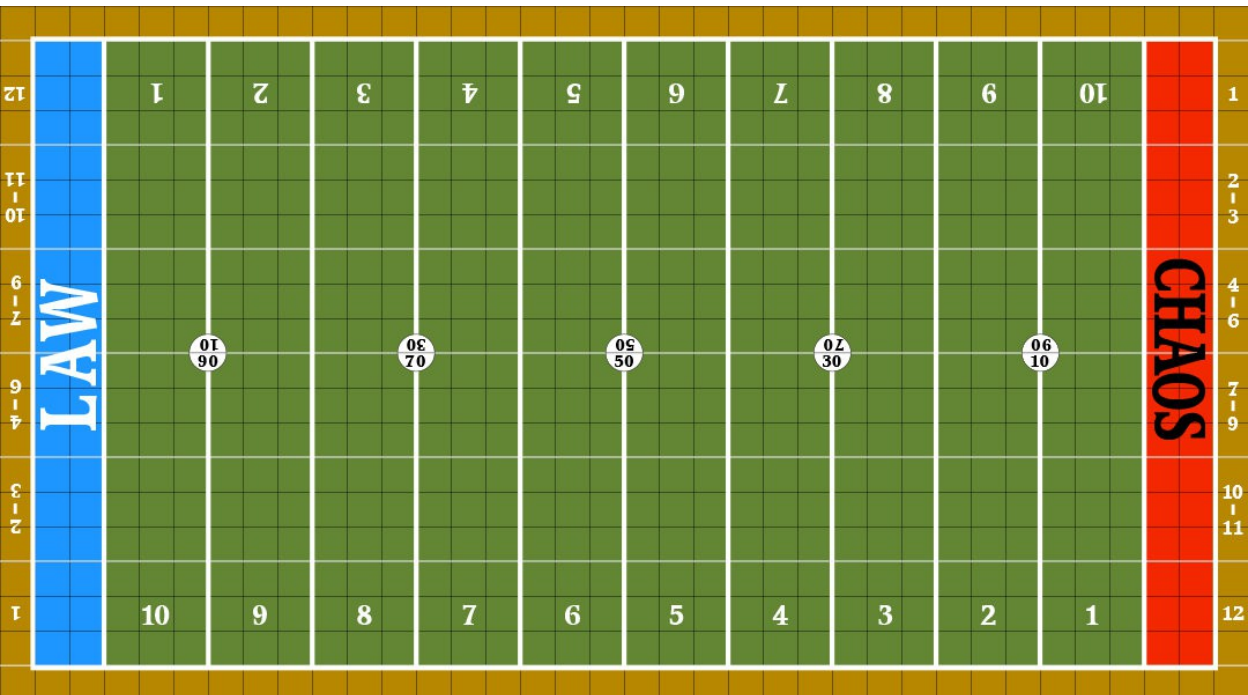
Zombie Bob - 1 - Bob is only barely there most of the time. Cheating is caught on a roll of 1.

Ettin Carl & Carl Jr. - 2 - Carl & Carl Jr. are two heads on the same body. They would be a lot better at refereeing if either had half a brain. Cheating is called on a 1 or 2.

Hydra Harry - 3 - Harry has six heads which do a great job of covering the field. Unfortunately, the heads squabble with each other constantly. Cheating is called on a 1, 2 or 3.

Eye Tyrant Earl - 4 - Earl knows all and sees all or so he believes. This is the most competent referee available. Cheating is called on a 1, 2, 3 or 4.

Football Field



Our football field is an 18 x 34 inch grid of playable area with a 1 inch out-of-bounds area surrounding it. Each 1 inch space is known as a **Square**.

Lengthwise. The field should be separated into 12 **Zones**. That is two **End Zones** and ten **Playable Zones**. Each playable zone is 3 squares wide and numbered numbered 10 to 1 counting down to what a captain seated on that side of the field needs for a touchdown. The end zones are only 2 squares wide.

Widthwise. In the other direction the field should be separated six times covering the field in 3x3" **Grids**. These divisions should be numbered just outside the end-zone so a random grid can be found by rolling a **d12**. The numbering goes....

Division 1 = 1

Division 2 = 2 - 3

Division 3 = 4 - 6

Division 4 = 7 - 9

Division 5 = 10 - 11

Division 6 = 12

Yard Markers. The lines separating the zones each represent 10 yards. Three lines you should be aware of are:

- **50-yard line** or the middle of the field. It separates zones 5 and 6.
- **1-yard line** separates zone 1 from your end zone.
- **30-yard line** is used for kick-offs and starting lines of scrimmage. For the defense it is actually the 70-yard line and separates zones 7 and 8.

Being *Behind the Line* or *On the Line* means that your mini occupies a square just to the **left** of a line.

Line Of Scrimmage. The line of scrimmage keeps track of where the ball last touched the ground. The player on offense moves the referee's mini back and forth along the length of the field in the out-of-bounds area to keep track of it.

