



RULES OF PLAY



A GAME BY ERIC M. LANG





TABLE OF CONTENTS

COMPONENTS	3
SECTION 1: BASIC CONCEPTS	4
THE CROSSFIELD	4
THE TEAMS	5
EXHIBITION AND LEAGUE GAMES	5
RUNNERS, BRUISERS AND RINGERS	5
KILLZONES	6
TACKLING AND ATTACKING	6
SCORING	6
DAMAGE, HEALTH AND KILLS	7
BURNING CARDS	7
CHEATING AND BRIBING	7
SECTION 2: PLAYING THE GAME	8
SETUP	8
PERIODS	9
PLAYER TURNS	9
Score	9
Playing a Tactic Card	9
Activating a Figure	9
Figure Actions	9
Movement Restrictions	10
The Ball: Pick-ups and Hand-offs	10
Entering a Killzone	10
CONTESTS	10
Live and Dead cards	11
Resolving Dead Cards	11
Energy cards with a star	11
RESOLVING A CONTEST	11
Stealing the Ball (Handling Contest)	11
Tackling (Tackling Contest)	11
Attacking (Fighting Contest)	11
END OF THE PERIOD	11
Scoring	12
Bribing	12
Cheating	12
Set Up for Next Period	12
HALF TIME	13
Score Kills and Cheats	13
Most Kills Bonus	13
Cheating Penalty	13
Ties	13
Return to Scrimmage	13
Switch Ringers	13
Switch Upgrades	13
END OF THE GAME	13
Winning the Game	14
Sudden Death Overtime!	14
LOSING THE GAME	14
Blowout	14
Elimination	14
OTHER RULES	14
CHEATING CARDS	14
FIRE TOKENS	14
WALL TOKENS	14
MINOR SCORE TOKENS	15
THREE AND FOUR PLAYER GAMES	16
Maximum Kaos Match	16
Alliance Match	16
SECTION 3: PRE-GAME DRAFT	17
UPGRADES	17
RINGERS	17
DRAFTS AND BIDDING	18
The Upgrade Draft	18
The Ringer Draft	18
CHOOSING UPGRADES AND RINGERS	19
Active Upgrades	19
Fielding Ringers	19
CREDITS	20
APPENDIX C: FAQS	21
(BACK PAGE OF RULEBOOK)	23



COMPONENTS

Kaosball contains the following components:

60 HIGHLY DETAILED MINIATURE FIGURES



Four teams with 13 figures each
(7 runners, 6 bruisers)



1 Coach figure per team



4 Ringer player figures

3 CUSTOM DICE



1 x 6-sided
Tiebreaker die



2 x 12-sided
Kaosball dice
(to mark the period and
the first player in a period)

1 GAME BOARD

- Representing the Kaosball field



4 MAGNETIC TEAM BOARDS



- Called your “team dugout”
- Containing information about your team’s stats and special ability.
- Also tracks your teams Cash, Fouls and Active Upgrade points.

68 PLAYING CARDS



60 Action cards



4 Ringer reference cards

1 RULE BOOK (28 PAGES)

43 PLASTIC TOKENS



1 Ball
token



4 Score
tokens



4 Fire
tokens



4 Wall
tokens



30 Wound
tokens



SECTION 1: BASIC CONCEPTS

"All right, listen up. People say Kaosball is a community, it's a way of life, it's the world in miniature played out on the crossfield. It's all that and more. You find yourself in a team that plays the game the same way you would live your life if you had no limits and no fear.

But to find that team, you have to know why they play the way they play. And to know that, you've got to know the game."

- Hardman Jury, "Monday Night Kaosball"



In Kaosball, up to four teams of fantasy creatures will battle to dominate key areas of the field and outscore the competition.

Each team has **Runners** who can score points, and **Bruisers** who can attack the other team.

Each team also has a unique **special power** that breaks the rules of the game, giving them a unique style of play.

They can also buy **upgrades** which add new special abilities, and hire unique players called **Ringers** who can attack like bruisers and score like runners. Naturally, the ringers have amazing abilities all their own.



OGRE RUNNER (CIRCLE BASE)



FANGS BRUISER (SQUARE BASE)

THE CROSSFIELD

A Kaosball field is shaped like a cross, as you can see on the board. The board is divided into spaces. Only one figure at a time can stand in a space, but there can be any number of knocked-down figures in a space, plus one standing figure.

"Anybody who won't walk over three or four enemies' bodies ain't cut out for Kaosball."

- Hardman Jury, "Monday Night Kaosball"

1- Blue Scrimmage Line

2- Red Scrimmage Line

3- The Midfield

4- Center field

5- The Backfields

6- Minor Scoring Mounds

7- Red Major Scoring Mound

When moving a figure, you cannot move diagonally. Two spaces are considered adjacent if they share an edge; diagonals don't count.

Each team has a **scrimmage line** that matches their color. This is where that team's figures will be at the start of the match, and where new figures will enter each period.

The large area between the scrimmage lines is the **midfield**.

The areas behind the scrimmage lines are called **backfields**, and each team has one.

At the exact center of the midfield is **center field**. That's the space where the ball will be at the start of each period.

Next to center field are four **minor scoring mounds**. These can be used by any team's runners to score points.

The **major scoring mounds** are in the middle of each team's backfield, and they are color-coded. You can only use the major scoring mound that matches your team's color [it will be the one opposite your team's scrimmage line].



THE TEAMS

Your Team record sheet (called the dugout in play) helps you keep track of your league stats, your cash on hand during the game, and your special ability and stats.

Selecting your team is the most important choice you make in Kaosball. It defines your whole approach to the game, in both style and substance.

Example Team: The Fangs

1- Team Logo

2- Team Stats

[for resolving Contests]

a. Handling – keeping and stealing the ball

b. Tackling – for tackling and resisting tackles

c. Fighting – for launching and resisting attacks

3- Team Ability [unique to each team]

4- Cash [for ringers, upgrades and bribes]

5- Fouls [tracks cheating cards used]

6- Active Upgrade Points [tracks total allowed upgrade power per game]

7- Bruiser health

8- Runner health

9- Team Coach

10-Team Upgrade slots



EXHIBITION AND LEAGUE GAMES

"Winning's good, but winning when it really counts is better. Every team in the league has strength and skill and style. Those who lack any of those things don't get to play at this level. So when it comes down to the clutch in the deciding game of a league season, the team who wins it all isn't necessarily the strongest or most skilled; it's the hungriest."

- Adelaide Baxter, *"The Game: How Kaosball Defined the New World"*

An **exhibition game** is a single match, with either 2, 3 or 4 teams competing at the same time.

Exhibition matches can be played in one of several modes: head-to-head (2 player), free-for-all Maximum Kaos (3 and 4 player), and partnership-based Alliance mode (4 player - 2 versus 2). Details on page XX ("Three and Four player modes")

A **league** is a series of matches involving four to eight teams, culminating in playoffs and a championship match.

