

BALLMONSTERS!

A GAME OF IMPROBABLE SILLINESS

Welcome to the official beta of *Ballmonsters*! If you've played any of the previous versions of these rules, you'll find some similarities, but many changes in response to feedback from our players. The main reason for all the changes is the same: to make the game more fun! If you have any feedback on these rules to share with us, please send it to precinctomega@gmail.com. All your thoughts and suggestions are welcome.

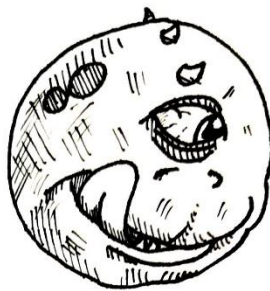
The Object of the Game

The object of the game is simply to have scored more points than your opponent when either player removes the last of his or her miniballs from the table.

The Point of the Game

The point of the game is to have fun. Although there is an element of skill and judgement in *Ballmonsters*! it is, at heart, a silly game intended to make you laugh. So, win or lose, don't take it too seriously.

MEET THE BALLMONSTERS!



Ballmonsters are magical creatures, like unicorns or dragons. Unlike unicorns or dragons, you wouldn't want one on your coat of arms. They can't be trusted and would eat your escutcheon given half a chance. They are best thought of as carnivorous, helium-filled beachballs, but their true biology is incomprehensible mutant sorcery. Suffice to say that, like all monsters, they eat, and they poo, and they do worse things besides. And as for where little ballmonsters come from... that way insanity lies.

You'll never have read about them in any bestiary

or book of fairy stories, because in the mythical multiverse, the ballmonsters are the weird kid with the odd smell and poor understanding of personal space that no one wants in their team. Wherever they have appeared – usually by accident – they have been pushed out, chased away and driven to the very fringes of reality, where the dimensions bleed into each other and the blasted wasteland is dotted with the ruins of civilizations that never existed and where magical portals sprout spontaneously like zits upon the face of reality.

BETA VERSION 1.1

BALLMONSTERS!

Using these Rules

The *Ballmonsters!* game isn't complicated, but you will probably need to refer often to these rules when you're just getting started. To make this as easy as possible, the rules are split into sections to make finding the rule you need as easy as possible.

Setting up a game of Ballmonsters!

To play a game, you'll need two teams and a playmat, counters, the bounce templates and a couple of 12-sided dice per player.

A team of ballmonsters consists of one monsterball and four miniballs. All ballmonsters are mounted on hexagonal bases, each side of which is 15mm long.

Once the playmat is laid out, decide who is going to go first by rolling a d12 or tossing a coin. That person then places one miniball on one of the centre zone spots. The players then alternate placing miniballs until all the miniballs are on the table. The player who last put down a miniball then picks a monsterball spot and the other player takes the opposite spot. The player who puts down a monsterball last then takes the first shot of the game.

The Playmat

You can order a playmat from Precinct Omega, but you can also find an explanation of how to make your own at the end of these rules.

Anatomy of a Ballmonster

Don't think too hard about how they work internally. Like we said before, it's magic. Horrible, disgusting magic. Nevertheless, there are at least two parts of a ballmonster that you do have to think about: the front and the back.

Each ballmonster is mounted on a hexagonal base of which three sides are its front and three are its back. It should be clear which are which, either just from the positioning of the ballmonster miniature or from the use of paint or permanent marker on the base rim. All of the sides in the front are the bitey side. All of the sides in the back are the backside.

There are two broad types of Ballmonster:

Monsterballs are the larger, dominant sub-species. Each player has only one monsterball.

Miniballs are all the other balls. Each player starts with at least four miniballs, but some options may provide more.

Each ballmonster also has a strength (STR) between 0 and 6, and some ballmonsters may also have effects (EFF). To determine the STR and EFF of each ballmonster, you will need a team roster looking like this:

Name	Strength						Special Effect
Monsterball	1	2	3	4	5	6	
Miniball	1	2	3	4	5	6	
Miniball	1	2	3	4	5	6	
Miniball	1	2	3	4	5	6	
Miniball	1	2	3	4	5	6	
Miniball	1	2	3	4	5	6	

At the top of your roster, insert the name of your monsterball and, below that, the names of all your other ballmonsters. A monsterball, by default, has a STR of 5, whilst other ballmonsters have a default STR of 0.

