
Guild Ball®
Season 4
Core Rulebook

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Contents

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Core Rules

Welcome to Guild Ball, the dynamic and fast-paced game of mob football. Set against the backdrop of the Empire of the Free Cities, a cutthroat land ruled by powerful mercantile guilds, Guild Ball is a game of high stakes and careful strategy which rewards those ready to take a risk. But be wary. There are always other new coaches, young bloods just like you, ready to take to the field and show no mercy.

Already your players are expectantly looking to you for guidance. Only you can rise to the challenge and take your team to victory. Are you going to take home the title for your guild this year? Are you ready to hear your name echoing through the stands, shouted in the roar of a thousand voices? Time to lace up your boots and find out!

Models

All models in Guild Ball have a profile card. An example of a model's profile card is shown here, along with an explanation of the skills and stats that appear on it. During a turn, a model may gain or suffer modifiers to its stats. Apply these modifiers immediately and cumulatively.

Piper

Thresher

Brisket

Stats

I Movement [MOV]

Shown as two distances, e.g., 6"/8" MOV.

The first distance is the base move and is the distance a model may travel during a jog.

The second distance is the max move and is the distance a model may travel during a sprint or charge.

II Tactical Ability [TAC]

Shown as a single number, e.g., 4 TAC.

This is the number of dice a model generates and adds to the dice pool when attacking.

III Ball Skills and Kicking Ability [KICK]

Shown as a number and a distance, e.g., 3/8" KICK.

The number is the base kick stat and is the number of dice a model generates and adds to the dice pool when performing a kick.

The distance is the kick distance that a model may kick the ball.

IV Defensive Ability [DEF]

Shown as a single number, e.g., 4+ DEF.

This is the target number that an attacking model rolls against when targeting a model. The + indicates that each die rolled must meet or exceed the number listed.

V Armour Value [ARM]

Shown as a single number, e.g., 1 ARM.

This is the number of hits deducted from a successful attack made against a model.

VI Influence [INF]

Shown as two numbers, e.g., 2/4 INF.

The first number is the base INF and is the amount of influence a model generates each turn during the Maintenance Phase.

The second number is the max INF and is the maximum amount of influence a model may be allocated.

Influence is spent by a model during its activation to perform actions.

VII Character Traits

Models have a number of special abilities they may use during the game, collectively called character traits.

Passive character traits simply have an effect at all times when the defined requirements are satisfied.

Active character traits are actions and are marked with the ◉ icon next to their names. Active character traits are effects that a player may choose whether to use during the model's activation or when the defined requirements are satisfied.

(VIII) Health Points [HP]

A model's health points, or HP, represents the total health of the model. This is shown on its card as a number of cells also known collectively as the health bar. Damage is referred to in the rules as a number, e.g., 2 DMG. Damage is marked on the health bar from right to left, and current health is read from left to right. When one or more cells of a model's health bar are marked, it is damaged. Once a model's current health reaches 0 HP, it suffers the taken out condition.

The health bar also shows the model's recovery level, marked by a ▪ in one of the cells. This stat is used when the model recovers from being taken out and is returned to play.

(IX) Plays

Models have a number of special skills, collectively called plays, they may use during the game. There are three types of plays: character plays, heroic plays, and legendary plays. Character plays are common, while heroic and legendary plays are rarer.

(X) Base Size

Guild Ball uses circular bases with diameters of 30 mm, 40 mm, and 50 mm.

(XI) Melee Zone

Every model has a melee zone. A model's melee zone extends from the edge of its base out to the distance specified by the number listed, e.g., 1". A model is never within its own melee zone.

(XII) Model Type

Every model has a number of types that define aspects of the character it represents, such as nationality, playing position, and, if applicable, team position.

Some plays and character traits specifically affect certain model types, so pay attention to them!

Farris

Lucky

Game Plans

Game Plans represent your team's Captain adapting to the changing flow of the game. Game Plans are dealt out at the start of the game, and are used in deciding who has initiative from Turn 2 onwards. Each Game Plan has the following parts:

(A) Name

(B) Text Effect

This may either be instantly resolved, or have an effect for the duration of the whole turn.

(C) Initiative Value

This number is added to the momentum points (MP) left from last turn for each player. The Player with the highest total score decides who has initiative for the next turn.

(D) Influence Value

This number is either added to or subtracted from the team's influence pool for the turn.

Veteran Hearne

Ikaros

Preparing for a Game

How to Win

In a typical game of Guild Ball, the first player to reach 12 victory points (VP) immediately wins the game. In the unlikely event of both players reaching 12 VP simultaneously, the game continues until one player has more VP than the other, at which point that player immediately wins the game.

Goals! – A player gains 4 VP each time their team scores a goal.