Offense vs Defense

Whoever possesses the ball is on **Offense**. The team trying to stop them is on **Defense**. Often different groups of players are used for offense and defense but in a pinch offensive players can be sent in to play defensive positions and vice-versa.

Downs. A **Down** is a play of the game lasting from the hike of the ball to when it touches the ground again. The offense gets **four** downs to either score a touch-down, kick a field goal or score another first down.

First Down. Every time the ball is moved 10 yards (3 squares) or more downfield the down counter returns to 1st down.

Fourth Down. Fourth down is "kick or stick" time. The offense can choose to either continue playing or punt the ball to the other team. If the team continues to play and fails to make a touchdown the opposing team takes possession of the ball at the last line of scrimmage.

Scoring

Touchdown. Carrying the ball into your end-zone is a Touchdown and worth **6 points**.

Field Goals. Kicking a field goal is worth **3 points**.

Timing. A full game is 60 minutes cut into 15 minute quarters. This may not seem like much but time is only counted while the ball is in play.

Victory! Even though the game does play second by second, counting seconds can be more work than it's worth. It is highly recommended that you play until **42 points** are scored by the winning team.

PLAYING MONSTER BALL

Kick-Off!

Every game begins with a kick off. The kicker should kick from the **30-yard line** (which for the kicker is actually the 70-yard line). Teammates can be placed anywhere short of the 50-yard line. Likewise, players on the offensive side can be scattered anywhere behind the 50 yard line.

Roll the kicker's **kick die twice** and use the better of the two rolls. That is the number of **zones** the ball is kicked downfield. Next make a **Grid Roll** with a **d12** to see where it lands.

Any opposing player in that grid should make a **Catch** roll. The highest roller catches the ball. If no one can **beat a 3** then the ball is not caught. An uncaught ball or one that has been kicked into the end zone causes the line of scrimmage to default to the **30-yard line**.

If the ball is caught, that player may run with it downfield until either tackled, a touchdown is scored, or the player voluntarily runs out of bounds.

Movement

The game moves in **Rounds** each of which is one second long. The offense begins the round, moving each player on the team as many squares as they can or want to move. When finished, the defense does the same. Once the defense is done the old round ends and a new round begins. If a captain takes longer than **one minute** to complete a round it simply ends. Unmoved players fail to move.

Hustle. You cannot move through a space occupied by another player, not unless you make a **Hustle vs Block** roll. This pits the Hustle stat of the moving character against the Block stat of the player occupying the space. If the check fails the moving character goes nowhere and loses a square of movement, otherwise the character moves into the occupied space.

Fumble! If a player has the ball and rolls a **1** with their hustle roll the ball is fumbled and may be recovered by whoever blocked them.

Actions

Actions are often expressed as **Action vs Challenge** like the *Hustle vs Block* above. Here the roll of the player committing the action is on the left and whatever opposes them is on the right. Actions are often placed on a separate line with a greater than symbol replacing the vs like...

Hustle > Block.

For an action to succeed its die roll needs to **beat** the challenge number by at least **1 point**. Anything less defeats it. More often than not all you need to do is beat a 3.

Positions

					SAFETY X		SAFETY X						
	CORNERBACK X												CORNERBACK X
			LINEBACKER X			LINEBACKER X				LINEBACKER X			
			TACKLE X	TACKLE X		TACKLE X	TACKLE X						
	0 WIDE RECIEVER		0 GUARD	0 GUARD	0 CENTER	0 GUARD	0 GUARD			0 TIGHT END			
					0 QUARTERBACK								0 WIDE RECIEVER
				0 RUNNING BACK			0 RUNNING BACK						

The only position you truly need is the quarterback. However, these other positions do not exist without good reason. Long ago they were invented and given names because they helped win games.

Offensive Positions.

Quarterback. The quarterback runs the show, calling plays and passing the ball. The QB stands in the center of the field, a few squares behind the line of scrimmage. The quarterback may throw the ball to any member of the team but often only throws to receivers and running backs.

Running Backs. Typically there are two running backs who start a few squares behind the quarterback. They do a little of everything, from running and catching to blocking for the quarterback. Sometimes they even end up throwing the ball after the QB hands it off to them.

Guards. The offensive line or **Linemen** crowd the middle of the field and do what they can to keep the other team from stomping the quarterback flat.

Center. The center hikes the ball to the quarterback or holds it for the kicker. After that the center will often work to assist the linemen but may also play the role of receiver in a pinch.

Receivers. Receivers are there to run downfield, get open and catch whatever is thrown to them. **Wide Receivers** start each play on the far ends of the line of scrimmage. **Tight Ends** are more heavily built and start the play closer to the linemen. They generally do not run as far downfield.

Defensive Positions.

Tackles. These brutes usually parallel the offensive line. Their job is to tackle ball carriers and sack the quarterback when they can.

Linebackers. Linebackers hang back a bit beyond the defensive line. They protect the middle of the field, shadowing the movements of the tight ends and running backs. Sometimes during a blitz they may go forward to sack the quarterback.