Friends & Enemies

All the balls in your team are "friendly". All the balls on your opponent's team are "enemies". When it comes to ballmonsters, these terms are relative, though.

The Active Ball & Target Balls

Whichever ball is currently moving is the active ball. Whichever ball it is going to hit is its target.

Fiddling With Your Balls

At the start of the match, you need to check your balls are in perfect shape. To do this, allocate up to 6 fiddle points (FP) to your team to boost them. A maximum of 2 FP may be allocated to each ball and 1 FP may do one of two things: either increase STR by +1 or give it a "special effect". A ball may have a maximum of one special effect.

A table of special effects can be found at the end of these rules.

PLAYING THE GAME!

Taking a shot

Each player's turn consists simply of taking one shot and then resolving the bounces that follow.

To take a shot, nominate a target for your monsterball, decide the *Momentum* the monsterball will have for the shot, between 0 and 6, and add the monsterball's STR.

The result is the monsterball's *power* for this shot. A monsterball will move up to a distance equal to its STR in inches without losing any of its power. It will then move up to its power, but losing -1 power for each inch it moves. So a STR 6 monsterball with 6 Momentum has 12 power, and will move up to 6" and still have 12 power. After 7" it will have 11 power. By the time it comes to a halt at 12", it will only have 6 power.

When the monsterball hits a target, resolve a bounce!

Picking a target

To be a valid target, the player must be able to draw a straight line between any one point on the monsterball's base and any one point on the target's base, without that line crossing the base of a ball, including the active and target balls. A target doesn't have to be friendly, but hitting an enemy ball before hitting a friendly one is a *boob* (see below for details).

Having identified the target, the player must also declare which of the target's facing edges it wants to hit. The three sides of the target that are closest to the active ball are the facing edges, and may be either bitey or backside. Any of the facing edges may be selected if there is room next to it in which to place the active ball.

Eyes in the back of its... back?

A monsterball can draw lines to its target in any direction and doesn't have to be "facing" the target.

How did it do that!?

Note that the active ball doesn't have to be able to draw a line to the facing edge it wants to target: just to anywhere on the target ball's base. So it's entirely possible to swerve under, over and around intervening balls to hit the target the way you want to. These aren't mindless spheres. They are ballmonsters and... well, yes, they are still mindless, but they are also cunning and vile and it's amazing what they can achieve with well-timed flatulence.

Facing

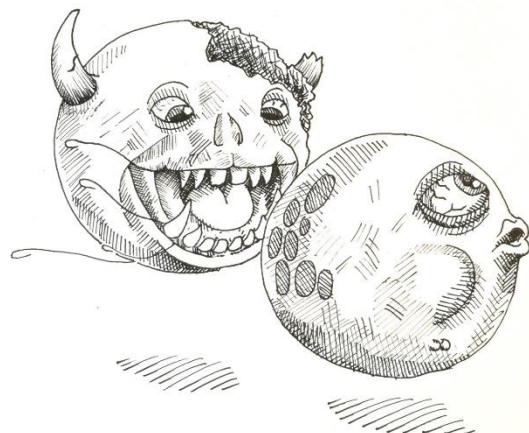
An active ball maintains the same facing it had at the start, throughout its movement. At the point that a ball collides with a target, it may place any of its sides – bitey or back – adjacent to the target side, but if it doesn't hit a target, it may not change its facing.

Duffs

If a monsterball fails to hit any target because it doesn't have enough power or for any other reason, it has made a *duff*. The monsterball is humiliated and all the other ballmonsters will laugh at it. More important – to the player, anyway – is that the opposing player gets +1 victory point.

Boobs

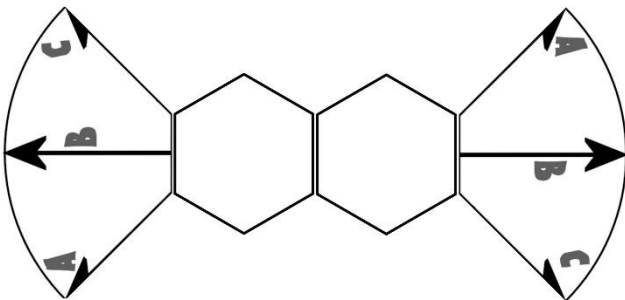
If a monsterball hits an enemy ball without having already hit at least one friendly ball, it has committed a *boob*: a deadly insult! Regardless of the facing edge struck, the target will get to make a bite, with +3 STR.