Bodycount – A player gains 2 VP each time an enemy non-Mascot model suffers the taken out condition. A player gains 1 VP each time an enemy Mascot model suffers the taken out condition.

Game Length

A game takes an average of around two hours to play. You may, of course, adjust the target VP win condition to play a longer or shorter game if you wish.

Game Size	Duration	Pitch Size	Team Size	VP Total
Introductory Game	30 mins	2' x 2'	1 Captain 2 Squaddie	6 VP
Quick Game	60 mins	3' x 3'	1 Captain 4 Squaddie 1 Mascot	8 VP
Typical Game	90—120 mins	3' x 3'	1 Captain 4 Squaddie 1 Mascot	12 VP

Squeak

Princess

Peck

Pre-Game

Guild Ball is played between two teams of equal sizes. Players agree to a game size (based on the win condition and expected duration) before picking a guild to represent. They then select models from an extensive roster to make up their team for the game.

Picking a Team

In a typical game each team has six guild models, including a Captain and a Mascot. The most important member of a team is the Captain, who determines the team's guild. A team may have only one model with the Captain type. A team may also have only one model with the Mascot type. The Mascot and all other models selected must be guild models; that is, they must be able to play for the same guild as the Captain. Each named character is unique and may be taken only once per team.

To pick a team:

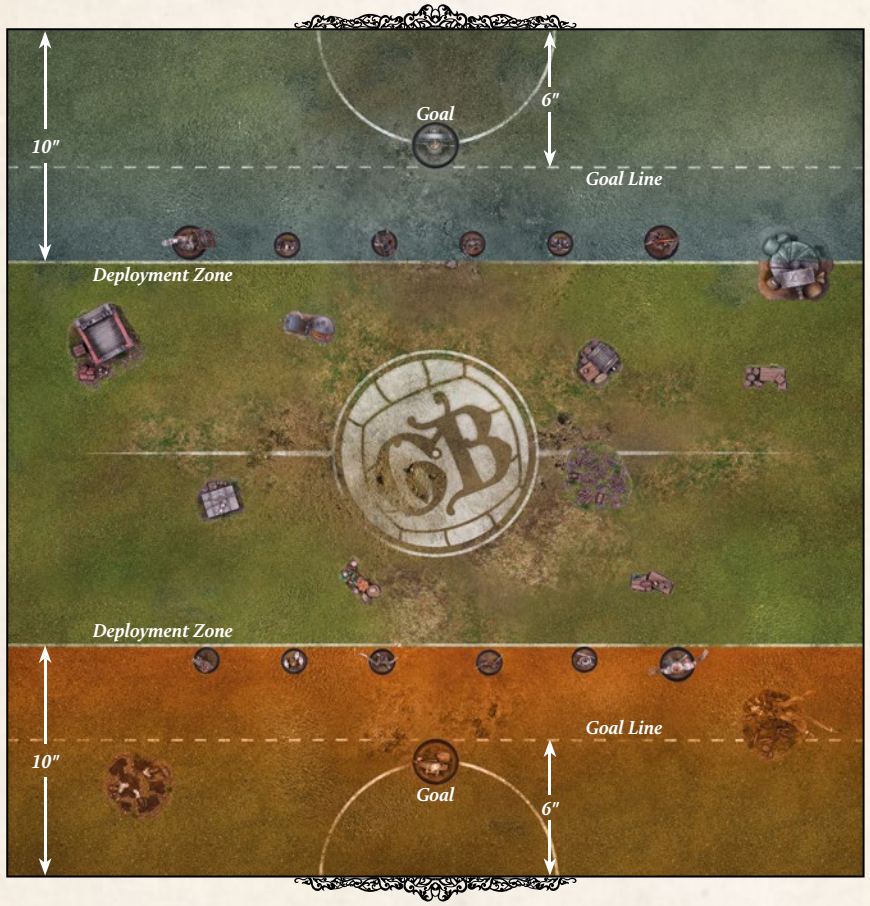
1. Pick a model with the Captain type.
2. Pick a model with the Mascot type that may play for the same guild as the Captain model. Skip this step if playing an Introductory Game.
3. Fill out the team roster with Squaddie models that may play for the same guild as the Captain model.

Setting Up

In a typical game of Guild Ball, players play across a 3' x 3' playing surface that represents the pitch.

There may be any number of pieces of terrain on the pitch. Players must agree on the position and type of each piece before starting the game.

Prior to setting up teams, each player is dealt seven game plans from a shared deck. These cards are kept secret. After review, each player must discard two cards, leaving them with five game plans in hand. Discarded game plan cards aren't revealed.



For the first few games we recommend that you don't use any terrain pieces, in order to get used to the basic rules. Once you've mastered the basic rules, these elements add new twists to keep you on your toes in each and every match!

Players each make a starting roll of 1D6. Reroll any tied results. The player with the higher roll chooses which player will be the kicking player for the first turn and which one will be the receiving player.

