

RUMBLESLAM

OFFICIAL FAQ & ERRATA

WELCOME, RUMBLESLAMMERS!

Hello and welcome to the official RUMBLESLAM FAQ & Errata!

In this document you will find all the answers to your burning RUMBLESLAM questions, along with small changes to the rules to help the game flow better.

This document will be periodically updated to answer questions or make changes as they come up. As such, each update will have a number and date of publishing.

Every change or question will be marked with a star:

★ Blue for an existing change

★ Red for a change new to the current edition of the FAQ & Errata

CURRENT EDITION

Version 0.2 - published 13/09/2017

Version 0.1 - published 09/05/2017



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ERRATA

RULEBOOK

- ★ **Page 42, (IMPACT). First paragraph should read:**
“When a wrestler with this special rule performs a Turnbuckle Ability, dismounts the turnbuckle, or is thrown as a Live Ammunition attack, they may be placed...”
- ★ **Page 43, (SHOVE X). Add the following sentence at the end of the first paragraph:**
“The targeted opponent cannot be moved directly towards the attacking wrestler.”

CHARACTER PROFILE CARDS

- ★ **Pythong:**
Add RNG 5 to the Diving Lariat Turnbuckle Ability.
Add a 2AP cost to the Snake Trip Active Ability.



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FAQS

GENERAL

- ★ **Why do some miniatures come with coloured bases, and some with clear bases?**
The coloured bases are actually covered in a thin adhesive plastic. It's there to stop the laser cutter burning everything up when cutting, and should be peeled off.
Just use your fingernails to get hold of it. We know the bases look coloured, but it's really just the film!
- ★ **Can you still get a Beatdown if your opponent has 0 DEF?**
YES. It's the easiest way to do it!
- ★ **Is there a standard Grapple Attack like there is a Rope Attack? How about a standard Turnbuckle Attack?**
NO. A wrestler must have a Grapple Ability or a Turnbuckle Ability listed on its character profile card in order to use those attacks.
- ★ **If a KO'd wrestler replenishes Stamina from another source (such as a Sprite's Healer Ability), is it still KO'd? Is it still Knocked Down?**
NO, a wrestler that recovers Stamina in a non-conventional way is no longer KO'd. KO'd only applies to wrestlers with 0 Stamina. It is however, still Knocked Down until it pays 1AP to remove that counter.

MOVEMENT

- ★ **Can you move diagonally between 2 wrestlers?**
YES. You may move a wrestler to any space in Base Contact that isn't already occupied.

- ★ **Does a Knocked Down or KO'd wrestler take up a square on the board? Can another wrestler move over them?**

All wrestlers currently in the ring count as occupying the squares they are in, no matter their Stamina, effects, or general well being!

THE ROPES

- ★ **When Bouncing Off The Rope or being Bounced From The Ropes, does the movement HAVE to be interrupted to initiate a Rope Attack? If the wrestler ends their movement in base contact with an enemy wrestler, do they still make a Rope Attack?**
A wrestler's movement HAS to be INTERRUPTED in order for a Rope Attack to be initiated.
- ★ **If a wrestler is Bounced From The Ropes and their movement is interrupted by a wrestler from their own team, do they still get hit by a Rope Attack?**
NO. Bounced From The Ropes only initiates a Rope Attack if the wrestler is interrupted by a wrestler from different team to them. If they're interrupted by their own team, that wrestler catches them in a big hug!
- ★ **Can a wrestler use the Rocket special rule on its Rope Ability even if the attack movement isn't interrupted?**
YES. All special rules for an ability are used whether the ability connects or not. If a special rule is only used on a successful action, it will say so under its rules.

