

Kaosball League Rules

“To win an individual game is certainly an achievement, but an all-out drive of sustained excellence over the course of a league series is the real test.”

- Adelaide Baxter, “The Game: How Kaosball Defined the New World”

Overview

A league simulates a full season of Kaosball, with four to eight players choosing a team to compete for the Kaosball Chalice.

The league season is played as a series of one-on-one matches until each team has played each rival team twice. Then, teams with the best records make it to the playoffs to compete for the Chalice.

During the league, each player’s team will become more powerful and versatile by piling up team upgrades over time as well as earning league achievements that broaden their cash base and active upgrade pool.

What You Need To Play

To play a league season of Kaosball you need:

- One Kaosball Core set
- At least 4 players
- A copy of the KBL League Manager (at the end of these rules)
- Up to three extra sets of upgrade tokens (if you wish to play with more than 4 players).

League Setup

One player, known as the organizer, creates a league season. He takes a copy of the KBL League Manager (see above for example, and final page of rules for a full sized sheet), which serves as the record for that league.

Then, the organizer goes through the following steps:

1. Invite Players
2. Create Banned List
3. Customize Deck
4. Choose Elective Achievements
5. Organize League Schedule

In further detail:

Invite Players

The organizer chooses between four and eight players (including him or herself) to invite to the league.

Players are then assigned a team to play be assigned teams one of three ways:

1. **Random assignment:** give each player a random team to play.

2. **Mutual agreement:** players all mutually agree on which team they will play. This only works if disputes can be settled by mutual consensus.
3. **Organizer Assignment:** The organizer determines which player plays which team by fiat (ie. Other players have no choice or say).

Furthermore, chosen teams cannot be on the banned list (see below), and cannot be duplicated in a league (there cannot be two Ogre teams, for example).

Create Banned List

The organizer may choose any number of teams and up to 2 different upgrades to make the banned list.

Teams on the banned list may not be chosen or assigned to players for this league. All upgrades banned for this league are removed from the upgrade tokens pile.

Customize Action Deck

The league organizer may make up to five changes to the tactics and cheating cards in the action deck for this league by direct substitution. The final action deck must contain 60 cards, however.

Tactics cards may be substituted on a one-for-one basis with any other tactics card (for example, you could remove both copies of Hail Mary Play and in their place put one more Scatter and one more Huddle).

Cheating cards may be substituted in the same manner.

Energy cards cannot be substituted.

Customizing the deck will become more involved as alternate tactics and cheating cards are introduced with expansions.

Note: This option is strongly recommended only for more experienced organizers. Play a few matches with the basic action deck to get used to it before making too many changes.

Note: This option may not be available until expansion deck design is complete post-launch.

Choose Elective Achievements

Choose three of the listed Elective Achievements to be available for this league. The full list of Achievements and their associated rules are in the Achievements section.

Organize League Schedule

Determine a play schedule for all players in such a way that each player plays against each opponent twice, but nobody gets too far ahead in number of matches played.

Managing the league may also include keeping track of the upgrade tiles and storing teams in between matches.

League Structure

The league season is played in two parts: season matches and playoffs.

During the season matches part, each team plays each other team twice. Thus, in a four player match, each player would play 6 total matches throughout the season.

Record the winning team's number in the box showing the matchup between both teams. For example, in the first match between Team 1 and Team 2, if Team 2 won, write a "2" in the box corresponding to their match.

SEASON Game Results		Team 1	Team 2	Team 3	Team 4	Team 5	Team 6	Team 7	Team 8
Team 1			UP		UP		UP		UP
Team 2				UP		UP		UP	
Team 3		UP			UP		UP		UP
Team 4			UP			UP		UP	
Team 5		UP		UP			UP		UP
Team 6			UP		UP			UP	
Team 7		UP		UP		UP			UP
Team 8			UP		UP		UP		

The Playoffs

After the season matches, the teams that have accumulated the most wins enter the playoffs.

The number of teams entering the playoffs depends on how many players are in the league:

Players	Playoffs	Playoffs
4	3 x 2	Top 2
5	4 x 2	Top 2
6	5 x 2	Top 2
7	6 x 1	Top 4
8	7 x 1	Top 4

If two or more teams are tied for wins, the team that has earned the most achievements wins the tie. If more than one team are still tied, they play a single match to determine the tiebreaker (if multiple teams are tied for wins and achievements, their tiebreaker matches are played in an order determined by the organizer).

The playoffs themselves are run like an elimination tournament (illustrated on the sheet). In four team playoffs, the highest rated

team is seeded against the lowest rated, with the middle two teams seeded against each other.

When all but one team have been eliminated from the playoffs, the winning team takes home the Kaosball Chalice and is the winner of that KBL Season!

Gameplay Modifications

During a league, there are a few light changes and additions to the rules of Kaosball.

Home Team

During each match, the team listed horizontally is the home team and takes the first player marker at the match's beginning.