Full league rules and schedules are available at www.kaosball.com.

RUNNERS, BRUISERS AND RINGERS

"Nobody risks their life for something they don't believe in, and no Kaosball team comes to the field without something to prove about how the world works, or how the world should work. To be part of a Kaosball team, whether you're a runner or a bruiser, is to dedicate your life and soul (if you've got one) to that team and its way of seeing things. To be a ringer is to dedicate yourself to Kaosball itself."

- Adelaide Baxter, *"The Game: How Kaosball Defined the New World"*

Each team has two kinds of figures. **Runners** score points and are skilled at stealing the ball. **Bruisers** can't score points, but they can tackle or attack enemies.

Ringers can do both, but they don't belong to a specific team. They sell their talents to the highest bidder.

The first time you play, don't use the ringers, just set them aside.

KILLZONES



"And Panther takes the ball, sliding right through the Fang bruiser's killzones like they were empty rooms! Can anybody put a hand on her? Can anybody stop the major score that will put this game out of reach for the Fangs?"

- "Saint" George Valentine, in-game commentary

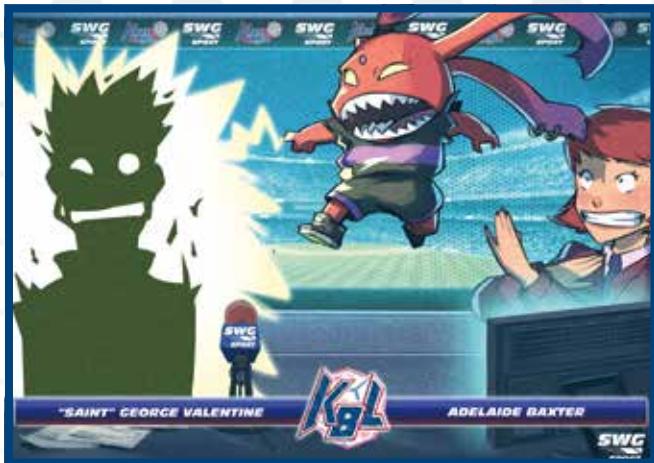
Each figure on the board has a killzone. A figure's killzone includes all spaces adjacent to it (not including diagonals).

Runners can steal the ball from opponents who enter or exit their killzone. Bruisers can attack opponents who enter their killzone.

Your killzone does not extend through walls.



TACKLING AND ATTACKING



“And that tackle’s going to put another New Victoria runner down for a few key moments...”
“Big mistake by the Port Royale bruiser there. He could have gone for the kill instead of a tackle.”
“We’ll see about that. With time running out for the period the Pirates are poised to outscore...”
“Scoring won’t help you when you’re outnumbered in the endgame because you didn’t rack up the kills early on when you had the chance.”
“This isn’t boxing, Jury. Tackles put enemies down and open up scoring plays.”
“Kills win games, Baxter.”
“Points win games.”
“And points come from kills!”

*- Adelaide Baxter and Hardman Jury,
in-game commentary*

Bruisers and ringers can tackle or attack an enemy figure. A successful tackle will knock the enemy down, making it impossible for them to act again until the end of the period.

A successful attack will damage and possibly kill an enemy figure, removing it from the game.

SCORING

A match lasts for four periods, with half time after the second period. Each period will last several turns.

You score points at the start of each of your turns if one of your runners holds the ball while standing on a scoring mound.



At the end of each period, all teams score points if their runners are standing on scoring mounds, with or without the ball.

Scoring on a minor scoring mound [a “minor score”] is worth 1 point during the 1st period, 2 points during the 2nd, 3 during the 3rd, 4 during the 4th.

Scoring on your team’s major scoring mound [a “major score”] is always worth 5 points. The other teams’ major scoring mounds aren’t worth anything to you, but it can be worth the effort to prevent them getting there.

At halftime and at the end of the fourth period, there are bonus points for the most kills, and penalty points for getting caught cheating too much.

“Three minor scores are better than one major, so control of center field is key.”

“Problem is, if you want to control the center, you’ve got to leave your backfield open. And a couple of major scores early on are worth more than the whole midfield combined at the end of the period.”

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

DAMAGE, HEALTH AND KILLS

"And a smashing forearm sends T-bone down! T-bone is down! He's down and he's not moving! That man has survived one assault after another this period, but that last hit from the Samarian bruiser may just be too much to walk away from... yes, it looks like... he's dead! He's dead! T-Bone is dead! That is yet another confirmed kill for the Samaria Barbarians, ladies and gentlemen! A confirmed kill and only the second time this season that T-Bone has died in action!"

- "Saint" George Valentine, in-game commentary

When a figure takes damage (usually from an attack), place one damage token on that figure for each point of damage they suffer. If a figure has damage tokens equal to or greater than its health (shown on its dugout or ringer card), it dies.

If you deal the killing blow to an enemy figure, place it next to your dugout. If the killing blow comes from no particular team (maybe it came from some kind of neutral hazard on the board), then nobody gets to claim the kill.

The team with the most kills at halftime and at the end of the game will score bonus points.

BURNING CARDS

"Mister Jinx, how do you define the popular term, 'burn it'?"

"To 'burn it', Mister Valentine, is quite simply to push your body and soul beyond their design specifications. It means to fight harder than it is physically possible for you to fight."

"Would you say that most teams do this in today's Kaosball games?"

"Oh, they all do, Mister Valentine."

"And what would you say distinguishes a team that burns its way to victory from one that simply burns out?"

"A wise man once said that when there's nothing left to burn, you have to set yourself on fire."

- "Saint" George Valentine and Mr. Jinx, head coach of the New Purgatory Daemons

When you play a card from your hand, you'll place it face up on the table next to your team dugout. This is called "burning" a card.

At the end of your turn, if you've burned nine or more cards, this triggers the **end of period buzzer**; the other players each get one more turn, and then the period is over.



CHEATING AND BRIBING

"Kaosball is life, so you might as well get over it. Yeah, cheating works. You better believe it works a hell of a lot better than playing fair. But in life, which is Kaosball, remember? You get caught? You go down for it. Hard."

- Hardman Jury, "Monday Night Kaosball"

Red cards are called "cheating" cards. They're very powerful, but they're also illegal. At the end of each period, teams who've got cheating cards sitting face up next to their dugout might receive gain fouls, unless they spend cash to bribe the ref.

At half time and at the end of the match, the team with the most fouls will get a big penalty to their score.