RESOLVING BOUNCES

When two balls collide, you must resolve the bounce. Bounces have two phases: *bite* and *boing*.

The active ball is whichever one was moving to create the bounce. Having placed the active ball adjacent to the selected facing edge of the target, place a counter next to the active ball showing its current power, then put a *boing template* against the sides of each ball opposite the sides that are adjacent, as shown below:



You can find a cut-out version of the boing templates at the end of these rules. You will probably want at least four to play the game.

BITE

Given no alternative, ballmonsters mostly survive on discarded chewing gum, things scraped from the soles of shoes and used tissues: anything that's been thrown away and which no one else wants will find it to their realm eventually. But there's nothing ballmonsters like more than the taste of another ballmonster.

When any two balls collide, if there is a bite will depend upon two things: whether the bounce is friendly or unfriendly and the facing of the adjacent balls.

A friendly bounce is when both balls involved are on the same team:

Active Ball	Target ball	Result
→	←	No bite
→	→	Bite!
←	←	Bite!
←	→	No bite

I'm on your side!

Ballmonsters are unruly, grumpy, stupid and more-or-less permanently hungry. As a result, given the opportunity to get away with it, they will bite their allies as enthusiastically as their enemies.

An unfriendly bounce is when the balls are on opposing teams:

Active Ball	Target ball	Result
→	←	Bite!
→	→	Bite!
←	←	Bite!
←	→	No bite

Before a bite takes place, the active player – the one who owns whichever ball is active at the time – decides how much of that ball's power it will commit to the bite. However, the active ball must keep at least 2 power (or 1, if it has only 1 left to keep!). Then each player rolls a d12 (if the bite is a friendly one, the other player can still roll a dice for one of the balls – make sure you agree who is rolling for which ball!).

Add together the result of the dice roll, the ball's STR and any power it allocated to the bite.

If the result is a tie, no bite happens. Otherwise, the higher roll wins. If the winner has one of its bitey sides adjacent to its target, it inflicts a bite.

The bitten ball loses -1 STR to a minimum of 0. The biting ball gains +1 STR up to a maximum of 6.

If a ball with STR 0 is bitten, it becomes deflated.

A Critical Bite!

If a ball rolls a natural 12 on a dice, it inflicts +1 more bite than it otherwise would. This even counts if the ball doesn't have its opponent on a bitey side or if it has been deflated by its opponent.

Special Effects and Bites

Regardless of the result of a roll, an even number on a ball's dice roll is an *activation* if it has a

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relevant effect or condition.

Deflated Balls

When a ball is deflated, remove it from the table and replace it with a deflated token. A deflated ball remains deflated until the end of the next shot, at which point it re-inflates – remove the token and return the ball to the table. A re-inflated ball has the same strength and special effects it had before it was deflated unless a rule specifically states otherwise.

BOING

Having resolved the bite, move on to the boing.

The bounce templates are marked with three vectors – A, B and C – along which a ball might bounce. The player controlling the active ball decides the vector along which the balls will bounce (with both balls going along the same vector) and then allocates power from the active ball's remaining power to each ball in the bounce.

The active ball must always keep at least 2 power for itself if it is a monsterball and at least 1 power for itself for any other ball.

Each ball – starting with the active ball – bounces along the line of its vector up to the distance given to it in power.

For example, a monsterball with – after movement and bites – 5 power remaining is bouncing a miniball along vector A. The monsterball must keep at least 2 power for itself, so it gives 3 power to the miniball. The miniball then bounces 3" along vector A in one direction, whilst the monsterball bounces 2" along vector A in the opposite direction.

Targets of bounces

If a ball's vector crosses the base of a second ball, within the range of the active ball's power, then the second ball becomes the active ball's target. Once the active ball has a target, remove the boing template and resolve the bounce as if it were a new shot, with the exception that the active ball cannot add any momentum or STR to its power.

