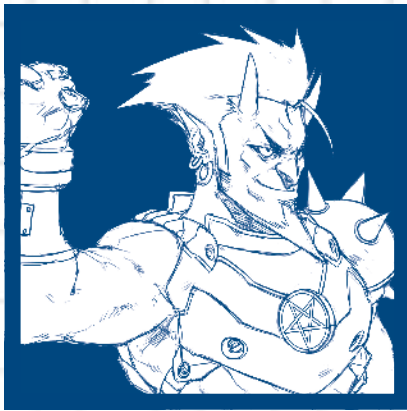




KAOSBALL FAQ VERSION 1.0

ERRATA



"Someone must have made a mistake here. This does not look right."

- Hardman Jury, "Monday Night Kaosball"

TEAM RECORD SHEET

On the team record sheets' actions summary, the SPRINT section should mention that a Runner or Ringer may attempt to steal the ball from an enemy in their killzone after moving up to 5 spaces.



GANGSTA Z

Gangsta Z's ringer ability should read:

All of your other Runners get +1 to all contests.



FAQ



“Check the rules, there’s no way he can do that!”

- Hardman Jury, “Monday Night Kaosball”

Q: Is it possible to attack a knocked down figure?

A: No. Only standing figures can be attacked. However, some abilities can still deal direct damage to a knocked down figure [like the Daemons’ and Valkyries’ team abilities, or Tycho’s and Rumblefist’s ringer abilities].

Q: In case of a tie during a Reaction contest, who applies the result of the Tiebreaker die to his total? The player initiating the contest or the player whose turn it is?

A: The player whose turn it is is always considered to be the active player, therefore the Tiebreaker die roll is always applied to his total.

Q: If I enter an enemy’s killzone and pick up the ball there, can he then perform a reaction to steal the ball from me?

A: No. Any reaction must always be the very first thing that happens when a player enters an enemy’s killzone. If a player passes on the opportunity to react, and the active player then picks up the ball, he’ll only be able to steal it if the active player then enters a different space in his killzone.

Q: Can I use a BZZZZT! cheating card against a figure that enters my killzone by executing a follow-up to a tackle?

A: Yes. As that cheating card is not a Reaction, it can be used against a figure that enters your killzone by any means.

Q: Is the energy card UPSET! or the cheating card BOOSTER BRU considered to be dead if I have already burned the same card this period?

A: Yes, both of these are either energy cards or played as energy cards, so they become dead once you’ve burned one.

Q: Does the UPSET! energy card auto-win against a +2 or +3 energy card being played with the STIM PACK! cheating card?

A: No. STIM PACK! doubles the total [including team stats], not the +2 or +3 number on the energy card.

Q: Does the UPSET! energy card auto-win against a +2 or +3 energy card with its value doubled by the Clockwerks’ OVERLOAD team ability?

A: No. The UPSET! card only takes into account the value printed on the card, ignoring any modifiers.

Q: What happens if I use the BOOT TO THE HEAD cheating card to knock down an enemy, end my activation in his space and then he stands back up?

A: In that particular case, the figure who invaded the space of the knocked down enemy gets benched when the enemy gets back up.

[Note that this is different from the setup for next period, where both figures are benched if they occupy the same space.]

Q: If a figure is carrying the ball when it's knocked down by the BOOT TO THE HEAD cheating card, is it still carrying the ball when it gets back up at the end of the turn?

A: No. A figure that is knocked down drops the ball. If it gets back up it doesn't automatically pick up the ball. It will have to be activated and end its turn in the same space as the ball in order to pick it up.

Q: Who decides the order in which to resolve multiple effects that would happen simultaneously, such as "end of turn" events like the Goblins' ability and the resolution of a BOOT TO THE HEAD cheating card?

A: Whenever multiple events would happen simultaneously, the player whose turn it is decides the order in which to resolve them.

Q: During the set up for the next period, what happens if I have more than 3 runners or 2 bruisers on the field (through a use of the HAIL MARY PLAY tactic card)?

A: You can never start a period with more than 3 runners or 2 bruisers. So you must choose any player in excess and bench him. Then field the correct player on your scrimmage line.

Q: If I use the BRICK upgrade, taking 1 damage to prevent being knocked down, does my opponent score a point if he has the HATE upgrade?

A: No. The HATE upgrade gives a point when you injure an opponent, while the use of BRICK is a self-inflicted damage.

Q: If I have the RELAY TRAINING upgrade, can I hand-off the ball over an occupied space?

A: Yes, although you still cannot hand-off the ball through a wall.

Q: If I extend my killzone for hand-offs with the RELAY TRAINING upgrade, can I essentially hand-off the ball diagonally?

A: No. RELAY TRAINING extends your killzone for hand-offs in a straight line only (the Amazons, however, are then able to hand-off the ball an extra diagonal away in a straight line).

Q: Does the SPEED TRAINING upgrade increase the distance my figures may move when I play a card such as SCATTER! or use the Zombies' SHAMBLE ability?

A: No. SPEED TRAINING only affects your normal movement, when you activate a figure to perform an action.

Q: Do walls block the Ogres' STOMP ability?

A: No. Walls block a figure's killzone, while STOMP was specifically worded so it affects all **adjacent** spaces (spaces that share an edge with the figure's space).



Q: If the Ninjas initiate a Fighting contest and win by playing the same card as their opponent, do they deal any damage?

A: Yes. If an effect allows you to automatically win a contest, you always win by 3.



Q: If I'm playing the Lycanthropes, can my ringer use the SHAPESHIFT ability?

A: No. Because SHAPESHIFT applies specifically to a Human or a Wolf, it doesn't apply to Ringers.

Q: Does a figure turned into a frog token by the Warlocks' CURSE ability still count as a figure?

A: Yes, the frog token counts as a figure on the field. As such, it occupies a space, and can be tackled or attacked.

Q: If the Trolls have already placed two trash tokens on the board, can they place a trash token anywhere else?

A: Yes, the Trolls can always place a trash token in their killzone when they're activated. If both trash tokens are already on the board, the player just choose one of them to move into the new space.

Q: How does Cretin the Ettin's double attack/tackle work against 2 different players?

A: If Cretin the Ettin attacks or tackles two figures from different teams at once, he decides which player engages him in a contest. The outcome of that contest still affects all players involved.

Q: Can a figure still use its team or ringer ability if it's knocked down?

A: No. As soon as a figure is knocked down it loses the use of all its abilities. For example, if a Daemon moves up to an enemy and gets knocked down, it can no longer use its SMOKIN' HOT ability to scorch its enemies.

Q: If a figure is pushed back against the edge of the field, does it get knocked down?

A: Yes.