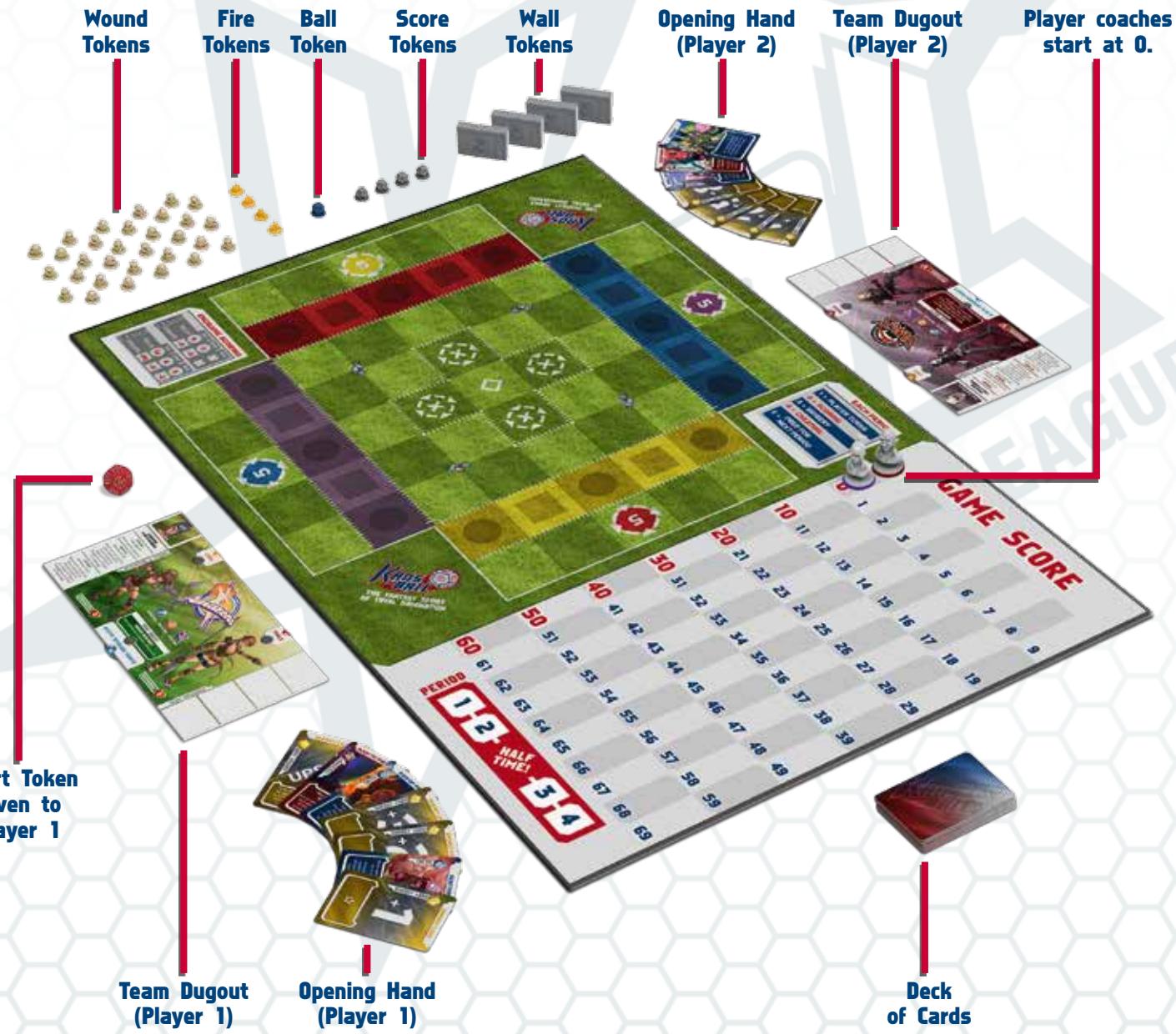




SECTION 2: PLAYING THE GAME

SETUP

For your first game, set aside the ringers and upgrades. We'll get into those after you've played once or twice.



1- PLACE BOARD AND BALL - Put the board in the middle of the table, and put the ball in the center field space. Each player sits next to one side of the board; the scrimmage line on your side of the board determines your color. If you're playing with only two players, sit on opposite sides of the board. Otherwise, choose sides randomly.

2- PICK TEAMS - Each player picks a team (either by consensus or randomly) and takes the dugout, 7 runner figures and 6 bruiser figures for that team.

- a. Each team begins with 12 cash (exhibition game) or 10 cash (league game). Turn the dial on your dugout to set your cash to that amount.
- b. Turn your **fouls** dial to 0.

- c. Turn your **Active Upgrades** dial to 3 (representing the total cost worth of upgrades your team can have in the full game - ignore this for your first game).

3- FIELD TEAMS - Put three of your runners and two of your bruisers on your scrimmage line, with runners in the middle of the line and at both ends. Put your remaining figures in your bench next to your dugout.



4. DRAW OPENING HANDS - Shuffle the cards and deal 7 to each player, then put the rest to the side face down. This is the draw pile.

5. PREPARE TOKENS - Put the fire tokens, score tokens and wall tokens off to one side.

6. PLACE SCORING TOKENS - Each player puts their team's coach figure on the start space of the scoring track (the "zero")



7- MARK THE PERIOD - Place a wound token on "Period 1" space on the board.

8- ASSIGN START PLAYER TOKEN - Give the Start Player token to the youngest player.

9- DRAFT AND FIELD CHOSEN RINGERS AND UPDATES - *(Skip this step for your first game)*
Players auction for upgrades and ringers, then field them. See PREGAME DRAFT section (page XX) for details.



"All right, ladies. T-Bone is on the field now. This game is officially underway."

-T-Bone

PERIODS

Each match is played over 4 periods with a half time event after period 2. Mark which period it is on the board with a token.

Players take turns during a period either playing tactic cards or activating their figures. An activated figure can sprint, tackle or attack another figure. You might focus your efforts on controlling the ball to score quick points, or on spreading out to score big at the end of the period.

Each period has the following steps:

- 1-Player Turns** (play cards and activate figures)
- 2-Scoring** (score end of period points)
- 3-Bribery** (buy off cheating cards)
- 4-Cheating** (take foul tokens)
- 5-Prep for Next Period** (clean up)

There are four periods in a game, with a **Half Time** after period two.

Except for player turns, each step is resolved simultaneously. Detailed explanations follow:

PLAYER TURNS

Whoever has the First Player token takes the first turn, and play proceeds clockwise from there.

On your turn, follow these steps:

- 1- SCORE (if able)**
- 2- Do ONE of the following:**
 - a. Play a TACTIC CARD or
 - b. ACTIVATE a standing figure
- 3- DRAW to seven cards**

CHECK FOR END OF PERIOD BUZZER

If you now have nine or more burned cards, the other players (but not you) will each get one more turn, and then the period will end.

SCORE

At the start of your turn, if one of your runners has the ball and is standing on a minor scoring mound, you immediately score a number of points equal to the current period (for example, if it were period 2, you would score 2 points).