Overlapping bases

If a ball's vector doesn't cross another ball's base, but at the end of the move, the active ball's base would overlap another ball's base, move the active ball back along its vector until it isn't overlapping and place it at least 1mm away from any other ball.

The sides of the field

If a ball collides with the edge of the field, place the ball on any unoccupied miniball starting space. If all the starting spaces are occupied, place the ball on any unoccupied monsterball starting space. If these are also occupied, the ball is removed from the battle and scores no points.

PORTALS, SCORING AND VICTORY

Portals are the same size and shape as the hex bases of your ballmonsters (so spare bases can be used to represent the portals very easily).

You will need to keep a tally of the total number of turns taken in the game. After every turn, roll a d12.

- ✓ If the result is equal to or less than the number of turns taken so far, the player who took the last shot places a portal on any centre zone space that isn't currently occupied.
- ✓ If the result is more than the number of

turns taken so far, the player who just took the last shot removes one portal if there are any on the field.

- ✓ After turn twelve, if the dice rolls a 12, remove a portal. Otherwise, add a portal.
- ✓ The maximum number of portals is 10.

If a ball's vector and power would bring it into contact with a portal, remove the miniball from the table. If a monsterball contacts a portal, move it immediately to either of the monsterball starting spaces. A monsterball may not target a portal with a shot.

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No room!

If all the centre zone spots have either a ball or a portal on them, then place a portal on one of the monsterball starting spots. If those also have portals or balls on them, remove one portal

Scoring Points & Winning the Game

The object of the game is to score more points than your opponent. There are three ways of scoring points:

- ✓ If your opponent performs a duff, you get +1 point.
- ✓ If you deflate an opponent's ball, you get +2 points.
- ✓ If one of your miniballs goes into a portal,

instead.

A spot counts as occupied if any part of the spot is covered by a ball's base

you get +3 points.

If, at the end of any shot, one player has no miniballs on the field, the game ends immediately and whoever has the highest score wins.

If both players have the same score, then whichever player deflated the most opposing balls wins.

If this number is also the same, then the game is a draw.

SPECIAL EFFECTS

Flaming

Some balls are permanently wreathed in a noxious cloud of combustible gas that leaks from orifices best not imagined. One spark and they are aflame! It doesn't hurt them, but they do find it hilarious to set other balls – friends and foes alike – on fire. Whenever a flaming ball activates, it sets one adjacent ball of the controlling player's choice *on fire*. Flaming balls themselves cannot be *on fire* or *sick*.



Infectious

Infectious balls are even less appealing than other sorts! They ooze pus and bile and cough and

splutter their way around the wastes, spreading contagion wherever they go. Whenever an infected ball activates, it makes one adjacent ball of the controlling player's choice *sick*.

Tough Nut

Some balls last long enough to become toughened against the assault of their enemies. Whenever a tough nut activates, ignore one bite or effect of an adjacent ball.

Winged

Rarely, ballmonsters sprout crude but serviceable wings. It's probably something they ate. Either way, an active winged ball may ignore the first ball in its path, moving through it as if it weren't there.

Horny

Ballmonsters like to cultivate all sorts of unsightly growths. A particularly impressive one may become long and pointy enough to count as a horn. If a horny ball activates and an adjacent ball is STR 0, then that ball immediately becomes deflated. If more than one adjacent ball is STR 0, then the ball of the controlling player's choice deflates.

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CONDITIONS

There are a few conditions that can afflict a ball in the course of a game:

Deflated

A deflated ball is removed from the table and replaced with a deflated token. At the end of the turn immediately after the one in which the ball was deflated, the ball returns with its original STR and special effects on the spot of the deflated token. Remove the deflated token from the field. When a ball deflates, remove all other conditions from the ball.

On fire

A ball that's on fire receives one fire token. At the end of each turn, including the one in which a fire token was applied, roll a d12 for each fire token a ball has. If the dice shows an activation (even number), deduct -1 STR from the ball and – if it isn't deflated – add another fire token. If the dice shows no activation (odd number), remove a fire token. Balls that are on fire can set other balls on fire, as if they were flaming. A ball that's on fire can be set on fire again.