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- ★ **Do Rope Abilities get the additional bonus of +1C die to their ATT like basic Rope Attacks?**
NO. Use the ATT profile listed INSTEAD of the standard Rope Attack rules.
- ★ **When a wrestler is Bounced From The Ropes and their movement is interrupted by an enemy wrestler, do any additional abilities work for the Rope Attack? For example, does a Dark Elf Brawler's Art Of Seduction Passive Ability work if the Dark Elf Brawler is the one interrupting the movement?**
YES. A Rope Attack caused by being Bounced From The Ropes is counted as a regular attack in every sense, so any rules from Passive Abilities, Crowd Pleasers etc will work.
- ★ **Do wrestlers count as being Smashed Against The Turnbuckle if they're thrown as Live Ammunition at a wrestler ON the turnbuckle and land in base contact with the turnbuckle?**
YES if throwing an enemy wrestler. NO if throwing a friendly wrestler.
- ★ **Can you throw a wrestler as a Live Ammunition attack against an enemy wrestler on the turnbuckle? Are they counted as being thrown onto the turnbuckle?**
YES you may throw a wrestler as a Live Ammunition attack against an enemy wrestler on the turnbuckle.
NO it doesn't count as the wrestler being thrown onto the turnbuckle, as you may only throw a wrestler onto an EMPTY turnbuckle. Place the wrestler as you would any other Live Ammunition attack.
- ★ **What happens if you throw a friendly wrestler onto the turnbuckle and they fail their DEX roll?**
They're out of the ring and out of the game! Don't roll a Crowd Pleaser for the throwing wrestler though, as that's only for throwing enemy wrestlers out. Instead, go and take a look in the mirror at what you've become.
- ★ **How does a friendly lifted wrestler stop being lifted?**
That wrestler must pay 1AP as normal, but does not have to roll on its GRP or DEX.
- ★ **Can you throw a wrestler into an empty square, and if so does it take damage?**
YES you can, and NO it doesn't take damage.
- ★ **Do wrestlers take Damage from being thrown onto the turnbuckle?**
NO. Smashed Against The Turnbuckle only takes effect if an ENEMY wrestler lands in base contact with the turnbuckle, and you can't throw an enemy onto the turnbuckle - what are you, crazy?
- ★ **How many wrestlers can a WEIGHT 3 wrestler hit if thrown as a Live Ammunition attack?**
ONE. Choose a single target square as normal, and then move any wrestlers in the way out of the way according to the Impact special rules. You still only hit the single wrestler that was the target.
- ★ **What happens when throwing a WEIGHT 3 wrestler as a Live Ammunition attack against a wrestler on the turnbuckle?**
The thrown wrestler is placed in base contact with the turnbuckle as usual. Any wrestlers in the way get moved out of the way according to the Impact special rule, and the wrestler on the turnbuckle gets hit as normal.

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CROWD PLEASERS & SPECIAL RULES

- ★ **Does a wrestler's Crowd Pleaser end if that wrestler is KO'd/thrown out of the ring? When does it end?**
YES. It ends immediately upon being thrown out or KO'd.
- ★ **Do you HAVE to follow the special rules for a successful move? For example, do I have to Lift an opponent if an ability has the Lifted rule?**
YES. Certain rules say you "may" perform an action, but unless they say that, the action must be performed exactly as written in the rule book.
- ★ **Do you HAVE to roll a Crowd Pleaser when instructed even if you've already used a successful Crowd Pleaser that round? For example, if you throw an enemy wrestler out of the ring.**
YES. Throwing a wrestler out of the ring and turnbuckle abilities have the Crowd Please special rule, and those special rules must always be followed (see above question). The crowd won't cheer you any more, but they may boo you instead!
- ★ **Can a wrestler that is Knocked Down be Shoved?**
YES. Shove instructs the player to push the wrestler a certain number of squares, which isn't classed as movement.
- ★ **If an ability makes friendly (or enemy!) wrestlers perform an action, what happens if they're KO'd?**
A wrestler must be able to perform an action in order to be able to do it for free as part of another ability. So if a wrestler is Knocked Down, KO'd, Lifted, or out of the ring, they wouldn't be able to complete it! For example, a Lifted wrestler wouldn't be able to take advantage of a Shadowling Brawler's Shadowstep Crowd Pleaser.
- ★ **If a special rule has a number written next to it, do you have to use the whole number, or can it be up to that number? For example, can an ability with Shove 3 be used to Shove the opponent 2 squares instead?**
You have to use the entire movement value listed for Shove, and for Bounceback. The only rule that allows you to use UP TO the listed number is Throw. Don't forget you can always Shove a wrestler into another wrestler to immediately halt their movement!
- ★ **How does the Jump special rule work when it's on a Rope Ability? Which wrestlers do you ignore?**
That's entirely up to you! The Jump special rule allows you to ignore any wrestlers in the path of the movement, but you can choose not to ignore one and have your movement interrupted, initiating the Rope Ability against that wrestler.
- ★ **If a wrestler has 0 AP and is Knocked Down, can it stand up again?**
NO. They're down for the count!

