

# BALLMONSTERS!

## NEW BALLS, PLEASE!

These news rules for *Ballmonsters!* are for play-testing. Please send your feedback and questions to [precinctomega@gmail.com](mailto:precinctomega@gmail.com).

### MICROBALLS

The tiniest of ballmonsters, they're almost cute. Almost.

A single miniball may be replaced with three microballs. Microballs have a default STR of 0 and cannot have a STR higher than 2.

Microballs only score 1 VP if they go through a portal.

### MINEBALL

Mineballs love to ruin everyone's day. If you invited one to a picnic, it would come with wasps. But as no one is likely to invite them to a picnic, ever, they resort, instead, to blowing themselves up violently and repeatedly.

Only a miniball can be a mineball.

When you place a mineball on the field, secretly write down a number between 2 and 12 on a scrap of paper and place it, facedown, next to the field. If another ball hits the mineball with a momentum greater than the number written on the paper, it *explodes*. This happens before resolving bites or bounces.

When a mine ball *explodes*, it and any ball adjacent to it immediately deflate. In addition, roll a d12. Every ball within a

number of inches equal to the d12 roll immediately loses -1 strength. If the roll is 12, then every ball within 12" immediately loses -2 strength.

Neither player earns any points for deflations that occur as a result of the mineball *exploding*.

Once a mineball has exploded, it re-inflates like any other ballmonster, but cannot explode again in the same game.

### SWARMBALL

The tiniest microballs sometimes cluster together for protection and warmth. The tiniest are pushed towards the middle, whilst the larger ones rise to the surface and fresh-ish air. Whenever it hits a target, there is a chance that it will spit out a microball.

Only a miniball can be a swarmball.

Every time a swarmball hits a target, roll a d12. If the result is less than the swarmball's current power, place a microball in any empty space within 1" of the swarmball.

As soon as a swarmball generates 5 microballs, remove the swarmball – it has lost too many of its larger microballs to hold itself together!



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