Cornerbacks. Cornerbacks are usually the fastest defensive players. They spend most of their time chasing after wide receivers, trying to intercept passes and protect the far end of the field.

Safeties. The safeties are the last line of defense. Like cornerbacks they need to be fast excellent tacklers. While they can come forward to help the defensive line, their real job is to stop any runners who might slip through.

Hiking & Passing

Each play begins with the Center hiking the ball to the Quarterback. The Center makes a Pass roll. The Quarterback makes a Catch roll. Added together they need to **beat a 3** or the ball is **fumbled**.

Pass + Catch > 3

The quarterback cannot catch the hike and throw the ball in the same round. Afterward, it may be thrown to any character on the field.

Throwing the Ball. The player throwing the ball should make a **Pass** roll and the character catching it a **Catch** roll. Added together the total needs to beat a **3** plus the number of grids between them.

Pass + Catch > 3 + Grids Between.

Counting Grids. When counting grids, start with the one adjacent to the grid the thrower is in and end with the one the receiver occupies. This will probably zig-zag so use the shortest route between the two.

If both players are in the same grid their combined roll needs to beat a 3. In adjacent grids it needs to beat a 4. With one grid in-between the roll needs to beat a 5 and so on.

Multiple Receivers. Anyone occupying a square adjacent to the receiver of the pass can attempt to catch it. All they need to do is make a **Catch** roll that beats the catch rolls of the other receivers and completes the pass. Ties should be re-rolled.

Air Time. When thrown or kicked more than 1 grid, the ball itself takes **1 second** to get to where it is going. This means the ball will not be caught and received during the same round. The defense should always get a chance to move while the ball is in the air.

Fumbles & Interceptions

A fumble happens whenever control of the ball is lost, typically when a Block or Hustle rolls a 1. If no one recovers the ball it hits the ground and the play ends.

Recovery. Any player in a square adjacent to the one who fumbled the ball may try to recover it. **Beat a 3** with a **Catch** roll and they grab it before the ball hits the ground.

Interceptions. When the defense recovers a fumble or catches a pass it is an **Interception**. They can run with it towards their end zone hoping to make a touchdown. If stopped before this happens, a new line of scrimmage is drawn and that team's offense takes over.

Tackles

Legally, you can only tackle a player who has the ball. Doing otherwise, especially to a quarterback or kicker who no longer has the ball, will be spotted by the ref and result in a **five yard penalty**. In Monster Ball this means moving the line of scrimmage back **two squares**.

Making the Tackle. To tackle a player, move your mini adjacent to it and make a **Tackle** roll. The defender can make a **Hustle** or **Block** roll to defend themselves with. If the tackle beats the defense the defender is knocked down. If the tackle fails the tackler hits the ground. When the rolls tie both players are knocked down.

Tackle > Defense: Defender knocked down.

Tackle < Defense: Tackler goes down.

Tackle = Defense: Both go down.

In all cases, whoever has been knocked to the ground cannot do anything for the rest of the play. Their mini should be toppled over to show it. Other players may move through that space uncontested.

Fumble! If the player with the ball **rolls a 1** in their defense they fumble it. The ball bounces up for possible recovery by anyone not involved in the tackle.

Dog Pile. Team members can coordinate their tackles to help take down an especially tough opponent. They need to be in squares adjacent to the defender when they make their attack. Gamewise they combine their Tackle rolls into one action.

Blitzes

A blitz is a tactical maneuver. It happens when the defense decides to stop covering receivers and rush the quarterback instead. Nothing fancy here. It is just what the defense does.

Punting the Ball

A punt is performed just like a kick-off, the kicker rolls twice and uses the best number to find the number of zones the ball travels downfield. A **d12** is rolled to see what grid it lands in.

Any player occupying that grid can catch it by making a **Catch** roll to **beat a 3**. If more than one player is in the grid then the highest roller catches it.

If the punt goes into the end zone or if no one catches the ball then the other side begins with the line of scrimmage defaulting to the **30-yard line**.

Kicking a Field Goal

This is the same as punting the ball except the kicker needs to **beat a 3 plus the number of zones** it takes to reach the end zone. Counting begins with the zone adjacent to the one the kicker is in and ends with the end zone itself.

Kick > 3 + Zones Between.

Cheating

Each player comes with a special cheat ability they are **not** allowed to use during the game but often do so anyways. Players - *especially elves* - may only cheat once per round.

Caught Cheating! When you cheat, if you roll equal to or less than the referee's number that player will be caught and kicked out of the game. Take its piece off the board and place it back in the box. The play will come to an abrupt end and be replayed with a **five yard penalty**. Any gains made during that play will be lost.

Between Plays

When a play ends the player on **offense** should move the referee's mini to mark the line of scrimmage, providing it has moved. If the offense fails to move the ball more than **3 squares** past the old line of scrimmage then it doesn't.

Between plays, the ball gets moved to the middle of the scrimmage and players freely move into the positions they

will take. Once everyone is in place the ball can be hiked and a new play begins.

Version 0.1

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