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BONUSES

- ★ **If a wrestler has a skill that grants a bonus to friendly wrestlers, does that include him or herself?**
YES. That wrestler is still a friendly wrestler, so still gets affected!
- ★ **When a wrestler is instructed to gain +1 to a stat, how does that work? For example, a Sponsorship Bonus that gives +1 GRP, does that mean extra dice?**
If a rule gives +1 to a stat, it adds that number to the final score, exactly the same as if there was a +1 on a wrestler's character profile card. These additions are cumulative.
- ★ **If a wrestler is instructed to gain +1 ATT, does that mean they get the bonus on their special abilities?**
NO. The +1 ATT is only to their base stat. That means it's used for Brawl attacks and Rope Attacks, but NOT for Turnbuckle Abilities, Rope Abilities, or Active Abilities listed on the back of the character profile card.
- ★ **When a skill (such as a Crowd Pleaser) changes the GRP of a wrestler, does that change their roll for any Grapple Abilities they have?**
YES. As mentioned in the rulebook, the Grapple Ability's GRP value listed on the back of a character profile card are merely there for quick reference, so any bonuses (or penalties) to a wrestler's GRP stat affect their Grapple Abilities too.

- ★ **When two or more abilities have rules that are used in an attack, what order do they get used in?**

Passive Abilities first, Crowd Pleasers second, and then any attacking abilities. The order goes BLUE, YELLOW/PURPLE, RED/GREEN.

For example, a Dark Elf Grappler who has activated its Crowd Pleaser attacks an opponent with a Brawl Attack. The Art Of Seduction Passive Ability is activated first, changing one of the defender's DEF dice to a Copper. Then the Crowd Pleaser is used, removing the lowest DEF die, and then the Brawl attack is carried out as normal.

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WRESTLERS & SUPERSTARS

- ★ How does the Orc Brawler's To Waaar! Rope Ability work?

Who takes the additional Damage?

The easiest way to calculate Damage from this attack is to see which enemy wrestlers are in base contact with the Orc Brawler before moving each square. As the Orc Brawler LEAVES the square he's in, those wrestlers take 1 Damage from the ability. This means that any enemy wrestler that interrupts the movement (the target wrestler) doesn't take the additional Damage. Each enemy wrestler only takes the extra Damage ONCE from this ability.

- ★ Is Gobba's Active Ability "There Is No Try" counted as Shove?

Does it ignore intervening wrestlers? What happens if the movement is interrupted?

NO. In this Active Ability, move the enemy wrestler up to 3 squares as if they were using MP to move (although this doesn't deplete their MP at all). This doesn't have to be in a straight line, and can't be interrupted (but as it's up to 3 squares, can just be stopped).

- ★ If I throw a Glory Seeker onto the turnbuckle and fail the DEX roll, do I get to re-roll thanks to his Death In Battle Passive Ability?

YES.

- ★ **The Gemini Twins have a Tag Ability that instructs them to perform a Tag Out at the end. Can they still do this if they're not in base contact with the ropes?**

YES. This is a special Tag Out that costs 0AP and can be done from anywhere in the ring.

- ★ How does the Entertainer's Crowd Pleaser work? Does she get to use someone else's Crowd Pleaser, or do they? What if they've already successfully used their Crowd Pleaser that round?

The Entertainer's Crowd Pleaser merely activates someone else's Crowd Pleaser for them out of normal activation sequence.

Any results from the Crowd Pleaser are applied through them and not the Entertainer. If they have already activated their Crowd Pleaser that round, they can't do it again!

For example, if an Entertainer activates a Gorgon's Crowd Pleaser, the 3 square range is measured from the Gorgon, and may only be used if the Gorgon hasn't already activated its Crowd Pleaser that round.

- ★ If the Entertainer uses someone's Crowd Pleaser that lasts until the end of their next activation and they activate next, does it still end at the end of that activation, or the end of the one after?

It lasts until the end of their next activation, no matter when that is. If they've already activated this round then it won't be until the end of their next activation in the following round. If they activate immediately afterwards, it will end at the end of that activation, and will be a bit of a waste of the Entertainer's great ability!

