

KILL BALL ERRATA

The following rules are adjustments to those listed in the Kill Ball rulebook. They are intended to provide clarification and further balance to the game

GAMEPLAY

Line of Sight & Dodging: Attacks from outside a player's line of sight (which previously would've not allowed that player a chance to dodge) now process the same way as attacks against a downed opponent. The attacking player automatically succeeds their hit roll but still rolls to see if they crit, and the defending player rolls dodge at half their normal attribute.

Scoring: After a score, the team that was scored on gets the ball in the next setup phase.

Scatter Roll: If a scatter roll indicates that the ball lands in a square occupied by a standing player, then that player gets the ball. If the player in that space is knocked down, they may occupy the same space as the ball, but they do not possess it.

Scatter Roll 2: Re-roll rolls of 9 or 10 if the attacking player is not adjacent to the origin of the scatter roll. (throw out rolls of 9 or 10 on scatter rolls caused by attack throws or another player being knocked into the ball carrier)

Facing: You only need to worry about facing at the end of your move. If you want to turn 180 degrees from the direction you were moving at the end of your move, it costs 1 movement. (if you want to turn all the way around, you have to move 1 less space than normal)

You can turn to face an opponent, attack them if they are adjacent to you, and then move.

Max Attributes: 90 is the max value a player can have in an attribute, even with bonuses figured in.

INJURIES

Knockdown: Players that are knocked down lose guard.

If you are knocked down by a player's guard attack before you've acted, you lose your action for that turn.

ACTIONS

Pickup: Enemy players can attempt to intercept a pickup which they are adjacent to and is within their line of sight. (If the ball is sitting on the ground in front of an opposing player and you try to pick it up, they can try to intercept/snatch it away from you.)

Guard: You can guard, then move, but it does nothing. Why would you do that?

PERKS

Wall Dash: You can jump 4 squares instead of 3 when making a wall dash.

Roundhouse: You must be facing at least one of the opponents you are attacking to use roundhouse.

Deadly Throw: Attempts to intercept attack throws made by this player are made at -10 attribute, rather than $\frac{1}{2}$ as indicated in the rulebook.

Super Slam: Players that are super slammed into a wall receive a -2 modifier on the injury result table.

Players that are hit by the slammed player as they fly by receive a -1 modifier on the injury result table.

Iron Grip: If a player with iron grip is knocked down and possesses the ball, they can hand it off. They cannot receive hand-offs in this fashion.

Counter: Counter is only triggered by a player that can see their attacker.

Technique Attack: In addition to this perk's original rules, the following also applies:

When rolling to injure an opponent that could not see an attack coming (outside line of sight), the attacking player applies a -1 modifier to the injury result roll.

Lubricous: In addition to this perk's original rules, the following also applies:

When a lubricous player is rolling for sprint and the dice result is a 4, 5 or 6, the player may roll an additional d6 and add that to their result. The maximum a player may sprint remains 12.

KILL BALL VARIANTS

TURBO KILL BALL

Kill Ball played with 2 balls instead of 1, and in less time!

At the end of the setup phase, each team gets to assign a ball to one of their players.

Play stops and returns to setup phase when a goal is scored, like normal.

A game takes 8 rounds instead of 12.

Players can possess and carry more than 1 ball at a time.

“NIGER” LEAGUE RULES

You may replace any number of players from your team with fresh starters between games, rather than only 1.

Starters become Veterans after 1 game instead of 2, and Veterans become eligible to become captains 1 game after that. (After 2 games total.)