

TEAM LAW

BARBARIAN	Pass	2	Catch	2	Tackle	4	Kick	1
Cheat	3	Unnecessary Roughness! Extra Tackle Roll						
DWARF	Pass	1	Catch	1	Tackle	2	Kick	1
Cheat	4	Holding! Extra Block Roll						
GNOME	Pass	2	Catch	1	Tackle	2	Kick	2
Cheat	4	Ankle Bite! Extra Tackle Roll						
PALADIN	Pass	4	Catch	3	Tackle	2	Kick	2
Cheat	3	Divine Intervention! Bring lost player back into game						
PIXIE	Pass	1	Catch	3	Tackle	1	Kick	1
Cheat	3	Blink! Extra Hustle Roll						
VALKYRIE	Pass	2	Catch	3	Tackle	3	Kick	3
Cheat	3	Rise Above! Extra Catch Roll, use best of two rolls						
WEREBEAR	Pass	1	Catch	1	Tackle	3	Kick	1
Cheat	5	Slam! Tackle someone who hustles past you						
WIZARD	Pass	2	Catch	2	Tackle	1	Kick	4
Cheat	4	Magic Tackle! Tackle from afar, -1 per grid						
	Pass		Catch		Tackle		Kick	
Cheat								
	Pass		Catch		Tackle		Kick	
Cheat								
	Pass		Catch		Tackle		Kick	
Cheat								

THE GAME

Play by Play. Any number of rounds can fit inside a play. Plays begin with a kick or hike and ends with tackle or touchdown. Up to 11 players can be on the field.

Round by Round. Each round has three phases:

1st Catch. 2nd Offense. 3rd Defense.

No one moves during Catch phase.

The side possessing the ball is on Offense.

During a phase, each player on a side gets to move and make 1 action per round with countless Hustles and Blocks.

Touchdown = 2 pts. **Field Goal** = 1 pt. **Victory** = 10 pts.

KICK OFF!

Begins every game. Up to 11 players on the field.

Kick from **70 yard** line. Teammates stay behind **50 yard** line.

Roll **Kick** > **3** and move ball that many **Grids** downfield.

On the next round, players in the grid roll **Catch** > **3**.

Highest Roller snatches it.

HIKE

Begin each play with a hike from Line of Scrimmage.

Quarterback rolls **Catch** > **3**.

If failed the play comes to an end.

Quarterback cannot throw ball until next round.

MOVEMENT

Each player gets to move as many squares as its **Hustle** score.

Diagonal movement counts as **2 squares**.

To move thru enemy occupied space roll **Hustle** > **Block**.

Fail to hustle thru? Lose the rest of your movement.

PASS THE BALL

Hand-Off: to an adjacent step? roll **Catch** > **3**.

Pass Ball: Roll **Pass** > **3** and move the ball that many **Grids**.

You may abort a successful but short pass to try again next round.

CATCH THE BALL

Move into the Grid the ball occupies.

At start of next round roll **Catch** > **3** to catch it.

Player who rolls the **greatest** catch strength grabs it. Re-roll ties.

TACKLE

Tackle > Hustle & Block

You need to beat both Hustle roll and Block score.
Succeed and both players go down ending the play.
Fail and only the tackler goes down, remove mini from field.

Sacked! Happens when Tackle > Opposition + 3.

Sacked player is taken out of game.
Only Divine Intervention can bring them back into it.

Fumble! Happens when Opposition cannot beat a 3 with the Hustle roll. Everyone in the grid makes a Catch > 3 to grab the fumbled ball. Greatest catch strength grabs it.

Catch > 3 = fallen possession.

Catch > 5 = standing possession.

With standing possession the player can continue running to their End Zone. A fallen possession brings the play to an end.

Illegal Tackle? Only the player holding the ball may be tackled legally. Illegally anyone can be tackled. With an illegal tackle the tackler remains standing.

DOWNES & KICKS

You get **4 Downs** to score a touchdown or another 1st Down.
A 1st Down happens after moving the line of scrimmage at least **3 Squares** towards your End Zone.

Fourth Down is *Kick or Stick Time*. Play to make a touchdown, punt the ball to the other team, or attempt a field goal. After a touchdown or field goal, Offense kicks off to Defense.

Punt: Kick > 3 to find the number of **Grids** the ball travels.
Anyone in that grid can attempt a Catch > 3 to receive it.
If Kick fails to beat a 3 the next play starts at line of scrimmage.

Field Goal: Kick > 3 with enough grids to reach the End Zone.
If it comes up short, place ball in grid and it can be caught.
If no one catches it, the ball goes to the other side for a 1st Down at the 70 yard line.

CHEATING

Fail to beat the **Referee's Call Number** with a cheat action or illegal tackle and here is what happens.

If Offense is caught cheating the Play immediately ends.

If Defense is caught cheating the Play continues.

Cheating player is removed from the game.

Next play begins from the last line of scrimmage.

Down count increments.

A 4th down turns into a 1st down for other side.

So if you were caught cheating during your 4th down, the other side would take possession of the ball and it becomes 1st down for them at the current line of scrimmage.

A player tossed out of the game for cheating can only be brought back into it through a feat of Divine Intervention.

TEAM CHAOS

ANTI-PALADIN	Pass	4	Catch	3	Tackle	2	Kick	2
Cheat	3	Divine Intervention! Bring lost player back into game						
BUGBEAR	Pass	1	Catch	1	Tackle	3	Kick	1
Cheat	5	Slam! Tackle someone who hustles past you						
HOBGOBLIN	Pass	2	Catch	2	Tackle	4	Kick	1
Cheat	3	Unnecessary Roughness! Extra Tackle Roll						
IMP	Pass	1	Catch	3	Tackle	1	Kick	1
Cheat	3	Blink! Extra Hustle Roll						
KOBOLD	Pass	2	Catch	1	Tackle	2	Kick	2
Cheat	4	Ankle Bite! Extra Tackle Roll						
ORC	Pass	1	Catch	1	Tackle	2	Kick	1
Cheat	4	Holding! Extra Block Roll						
SUCCUBUS	Pass	2	Catch	3	Tackle	3	Kick	3
Cheat	3	Rise Above! Extra Catch Roll, use best of two rolls						
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Cheat <input type="radio"/>	<input type="text"/>			

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Monster Ball Scoreboard

Place this large silver area under the field so only the colored bars below are showing.

Using counter chits, cover the total number of Points you have as well as the Down you are in and the Phase being played, if needed.

LAW	0	1	2	3	4	5	6	7	8	9	10
CHAOS	0	1	2	3	4	5	6	7	8	9	10
DOWN	1st	2nd	3rd	4th	PHASE		Catch	Offense	Defense		