If one of your runners has the ball and is standing on your team's major scoring mound, you immediately score 5 points.

PLAYING A TACTIC CARD

"In a game as brutal as Kaosball, it may appear that brains don't matter. Nothing could be further from the truth. Even more so than in older, less violent sports, Kaosball is a game where superior tactics carry the day."

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



Blue cards are called "tactic" cards. When you play one, follow the printed instructions on the card, then burn it (place it face up in front of you).

ACTIVATING A FIGURE

Choose one of your standing figures on the field to take an action, which generally involves moving to a new space and then interacting with the ball or another figure.

Remember: You can't activate a figure that has been knocked down; it has to be a standing figure.

FIGURE ACTIONS

When you activate a figure, you can do one of three different things with it:

SPRINT [move that figure up to 5 spaces]

TACKLE [bruisers and ringers only; move up to 3 spaces and then tackle]

ATTACK [bruisers and ringers only; move up to 3 spaces and then attack]

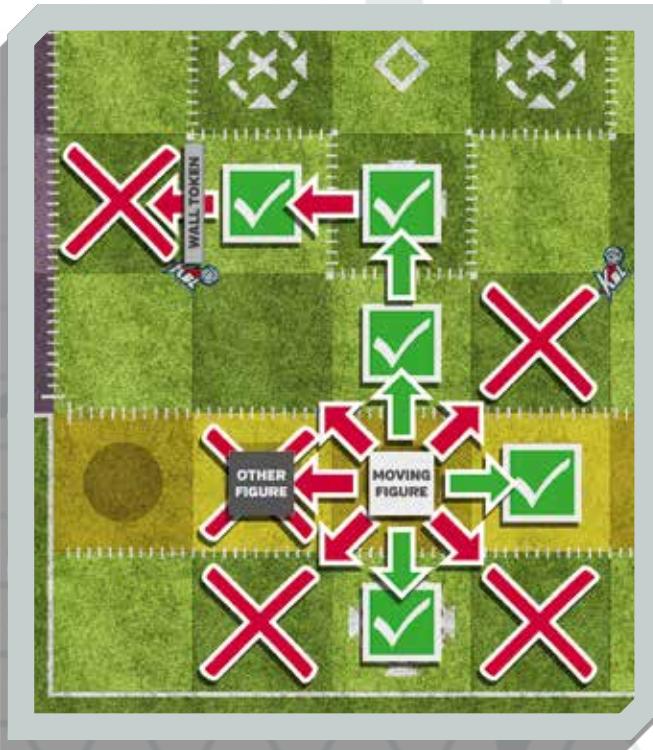
The active figure can change direction during its movement, but cannot move diagonally.



MOVEMENT RESTRICTIONS

You can't move into a space where another figure is standing (not even a teammate), and you can't move through a wall token.

You can, however, move into a space that has one or more knocked-down figures in it.



THE BALL: PICK-UPS AND HAND-OFFS

Whenever the active figure moves into the same space as the ball, it may pick up the ball. Doing so ends its movement and your turn. From then on, the figure is carrying the ball; when that figure moves, it takes the ball with it.

If the active figure is carrying the ball, it can do a hand-off, passing the ball to an adjacent teammate (not diagonally).

If the active figure moves into a space adjacent to a teammate who has the ball, it can take a hand-off from that teammate (again, not diagonally).

Hand-offs don't cost anything; you don't have to stop moving or acting.



"And it looks like it's curtains for the Paragons, that bruiser won't take another hit... No! The last Paragon runner is making a break for the mound! He takes the hand-off! Eight seconds left! Only one Warlock between the Paragons and a major score! Four seconds!"

- "Saint" George Valentine, in-game commentary

ENTERING A KILLZONE

If a figure *enters* an enemy bruiser or ringer's killzone, the enemy bruiser or ringer can attack or tackle if they wish.

If a figure is carrying the ball and *enters* an enemy runner or ringer's killzone, the enemy runner or ringer can try to steal the ball if they wish.

Each opposing team can only attempt **one** such attack or steal per turn. If later in the turn, you move your figure into a killzone belonging to that same team, nothing happens.

CONTESTS

Whenever you go up against another player trying to tackle, attack, or steal the ball from them, the two of you do a contest to see if you succeed.

Both contestants must choose a card from their hand and place it face down on the table, then they both reveal and burn their chosen card and we see who wins.

Usually you'll want to play a yellow "energy" card when you're in a contest. Both players add the number on their card to their team's relevant stat (handling, tackling or fighting, depending on what kind of contest it is), and the player with the highest total wins.

If it's a tie, the active player rolls the die and adds the result to their total.

"When you dig down inside for the strength or the speed to beat that tackle or bring down the ball carrier, you better have something in there to dig for. Energy equals victory."

- Hardman Jury, "Monday Night Kaosball"

LIVE AND DEAD CARDS

During a contest, as long as you revealed an energy card with a number that you have not already burned that period, the card is **live**.

Sometimes you won't have any energy cards to play, and sometimes you'll want to save your energy cards for later. If you can't play an energy card (or if you don't want to), you can play a tactic or cheating card instead, but you will automatically lose the contest, so we call that a **dead** card.

In a contest, tactics and cheating cards are always considered dead cards, with the exception of the cheating card "Booster Bru" (which counts as a +8 energy card).

IMPORTANT: If you play an energy card with the same number as a face up energy card you've already burned this period, that also counts as a dead card. For example, if you burned a +4 energy card earlier in the period, and you reveal a +4 card in this contest, your revealed card is dead.

RESOLVING DEAD CARDS

If one player plays a dead card and the other player doesn't, the one who played the dead card automatically loses the contest.

If both players play a dead card, resolve the contest as though both players had played a "0" (using only their team's Handling, Tackling or Fighting stat as needed).

ENERGY CARDS WITH A STAR

Some energy cards have a star on them. The star has no effect on who wins a contest, but the effects of some tactics or cheating cards might depend on how whether or not the energy card has a star.



Each of these is a +3 Energy card, but the cheating card STIM PACK



Would only double the value of the +3 card with a star.

RESOLVING A CONTEST

No matter who wins, both cards are burned face up.

STEALING THE BALL (HANDLING CONTEST)

If someone tries to steal the ball from you and you win the contest, nothing happens.

If you try to steal the ball and win the contest of Handling, you get the ball.

TACKLING (TACKLING CONTEST)

If you try to tackle someone and win the contest, the enemy figure is knocked down. You can move into their space if you want. If you do, and if they had the ball, you pick it up. You can also immediately hand the ball off to a teammate, if you've got one standing adjacent to you.

If someone tries to tackle you and you win the contest, you may push back, moving them one space in any direction (but not diagonally) as long as they could legally make that move. If there's no adjacent space they could legally move to, they are knocked down instead.



