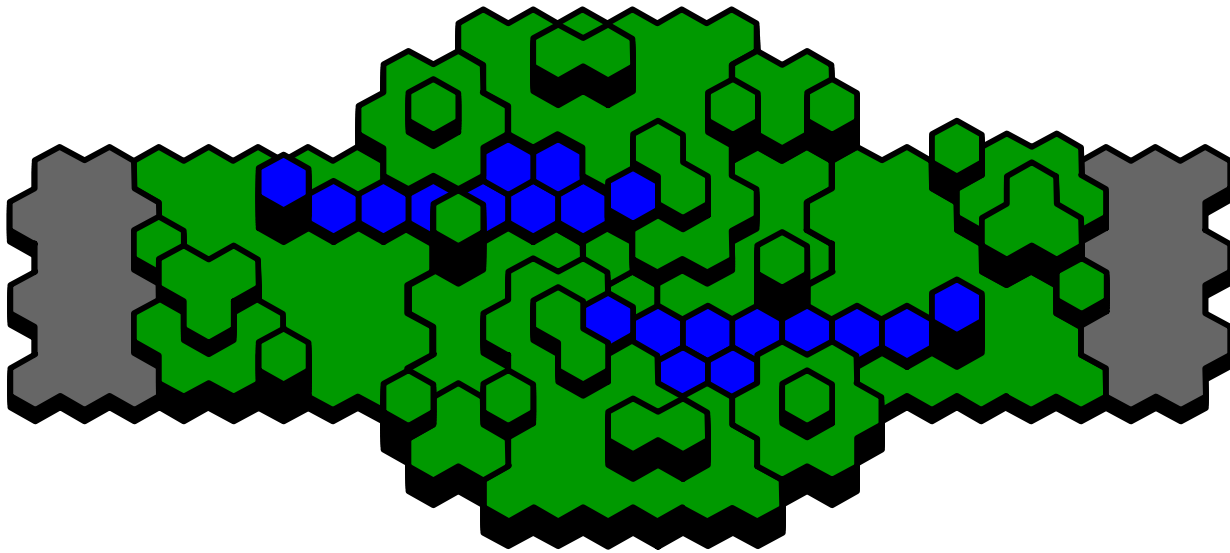
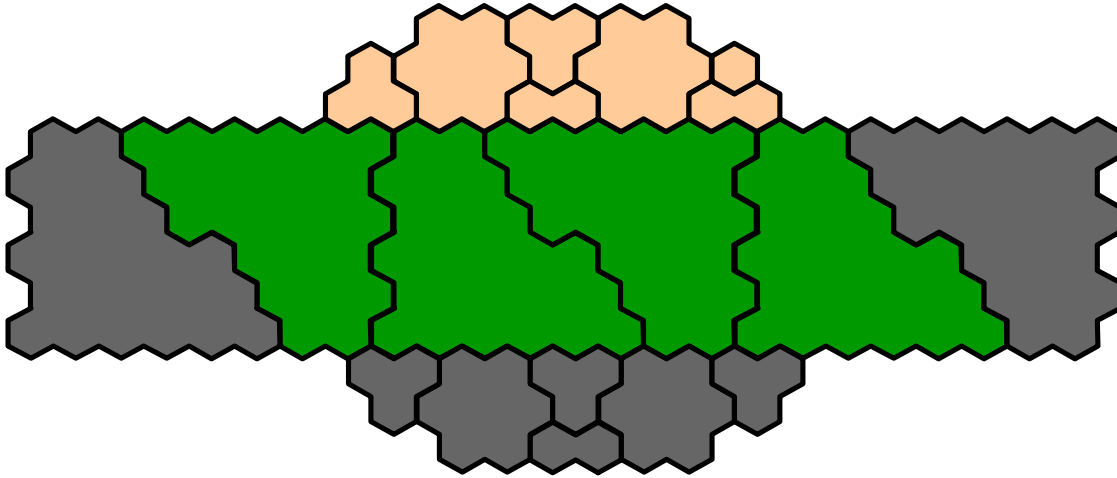