If an infected ball is on fire, it doesn't count as infected. If a sick ball is on fire, remove the sick token.

Sick

A ball that becomes sick receives a sick token. A ball can only ever have one sick token. At the end of each shot, a sick ball loses -1 STR.

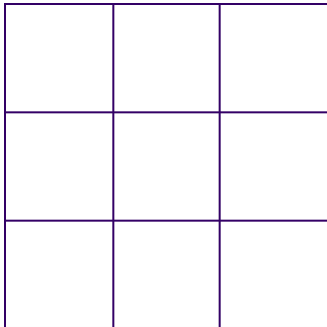
Infected balls and balls that are on fire cannot become sick.



THE PLAYMAT

To make your own playmat, start with a piece of A2 paper, card or similar product. The dimensions of an A2 sheet are 42.0 x 59.4cm or 16.53" x 23.39".

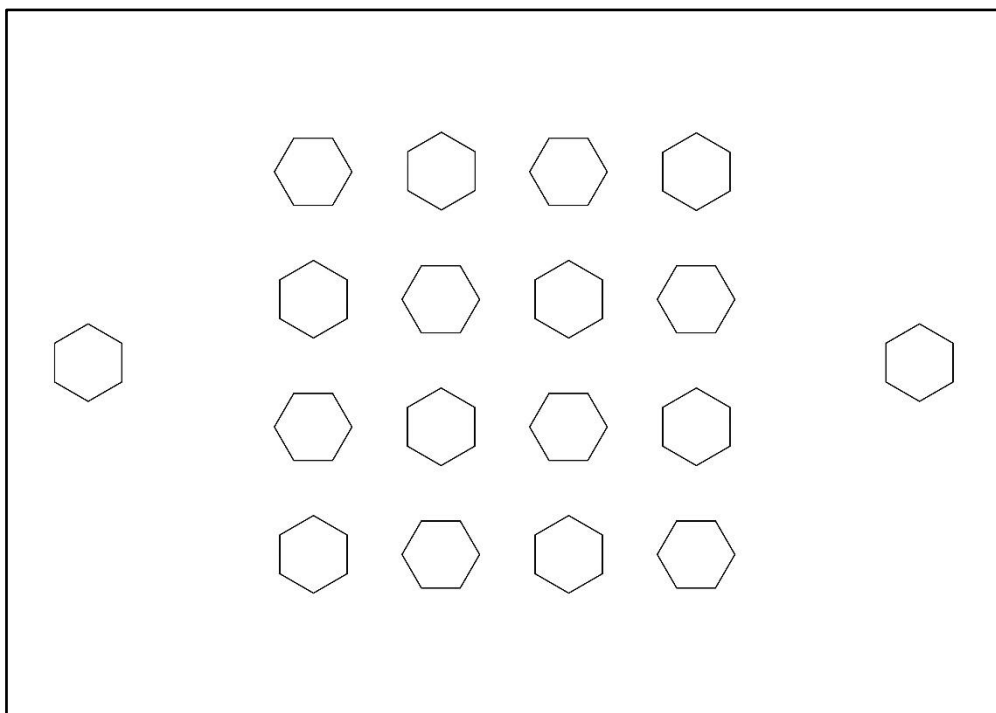
Onto this sheet, centred as precisely as possible, draw a square 3x3 grid with sides 9" long, like this:



Then, using one of the plastic flying bases sold with your *Ballmonsters!* miniatures, and starting at the bottom, left-hand corner, draw a hexagon centred on each corner. The hexagons should be aligned with the grid, with each hexagon rotated 30° from its neighbour. That probably sounds really confusing, so just look at the picture below and it should be clear.

Finally, 3" from each short side of the sheet and as centred as possible, draw two more hexes, each aligned with a face pointing towards the centre of the mat.