ATTACKING (FIGHTING CONTEST)

If you attack someone and win the contest, they take damage. Usually, the amount of damage equals the difference between the contestants' attack totals. If you won without comparing any numbers (probably because the other guy played a dead card and you didn't), the damage equals the number on your energy card.

If someone tries to attack you and you win the contest, they take one damage (regardless of energy cards played).

END OF THE PERIOD

"In the heat of the game, with enemies charging at you and the energy of millions of screaming fans pressing in from all sides, time becomes strange for a Kaosball player. Sometimes a single moment can seem to stretch out for ages, or the period can snap to an end before you even know what's happening. Only the very best runners can find the necessary focus to cut through that haze and be on the scoring mound at just the right moment, making sure the buzzer will hit before the enemy bruisers do."

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

At the end of your turn, check to see if you have nine burned cards by your dugout. If you do, this triggers the **End of Period Buzzer**. You've had your last turn for this period. Everyone else gets one more turn and then the period is over.

SCORING

You get a **minor score** for each of your runners and ringers who stands on a minor scoring mound, and a **major score** if one of your runners or ringers is standing on your team's major scoring mound. You don't score for standing on another team's major scoring mound.

Minor scores are worth 1 point each during the 1st period, 2 points during the 2nd, 3 during the 3rd and 4 during the 4th.

Major scores are worth 5 points each.

BRIBING

If you have any cheating cards sitting face up in front of you, this might be a good time to bribe the ref to look the other way.

You can spend as much cash as you like, and for each 1 you spend, you can discard one of your burned cheating cards.

CHEATING

After the players have all finished with their bribes, roll the die once for each remaining cheating card next to your dugout.

Each time you roll a +1, you gain 1 foul. Increase the Foul dial on your dugout by 1.

Each time you roll a +2, you gain 2 fouls. Increase the Foul dial on your dugout by 2.

Nothing happens when you roll a -1 or -2. You don't get decrease your fouls.

You cannot have more than 15 fouls (the maximum score on your fouls dial). Once you have gotten 15 fouls, you are automatically going to get the maximum cheating penalty at the end of the game!

BE WARNED: *Your fouls earned remain with you until the end of the game, and you will take big penalties for having more than your opponents!*

SET UP FOR NEXT PERIOD

Remove all fire, wall, and scoring tokens from the board and put the ball back in the center field space. Do not remove damage tokens! Once you get hurt, you stay hurt!

Stand up all knocked down figures. Exception: if there are two or more knocked down figures on the same space, those figures are benched.

Discard all your burned cards, and if you have less than seven cards in your hand, draw until you have seven.

If you have less than five players on the field, you'll need to bring out some new ones to replace the missing players. You can have up to five players on the field: three runners and two bruisers. A ringer can be substituted for a runner or a bruiser.

Place new figures on your scrimmage line, with runners (or ringers subbing in for runners) on runner spaces and bruisers (or ringers subbing in for bruisers) on bruiser spaces.

If your scrimmage line is occupied and there's no legal spot to place your figure, you can place it on any unoccupied space on the board.

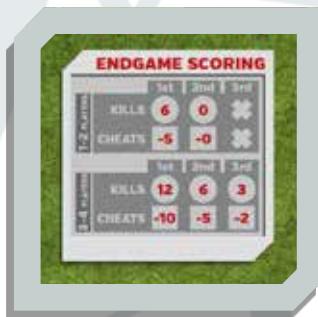
If you don't have enough figures left to fill those spaces, you'll be **eliminated** (see Elimination - page XX).

Pass the first player token to the next player on the left, and you're ready for the next period.

HALF TIME

At the end of the second period, it's halftime. When you finish setting up for the next period, you've got a few extra things to do.

SCORE KILLS AND CHEATS



Bonus points are awarded for kills and penalties are given for fouls at halftime.

MOST KILLS BONUS

Each team counts up all the figures they killed. In a two-team game, the team with the most kills scores 6 bonus points. In a game with 3 or 4 teams, the team with the most kills gets 12 points, second place gets 6 points, and third place gets 3 points.

CHEATING PENALTY

In a two-team game, the team with the most fouls loses 5 points. In a game with 3 or 4 teams, the team with the most fouls loses 10 points, second most loses 5 points, and third most loses 2 points.

EXCEPTION: *a team with no kills can never earn points for kills, and a team with no foul tokens can never lose points for cheating.*

TIES

In case of ties for most kills or fouls, the tied teams get the full bonus or penalty, and any teams below them take the bonus or penalty for the next place down.

EXAMPLE: At the end of a 3-player game, The Daemons have killed 3 enemy figures, the Amazons have killed 5 and the Goblins have killed 5.

The Amazons and Goblins, tied with the most kills, score 12 bonus points each. The Daemons score 6 points.

The shifty Goblins picked up 9 fouls during the game, while the Daemons got 4 and the Amazons none.

The Goblins take a -10 penalty, losing 10 points. The Daemons, with the second most fouls, lose 5 points. The Amazons, although in third, lose no points because they have received no fouls at all. Sometimes it just pays to play fair!

WINNING THE GAME

The team with the highest final score is the winner. If the score is tied, the tied teams go into...

SUDDEN DEATH OVERTIME!

The tied teams play one period of overtime. At the end of that period, the participating teams score points for kills and suffer penalties for cheating, just as they would if they'd reached the end of a regular game. If the score is still tied, they play another period.

Whenever a team finishes a sudden death overtime period with fewer points than any other team, they're eliminated. The last remaining team wins the match.

LOSING THE GAME

There are two ways to lose the game: elimination and blowout.

BLOWOUT

At any time, if a team's score is 20 or more points below the leading team's score, that team is eliminated. If only one team then remains, that team immediately wins a blowout!

ELIMINATION

After fielding your figures at the beginning of a period, if you have fewer than five figures on the field, your team is eliminated.

In head-to-head or four player Alliance mode, this means immediate victory for the opposing team(s).

In a 3 or 4 player maximum kaos mode, the eliminated team is removed from the game and play continues as normal. End of game and Half Time scoring is adjusted to the remaining number of players (ie. If one team was eliminated from a 3-player game, scoring now happens as though there were two players).

END OF THE GAME

At the end of the fourth period, points are scored for kills and cheats, just like at halftime. Then the team with the highest final score wins the match! If the score is tied, the tied teams go into...



OTHER RULES

This section covers additional rules governing tokens, cheating cards and different modes of play:

CHEATING CARDS

Any player can play a cheating card at any time. Each cheating card tells you when you can play it and what it does.

To play a cheating card, just burn it face up, read what it says and do that.

But beware, if you get caught cheating more than anyone else, you'll get a big penalty to your score at the end of the game.