Monday Night GlyphBall

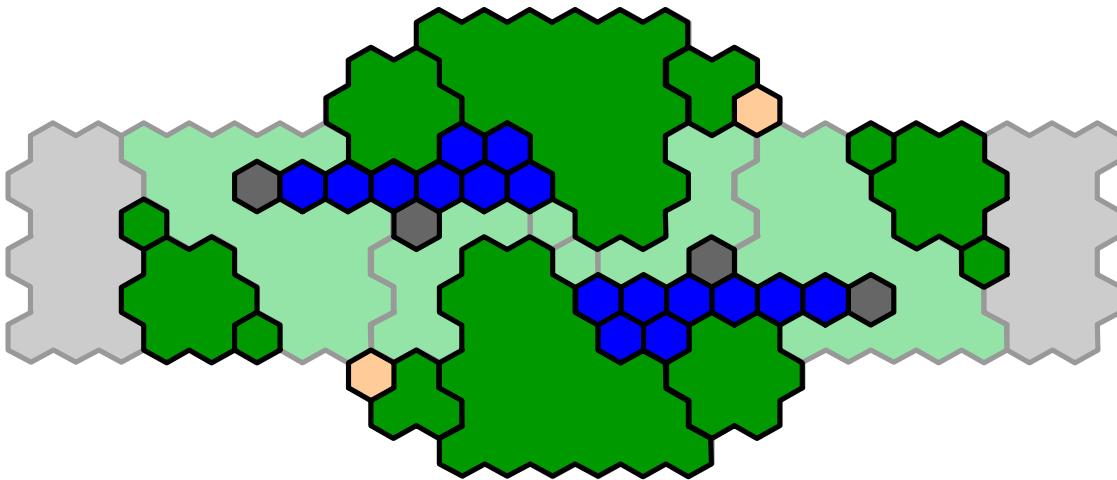
Created by Aielman



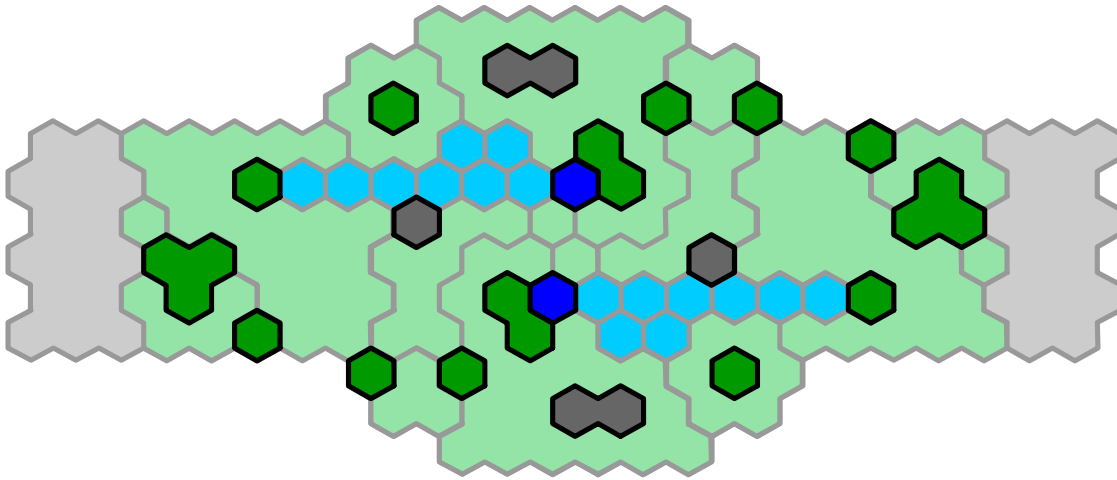
Level 1



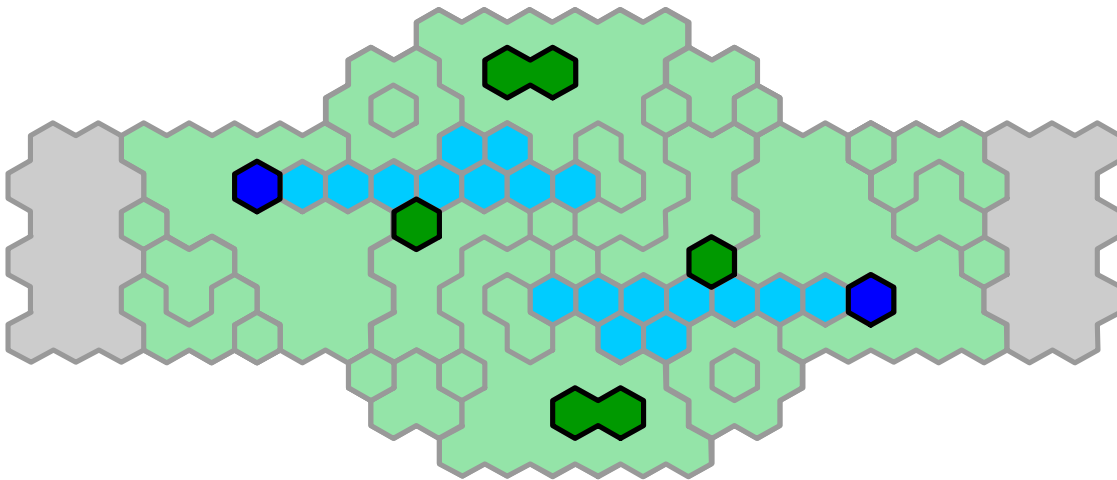
Level 2



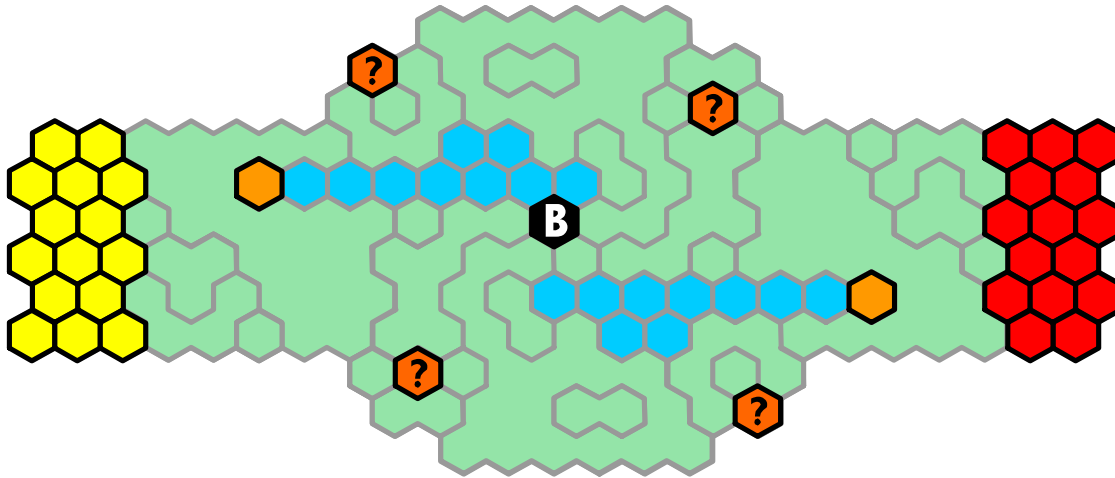
Level 3



Level 4



Starting Positions / Glyphs / Ruins



Monday Night GlyphBall

(2 or 4)

Goal: Score points!!

Setup: When Drafting Army:

All units have only one life. Heros with 4 life, deduct 20 points from cost. 5 life, deduct 30 points. (might need to change cost havent tested it enough) Heros can be joined together to create squads of 2 Heros. However, this squad must be formed at the start of the game and cannot be changed. Example: if I take Raelin (cost of 50) my first draft turn and sylvarris(80) my second, I can choose to make them a squad and move them as I would move a squad. If you want to use the Airborne you can A) play with as normal or B) give them a cost of 60 and take away their specials or C) take drop away and increase cost 20

After a score the opponent gets the ball beside the first water spot on his side. (marked by orange) all players for both teams must be behind or beside the spot on their own side (basically anything but past it).

2 players 250ppa

4 players 200ppa

or whatever you agree on. Higher ppa = more fighting. Lower = more movement.

Special Rules: Engagement occurs as normal.

Sorry this was longer than the LandScape allows... Here's the full rules.

Goal: Score points!!

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2 players 250ppa

4 players 200ppa

or whatever you agree on. Higher ppa = more fighting. Lower = more movement.

Special Rules: Engagement occurs as normal.

Unit with the ball cannot attack however all other units on the field can attack anyone they choose.

Use a spare Glyph as the football, either place under the unit or on the card if you can keep track.