Lower Base Cash

Each team's base starting cash starts at ten (instead of twelve like an exhibition match). This can be modified during setup based on achievement points (see below).

Pre-Game Draft Changes

Players don't draft upgrades every match. Instead they only upgrade during matches marked on their sheet with an "UP" (icon to be added) symbol. This works out to once every two matches against the same team.

In a 5-8 player league, the organizer must supply extra upgrade tokens when the current upgrade tokens run out.

Players do, however, draft ringers every match as normal.

Upgrades Persist

Unlike an exhibition game, where team upgrades are reset every match, teams get to keep the upgrades they buy for the entire league.

Ringers do Not Persist

At the end of a match, ringers leave their prospective players' teams. Return their cards and minis to the box.

Fielding Upgrades

Fielding upgrades works the same as in the core rules. During a league, however, you'll notice that your "slots" become very important as you'll end up with more total cost in upgrades than you can field unless you increase your active upgrade points (see below).

This is where having several of the same upgrade comes in handy, because you can stack several upgrades with the same name into one slot, and their abilities are cumulative. You must still not exceed your maximum upgrade points in total value.

For example, if you have accumulated three Speed Training (cost 1), you could stack them all in your first upgrade slot. It would use up 3 of your active upgrade points.

Also note that the effects of upgrades are cumulative. In the above example, a team with three Speed Training upgrades could move an extra three spaces every time they move.

Spending Achievement Points

During match setup, after the six new upgrades for the draft have been revealed, each player earns one achievement point (AP) for each achievement he has earned throughout the league. For example, a player who has earned two Win, a Dominator and Called It! Achievements will earn 4 AP.

All AP must be spent at the beginning of the match to increase a team's starting cash (from a starting value of 10 to a maximum of 15) or Active Upgrade Points (from a starting value of 3 to a maximum of 12).

Each player spends their AP simultaneously, adjusting their dials in secret before revealing.

At the end of each match, your cash and Active Upgrade Points reset back to base values. Thus, you can re-customize your team each match depending on which upgrades you want to field, your opponent, and how much cash you feel you need for that game.

Choose Elective Achievement

The home team chooses which one Elective Achievement will be available for this match. For example, the home team could choose the "Moneybags" achievement. That is the single elective achievement either team may earn this match. No other elective achievements are eligible.

Earning Achievements

During a match, each player may earn up to a maximum of one achievement. Once an achievement is earned, record it on the KBL League Manager.

See Achievements Appendix for details about the types of achievements, availability and their rules.

Player Resurrection

At the end of each match, all runners and bruisers are resurrected. Thus, each team will have its full complement of runners and bruisers at the beginning of every match.

"What's it mean to come back from the dead? Look buddy, I ain't no philosopher, I'm a Kaosball player, yeah? Is there a bright light? Yeah! Does it feel all peaceful? Yeah! Does it make you want to let go and be one with whatever? Ehh, it might. For somebody who doesn't have a game to get ready for, yeah!"

Panda Monium, post-resurrection interview

Appendix: Achievements

There are two types of achievements available in the KBL.

Mandatory Achievements are available in any given match.

Only three Elective Achievements are available for any given league (chosen by the organizer), and per match only one Elective Achievement is available (chosen by the home team).

Mandatory Achievements
Winner
Blowout
Dominator
Elective Achievements
Relay Mastery
Overpower
Clean Record
Called It!
Survival
Moneybags
Pokerface
Feeding Frenzy
Knockdown King
Scoremaster

Mandatory Achievements

The following achievements are available every match:

Winner!

You win a match at the end of the fourth period by having the highest score.

Blowout

You have won a match by blowing out the other team (20 point lead or more).

Dominator

In one period, you have knocked down or killed at least four of your opponent's figures.

Elective Achievements

Only one of the following achievements are available during a match (chosen by the home team).

Relay Mastery

You begin 3 consecutive turns with possession of the ball. Each turn, the ball must be held by a different figure on your team. Use a wound marker on your team board to track how long you've held the ball, removing all markers if you lose possession of the ball or earn the achievement.

Overpower

You win the most kills bonus both in half time and endgame. The game needs to conclude without a team elimination to qualify for this achievement.

Clean Record

You do not have the most cheats either at half time or endgame. The game needs to conclude without a team elimination to qualify for this achievement.

Called It!

Once per period, you may interrupt a contest (when players have selected but not revealed their cards) and guess the opponent's card. If you guess correctly, you earn this achievement.

Survival

You end any period with none of your figures being killed.

Moneybags

End the match with 3 or more cash.

Pokerface

Play a dead card when an opponent plays a live +4 or higher energy card.

Feeding Frenzy

Successfully cause damage at least once every period (mark your team dugout with tokens to show progress).

Knockdown King

You have knocked down at least five enemy figures by the end of the match. Use tokens on your team dashboard to mark progress.

Scoremaster

End at least two periods with at least two of your runners/ringers on any scoring mound (mark your team dugout with tokens to show progress).

KBL League Manager Sheet

[illegible]