Example Card: Kaos Rule



Kaos Rule is a dastardly cheating card that you play when an opponent plays a tactic card (like Scatter, for example). It cancels the Tactic card's effect and discards it. That could be potentially devastating at the right time, as the opponent's turn is now over!



FIRE TOKENS

Some cards and special abilities can put fire tokens on the board. You can't place fire tokens in an occupied space.

When a figure enters a space with one or more fire tokens in it, it takes 1 damage for each fire token in that space.

Fire tokens are removed from the board at the end of each period.



WALL TOKENS

Some cards and special abilities can put walls on the board. A wall token is placed on the line between two spaces, blocking movement and killzones between them.



Figures can't move through walls.

A figure's killzone is also blocked by a wall; it can't attack, tackle or steal from an enemy figure entering a killzone if there is a wall between them.

Walls are removed from the board at the end of each period.

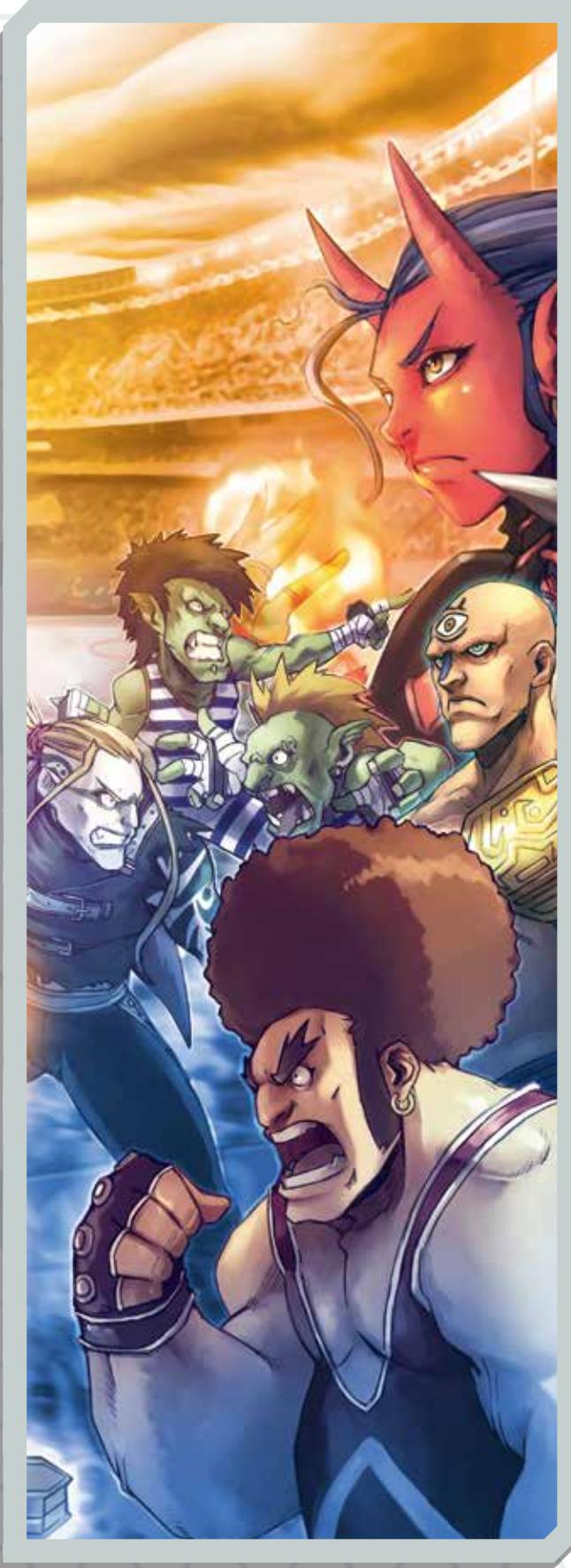
MINOR SCORE TOKENS

Some cards and special abilities can put score tokens on the board. A minor score token may only be placed on an unoccupied space in the midfield.



Minor score tokens create a minor scoring mound that can only be used by your runners and ringers. Enemy runners and ringers get no points out of them.

Minor score tokens are removed from the board at the end of each period.





THREE AND FOUR PLAYER GAMES

Although Kaosball league matches are played between two teams, exhibition matches can be played with three or four teams.



MAXIMUM KAOS MATCH

In a Maximum Kaos match, 3 or 4 teams duke it out in a total free-for-all, and only the team with the highest score will emerge victorious.

The rules for Max3 and Max4 games are the same as for a standard league game, but the feel is very different, because you can't fight everyone all at once. You'll have to decide who to go after and who to leave alone, knowing that the team who gets attacked the least will have a huge advantage.



"Anybody who says Maximum Kaos ain't real Kaosball is a crybaby. Oh, did the mean old other teams gang up on you? Did they just sit there and let some other not-as-good team cruise to victory? Cry some more! Cry real loud so I can hear you! I could use a good laugh!"

- Hardman Jury, "Monday Night Kaosball"





ALLIANCE MATCH

Alliance matches are played with four teams, two against two. Allies sit next to each other at the table, not opposite each other. Your ally's scrimmage line will be next to yours, not on the opposite side of the field.

You can't give money, ringers, upgrades, tokens, cards or anything else to your ally, and you can't trade these things either. You can show your cards to your ally, to help you plan your strategy together.

There is one important rules change in an alliance match. If your alliance has the First Player token, you must give it to the ally on the left. This way, your alliance will take the first turn, then the other alliance will take two turns in a row.

When you pass the First Player token, don't pass it to the next player on your left. Instead, pass it across the table to your opponent opposite you.

This way, every period will start with one alliance taking the first turn, and the other alliance taking the next two turns in a row.

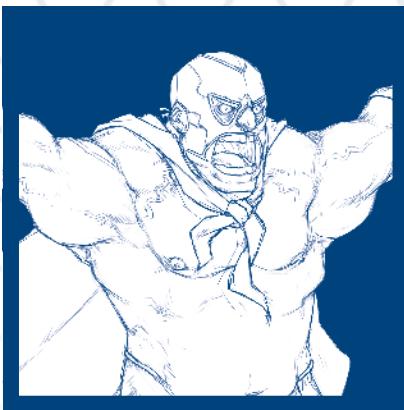
At the end of an Alliance match, each alliance counts only the lowest score from among its two teams. If the lowest scores are tied, the other teams' scores are used as a tiebreaker. If those are tied as well, go to sudden death overtime.

"The results of Max3 and Max4 games don't belong in league standings. Any serious fan can tell you how kingmaking corrupts the purity of the game. But Alliance matches are another matter. Even if you set aside the entertainment value of odd-couple teamups like Paragons-Daemons or Pirates-Ninjas, an alliance match offers an alternative game mode that doesn't put novelty before skill, and challenges even the most well-established teams to step up their game and find new ways to win."