Fighting (Tackling/Blocking):

When any unit sustains a damage point, they are considered tackled/blocked and are taken off the field. They will respawn at the beginning of next round in that player's starting position.

Each turn (1,2 or 3) consists of one down in football.

Each Round consists of 3 turns.

During any turn (down) the player who has the ball goes first. If no one has the ball roll initiative. If a player has the ball at the start of the down he can choose to try to throw the ball or run with it. Throwing consists of finding someone within range that does not have an opponent blocking. Blocking is considered to be any LOS part of the defender within the LOS part of the receiver. And you cannot move a piece if that piece's turn is not at that time (no smudging to get out of block or in block). If he runs with the ball, at any time he can throw the ball to someone behind or equal to him in range not blocked. If the person he throws to can run with it also so be it, however once someone with the ball

moves the ball cannot be thrown forward till the next turn. If the player with the ball is tackled they fumble the ball. Even if the defender picks it up they cannot throw the ball forward until the start of a new down.

Victory: Scoring: run/pass the ball to a unit in opponents starting area(grey) = TD(7 points).

Throw it into the starting area with no opponent there = FG(3 points).

First to X points wins!

my suggestion is 13 or 20. Makes field goals a little valuable, with 21 you need 1 TD and 3 FG.

Optional Advanced Rules:

TD: Run the ball in

FG: Passing in to teammate

Punting: Throw a ball to a spot, but opponent can be the only one who picks up(they get 3 turns to do it in).

Enjoy!!! this is by far my most expansive scenario so PLEASE tell me what you think!
(pm aielman