Each goal is represented by a goalpost. Goalposts are always positioned in the centre of the deployment zone, with the front edge on the goal line. The kicking player decides which table edge to use for deployment and positions their goalpost.

The kicking player deploys their entire team completely within 10" of their chosen table edge. They declare one model as the kicker, and the kicker is given possession of the ball.

The receiving player uses the opposite table edge, positions their goalpost, and deploys their entire team, all in the same manner as the kicking player.

Crucible

Kick Off

After both players have deployed their teams, the kicker may make a jog followed by a pass. These are the only two actions the kicker may perform during the kick off.

The kick off pass doesn't cost influence and may not target a friendly model; it may only target a target spot on the pitch. See page 16 for how to kick to a target spot on the pitch.

After resolving the kick off, if the ball leaves the pitch or finishes within the kicking player's half of the pitch, then the receiving player may give possession of the ball to any model on their team. After the kick off scatter is resolved, the ball may not snap to the kicker.

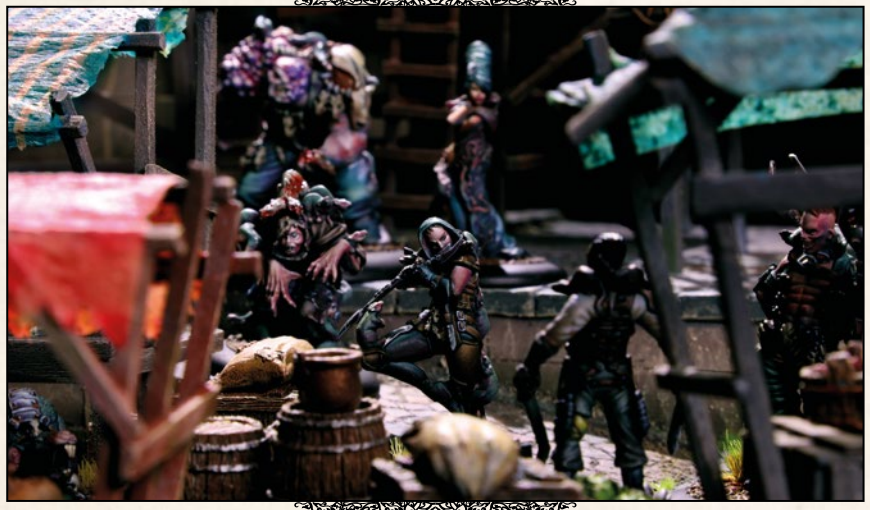
After the kick off has been resolved, the receiving player automatically has the initiative for the first turn and so will be the first player to activate a model.

Furnace

Pre-Game Sequence

The specific sequence for a new game is:

1. Define and agree on terrain.
2. Deal seven game plans to each player, face down.
3. Each player discards two game plans face down and retains five cards. These are typically kept secret but may be revealed if desired.
4. Each player makes a starting roll of 1D6. The player with the higher roll chooses whether to be the kicking player or the receiving player.
5. The kicking player chooses a table edge and positions their goalpost.
6. The kicking player completely deploys their team.
7. The kicking player gives possession of the ball to one of their models, designated as the kicker.
8. The receiving player takes the opposite table edge and deploys their goalpost and team.
9. The kicker performs a kick off. Determine the final landing spot of the kick off and apply the results. Note that the kicker may still be allocated influence and activate as normal in the first turn.
10. The receiving player automatically has the initiative for the first turn. The kicking player's team gains 1 MP, and then the game begins.
11. The game continues from the Maintenance Phase of the Normal Turn Sequence.



Playing the Game

Game Terminology

Guild Ball uses a number of key phrases and terminology to define aspects of the game.

Definitions

A model, marker, or template is **within** a given distance when any part of the base or template is within that given distance, including touching.

A model, marker, or template is **completely within** a given distance when the entire base or template is within that given distance, including touching.

A model, marker, or template is in **base contact** with a model, marker, or terrain piece if any part of the base or template is touching the model, marker, or terrain piece.

A model **enters** when an advance, reposition, or placement of that model causes it to become within an aura, an ongoing effect AOE, terrain, or another effect.

Towards means that a model or marker may only move in such a way that the distance between the model or marker and the target is always decreasing.

Directly towards means that a model or marker must move along the line between the centre points of the model or marker and the target. Additionally, the distance between the model or marker and the target must always be decreasing.

Away means that a model or marker may move in any direction, but only in such a way that the distance between the origin and the model or marker is always increasing.

Directly away means that a model or marker must move along the line between the centre points of the model or marker and the target. Additionally, the distance between the model or marker and the target must always be increasing.

If a model is required to move towards, directly towards, away from, or directly away from a target/origin and becomes unable to do so (e.g., due to a blocking model, an obstruction, or a barrier), it immediately stops movement.