- Adelaide Baxter, "Future Kaos"



In this setup, the Fangs and Ogres are allied against the Amazons and Daemons.



SECTION 3 PRE-GAME DRAFT

Once you've played once or twice, you can play the full game of Kaosball, which includes a pre-game draft for ringers and upgrades, further customizing your team for each game.

The pre-game draft consists of two rounds of bidding, first for upgrades, then for ringers.

The highest bidders get the best or most stuff, but the low bidders have more cash left over for bribes during the match.

Each player can win multiple upgrades and ringers in the draft, but can only field one ringer at a time and can only have a limited number of active upgrades (see below).

UPGRADES

"Only an idiot goes in without an edge, and there are no idiots in this game. Except some of the commentators. I ain't naming names."

- Hardman Jury, "Monday Night Kaosball"

An upgrade is a special advantage your team can use in the game. It has a **cost** and an **effect**.

Example Upgrade: Speed Training



This powerful upgrade allows all of your figures to move an extra space when activated. It has a cost of 1, which is also its minimum bid.

Your team has four "upgrade slots" where you can place upgrades. Each upgrade has to go in a different slot, unless you've got two or more with the same name. You can put as many as you want in the same slot if they have the same name.

Your team also has an Active Upgrade Points score. It starts at 3 in an exhibition game, and you can raise it between games if you're in a league. The total value of all your active upgrades can't be higher than this number.



The Fangs player has purchased Relay Training, Speed Training, and Hardy. He only has 3 Active Upgrade Points, which means he must choose which to keep active. He chooses both Relay Training and Speed Training, leaving Hardy out of this game.



RINGERS



“Never trust a ringer! They ain’t in this for your team, they ain’t in it for your cause. They’re in it for themselves and that’s it! Problem is, they’re the best of the best, and they don’t need to be in it for anything else. Never trust a ringer... but never hit the crossfield without one.”

- Hardman Jury, “Monday Night Kaosball”

Ringers are mercenary Kaosball players who play for the highest bidder. They can score points and steal the ball like runners, but they can also tackle and attack like bruisers.

You want at least one ringer on your team. Simple as that.

Example Ringer: Panda Monium



Panda Monium is a powerful ringer who hurts the score of any opponent just for starting a contest against him!

Each ringer also has a unique special power. The ringer also gains your Team’s ability (for example, T-Bone on the Amazon team heals all damage at the start of his turn and also has the Amazon power making his killzones include diagonals).



DRAFTS AND BIDDING

Players engage in two drafts: the first one is for upgrades and the second is for ringers. You begin the game with 12 cash for an exhibition game (or 10 for league game), and that money has to last you through both drafts and the whole game, so be careful not to spend it all in one place.

Customizing your team with upgrades, choosing the right ringers and strategically bidding to make opponents pay the maximum they dare is a big part of Kaosball.

THE UPGRADE DRAFT

To start the upgrade draft, shuffle the upgrade tiles and draw four plus one per player (for example, draw 6 tiles in a 2-player game, 7 for 3 players, 8 for four). Place them face up in the middle of the table to be bid on, and put the remaining upgrade tiles back in the box.



Example: In this two-player example, these six Upgrade tokens are up for bidding.

Whoever has the first player token chooses one upgrade and makes a bid, announcing how much cash they're willing to pay for that upgrade. Each upgrade has a minimum bid printed on it; the first bid has to be for at least that much cash.

Example: Player one chooses Hate, and bids 3 cash.

Afterwards, the next player can raise or drop out. Continue until all except one player has dropped out. That player takes the upgrade and pays the cash they bid (turn the dials on their dugout to show how much they've got left). The players who dropped out don't have to pay anything.



You can't bid more cash than you have, and you can't bid less than the upgrade's cost.

Example: Player two raises the bid to 5, then player one drops out. Player two gets Hate for 5 cash, leaving him with 7 cash.

The player who won the last upgrade then has a choice. They can either pick another upgrade to put up for bids and then bid on it, or they can pass. If they pass, the player to their left can pick an upgrade to bid on or pass.

If all players pass consecutively, the draft for upgrades is over. Put the unclaimed upgrades back in the box.

Example: Player two, who just won Hate, chooses Relay Training and bids 0. Player one raises the bid to 1, then player two raises again to 2. Player one raises the bid to 3, then player two drops out. Player one wins Relay Training for 3 cash, leaving him with 9 cash.

Then player one chooses Celerity with an opening bid of 2. Player two drops out, leaving player one with Celerity for 2 cash (bringing his total to 7 cash).

Player one then passes instead of picking another upgrade. Player two also passes - the Upgrade draft is now over and the remaining upgrades are put away.





THE RINGER DRAFT

To start the ringer draft, shuffle the ringer cards and draw 2 ringer cards plus one per player (for example, draw 3 ringers in a 2-player game, 4 in a 3-player game and 4 in a 4-player game). Place them in the middle of the table to be bid on, and put the remaining ringer cards in the box.



In this three-player example, these four ringers are up for bidding.

The bidding for Ringers then works exactly like the bidding for Upgrade tokens. Players do not receive any more cash; they must use their leftover cash from the upgrade draft on the ringer draft.

When both players have passed instead of choosing a new ringer to bid on, the Ringer draft is over. Put all unclaimed ringer cards back in the box.

Players then take the card and figure for each of the Ringers they won and add them to their team's bench, by their dugout.

CHOOSING UPGRADES AND RINGERS

After both drafts are finished, all players simultaneously choose their upgrades and ringers to use for the first half of the game (at halftime, they can pick different ones).

ACTIVE UPGRADES

Each player simultaneously chooses which of the upgrades they bought will be active, and puts those upgrades into the upgrade slots on their dugout.

The total cost of your active upgrades cannot exceed your Active Upgrade Points value. Remember, it doesn't matter how much you paid for the upgrade; all that counts is the number printed on it.

FIELDING RINGERS

Then, all players simultaneously choose one ringer that they won in the draft to place on the field.

Then, all players simultaneously choose one ringer that they won in the draft to place on the field.

Once the players have picked their ringers, each player (starting with the first player and proceeding clockwise) replaces a runner or bruiser on their scrimmage line with their ringer (the replaced figure is returned to their dugout).

If your ringer is killed during the game, it is claimed as a kill by the slaying team, just like any other figure.

CREDITS

Game Design and Development: Eric M. Lang

World Development: Eric M. Lang and David Preti

Executive Producer: David Preti

Cover and Conceptual Art: Andrea Cofrancesco

Graphic Design: Mathieu Harlaut

Sculpting: Benjamin Maillet

Rules: Jonathan Moriarity

Team Logo Design: Mathieu Harlaut

Playtesters: Erwan Hascoët, Calum Ferall, Chris Harris, Mathew Tee, Mark Schell, Robert Flick, Matt Keeley, Renato Sasdelli, Frederico Perret, Thiago de Souza, Guilherme Goulart, Tjerk Van Der Molen, Paul Low, Colin Lim, Alexander Shvarts, Jonathan Moriarity, Colin Young

Thanks: David Doust and Chern Ann Ng at Cool Mini or Not, for believing in us and taking a chance on this very ambitious project.