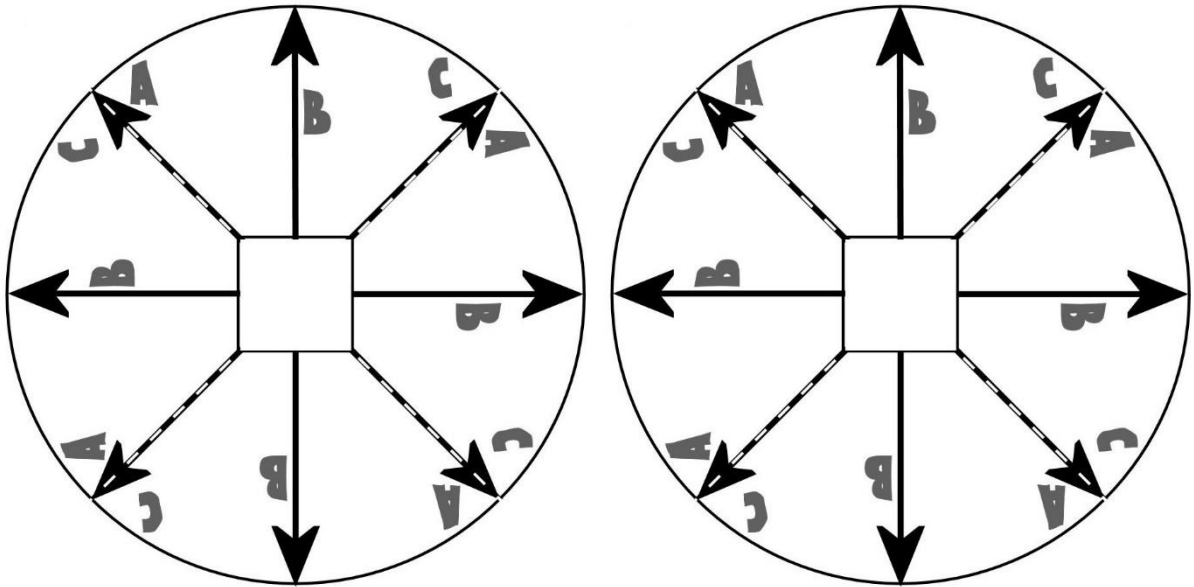
The result should look like this:



NB: The hexagons here are twice the size they should be to make them appear clearer

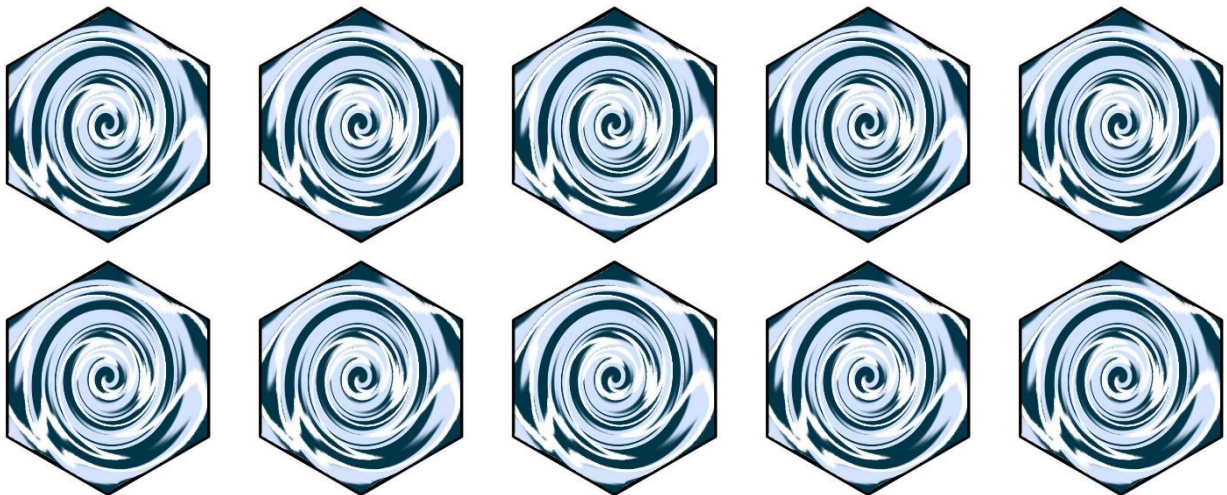
TEMPLATES AND COUNTERS

The Boing Template



Print out this page cut out the circles and cut along the dotted lines to create eight boing templates.

Portals



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Deflated Counters



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