

# **RUMBLESLAM**

## **FAQ & ERRATA**

Welcome to the official RUMBLESLAM FAQ & Errata.

In this document you will find some fixed errors from RUMBLESLAM's 2nd edition rulebook and cards, and answers to frequently asked questions to help your games 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 that is new to that edition of the FAQ & Errata will be marked with a star symbol.

### **CURRENT EDITION**

Version 1.0 - published 20th March 2020



# RUMBLESLAM

## ERRATA

### RUMBLESLAM RULEBOOK

#### ★ Page 28 - Trip

Change title to 2AP.

#### ★ Page 34 - Lift

Change the end of the 2nd paragraph to:

“All Dirty rolls automatically succeed when attempt to Lift a KO'd wrestler or a friendly wrestler.”

#### ★ Page 34 - Lift

Add to the end of the section:

“If a wrestler that is currently Lifting another wrestler takes damage, is Knocked Down, or is themselves Lifted, the Lifted wrestler is immediately dropped. The controlling player places their Lifted wrestler in base contact with the Lifting wrestler (or in the closest unoccupied square).”

#### ★ Page 46 - Dismount

Remove “(DIRTY)”.

### CHARACTER CARDS

#### Pythong

Add RNG 5 to Diving Lariat.

Add 2AP cost to Snake Trip.





## FREQUENTLY ASKED QUESTIONS

### RUMBLESLAM RULEBOOK



#### **Is Lifting always Dirty, even if the wrestler is KO'd?**

Yes. Although you automatically pass the roll, it still counts towards your Dirty quota for the round.



#### **Is Throw a Dirty action?**

No. Just Lift.

### BACK ALLEY BRAWL



#### **Is Lifting Trash a Dirty move?**

Yes. However, lifting Trash is treated just the same as Lifting a KO'd wrestler, so you automatically pass Dirty rolls, although it still counts towards your Dirty quota for the round.



#### **Can you Beatdown or Reversal on a Lift? What about Bounced from the Ropes?**

Yes and yes. That's a big change from the last edition - get ready for combos!