APPENDIX: FAQs

Q: Can I steal the ball from an enemy player on my turn?

A: No. Once an opponent's figure has the ball, to get it back you must successfully tackle them, kill them [which drops the ball] or make a steal attempt when they move through one of your runner's killzones.

Q: When I activate a figure, can I keep moving after I attack or tackle?

A: No. Attacking or tackling happens after you are finished moving.

Q: If I activate to attack or tackle, do I have to make an attack or tackle against somebody? Or can I just end my turn after moving up to three?

A: You can choose to just end your turn after moving. You might want to, in case your opponent triggered a contest when you walked through their killzone and the result of that contest changed your tactic.

Q: Say I decide to sprint, and somebody steals the ball after I've moved one space, can I change my mind and say I'm tackling instead of sprinting?

A: No. When you activate a figure, you have to choose a mode [sprint, tackle or attack].

Q: If somebody uses a special ability to move one of my figures against my will, and if that move takes my figure into or through enemy killzones, can they still attack or steal, even though I didn't move into their killzones on purpose?

A: No. This movement is part of the resolution of the special ability, and it ignores killzones.

Q: Can I play more than one tactic card on my turn?

A: No, you can only play one tactic card. If you do, this is in lieu of activating one of your figures.

Q: What happens when the deck runs out of cards?

A: As soon as anyone needs to draw a card when there aren't any left to draw, shuffle the discard pile and turn it face down to start a new draw pile.

Q: What if there I need to draw a card, and there are no cards remaining in the deck or discard pile?

A: Then you do not draw a card. Don't worry, though – this can only happen in a 4-player game, and the period will be over soon.

Q: If I have previously burned a +3 Energy card without a star, will a +3 Energy card with a star be dead?

A: It will be dead. The value of your Energy card is +3 whether or not it has a star.

Q: If I've gotten to nine or more burned cards on an opponent's turn [either by playing cheating cards or being forced into a contest], does the end of period buzzer sound?

A: No. You only check for end of period buzzer at the end of your own turn. In this case, you would still take your turn, the end of period buzzer would sound at the end of that turn, and then each opponent would get one last turn.



Q: If I successfully tackle an opponent's figure and follow up by moving into their space, if that space is in an opponent's killzone, can they attack, tackle or steal from me?

A: Not in this case. This movement is part of your successful tackle, and ignores enemy killzones.

Q: After following up a tackle by picking up the ball, can I then hand it off to a teammate?

A: No. Picking up the ball in this case is a result of following up the tackle. You can only hand off the ball or receive a handoff while you are moving. Tackling happens after you move.

Q: If I kill an opponent's figure with an attack, can I follow up and move into their space and pick up the ball, like with a tackle?

A: No. You can only follow up with a move and ball pick up after a successful tackle.

Q: Can I attack, tackle or steal the ball from my own teammate in an Alliance game?

A: No.

Q: Can I hand off the ball to a teammate, or receive a handoff in an Alliance game?

A: Yes, but your teammate has to consent to the hand off or the receiving.

Q: What happens if I enter a space that's in two different enemy bruisers' or ringers' killzones?

A: Only one opponent can initiate a contest against you during the turn. You choose which eligible enemy player has first opportunity to initiate a contest against you. If that enemy passes, choose the next enemy player, and so on. Once any player has initiated a contest against you, you are clear to ignore enemy killzones for the rest of the turn!

Q: If I'm involved in a contest, can I choose not to play a card?

A: No. You have to play one.

Q: Do I have to play an energy card during a contest?

A: No, you may play a tactic or a cheating card. That card is automatically dead, though.

Q: What if I have no energy cards to play during a contest?

A: You have to play a tactic or cheating card, which is will be a dead card.

Q: Do figures heal their damage at the end of a period?

A: No. Damage from previous periods stays.

Q: If an enemy figure enters a space with fire tokens I previously put on the board, and the figure is killed by the fire, do I take credit for the kill?

A: No.

Q: When players are deciding how much to bribe the ref, who has to decide first?

A: The one with the first player token. Go clockwise from there.

SETUP

- Choose colors and give first player token
- Choose teams, take figures, dugout and coach
- Draw and draft upgrades [p.XX]
- Draw and draft ringers [p.XX]
- Set figures, ball, and coaches on board [p.XX]
- Each player draws 7 cards

PREGAME DRAFT:

- Shuffle and deal 6, 7 or 8 upgrade tokens (depending on number of players) to bid on
- Players start a bid on upgrade tokens or pass – when all players pass, upgrade draft is over
- Shuffle and deal 3 or 4 ringers (depending on number of players) to bid on.
- Players start a bid on upgrade tokens or pass – when all players pass, ringer draft is over
- Players then simultaneously choose active upgrades and field up to one ringer.

ON YOUR TURN:

- Score [if able], then play a tactic card, or activate a standing figure

ACTIVATING A FIGURE:

- Sprint – move up to 5 spaces
- Attack – move up to 3 spaces, then attack (bruisers and ringers only)
- Tackle – move up to 3 spaces, then tackle (bruisers and ringers only) [p.XX]

ENTERING AN ENEMY KILLZONE:

- Entering an enemy bruiser or ringer's killzone: they can attack
- Entering or leaving an enemy runner or ringer's killzone: they can steal [p.XX]

RESOLVING A CONTEST:

- Each player chooses a card and places it face down
- Reveal and burn chosen cards
- Add number on card to appropriate stat
- Highest total wins; roll the die if tied
- If one card is live and the other is dead, the live card automatically wins [p.XX]

CONTEST RESULTS:

- Try to steal – win, you get the ball. Lose, nothing happens.
- Try to tackle – win, enemy figure is knocked down. Lose, you get pushed back.
- Try to attack – win, enemy takes damage equal to the difference in your totals (unless you play a live card and they play a dead card; then the damage equals the number on your card). Lose, you take 1 damage. [p.XX]

END OF PERIOD:

At the end of your turn, if you have nine burned cards, the other players each get one more turn, then the period ends.

- Minor score for each runner and ringer standing on a minor scoring mound (minor score equals the current period)
- Major score (5 points) for a runner or ringer standing on your team's major scoring mound
- Bribing – pay 1 cash for each face up cheating card you want to discard
- Fouls – roll the die once for each face up cheating card you still have. For each "+1" you roll, gain. For each "+2" you roll, take two foul tokens. Ignore results of "-1" and "-2"
- Remove figures and tokens, discard burned cards
- Place figures and ball, draw back up to seven cards
- Pass first player token