When a model or marker is **placed**, it hasn't made an advance or reposition and isn't considered to have moved. A model or marker may not be placed on a barrier or an obstruction, or with its base overlapping another model or marker's base or the edge of the pitch.

Player refers to a person playing the game.

Controlling player refers to the person in control of the active model or goal kick.

A model's **activation** occurs when that model is selected during the Activation Phase. A model's activation consists of a single standard advance action and as many other actions as the model has resources to perform. A model may perform actions in any order, and, unless stated otherwise, an action may be repeated.

During a model's activation, it's the **active model** unless another model is performing an action. In all other instances where a model becomes the active model, it isn't considered to be that model's activation. There may be only one active model at a time.

An **action** is a movement, a kick, an attack, a character play, a heroic play, a legendary play, an active character trait, or any other ability that states 'action' in its description. A model may not interrupt an action with another action unless the description of the responding action includes the appropriate specific timing trigger.

When an action is described as **once per turn**, it may be used only once each turn regardless of whether it's successful. Each individual model's once-per-turn actions may be used once per turn per player.

A **dice pool** is a number of standard six-sided dice (D6), collected together and used to determine the success of an action. A dice pool may never be reduced to zero.

An **origin** is a model that's initiating an action.

Target model or marker is the model or marker targeted by an action. A model must have line of sight in order to target another model or marker with an action unless otherwise stated.

An **enemy model or marker** is a model or marker that belongs to the team opposing the active model.

A **friendly model or marker** is a model or marker that belongs to the same team as the active model. A model is friendly to itself.

A **guild model** is a friendly model whose guild is the same as the active model's.

An **aura** is an effect which is constantly active throughout its duration. Models within an aura are immediately affected by it. An aura extends from the edge of the model's base out to the distance specified by the number listed. A model is affected by its own aura unless otherwise stated.

A **pulse** is an effect which affects only models within its range at the time it is triggered. A pulse has no duration. A pulse extends from the edge of the model's base out to the distance specified by the number listed. A model is affected by its own pulse unless otherwise stated.

The **halfway line** describes the line across the middle of the pitch which runs parallel to each player's table edge.

The **goal line** describes the line 6" from, and parallel to, each player's respective table edge.

A **goalpost** is a specific piece of terrain represented by a 50 mm base or equivalent-sized object. A goalpost is a barrier.

The **ball** is represented by a ball marker, which is a 30 mm base.

A **target spot** is any point on the pitch where the ball may be legally placed.

The **ball path** is a straight line, 30 mm wide, that the ball travels along.

Conventions of Play

Players are obliged to allow their opponent full access to all game information (e.g., specific model details, stats, and current effects) at any time. This doesn't include unrevealed game plans.

Effects should always be marked with a suitable token next to the relevant model.

Bonuses and penalties from the same named sources aren't cumulative. Effects and abilities of the same name aren't cumulative.

Rules as written in the rulebook are the default. However, rules written on a model's card supersede rules written in the rulebook. Rules conflicts and timing are resolved as described in 'Comprehensive Timing Sequences' on page 26.

Effects and abilities that trigger at the same timing step may be resolved in any order the controlling player chooses.

The rule of least disturbance generally applies only when attempting to place the ball. It means players must place the ball (or model, if relevant) as close to the correct location as is possible without moving or disturbing any other models, markers, or terrain pieces on the pitch.

When a reroll is required, all bonuses and penalties which applied to the original roll also apply to the reroll. Unless specified, a reroll may not be rerolled.

Distance Measuring

All distances are expressed in inches, e.g., 6".

Distances are always measured from the nearest point on the edge of a marker or model's base.

Distances are always measured on a horizontal plane.

Players may choose to measure any ranges or distances at any time.

Line of Sight

A model has LOS to a target spot, another model, or a goalpost as long as an unobstructed straight line may be drawn from any point on the model's base to the target spot or to any point on the other model's or goalpost's base.

A line is considered obstructed if it passes through terrain that blocks LOS or if it passes over the base of an intervening model.

Locus

Tokens and Markers

Tokens

Tokens don't have a physical presence on the pitch. They're simply put next to the relevant models to show which effects are in play on which model.

Markers

Some plays and character traits require a marker to represent them on the pitch. Additionally, the ball is represented by a ball marker.

The location of a marker on the pitch is typically represented by a 30 mm, 40 mm, or 50 mm base. A model may move over a marker without impediment but may not end its movement overlapping a marker's base.

Normal Turn Sequence

1. Initiative Phase

Both players look at their chosen game plans and secretly select one to play.

Players reveal their chosen cards simultaneously and compare the initiative values of those cards. Each player additionally adds +1 to their initiative value for each of their unspent MP from the previous turn.

The player with the highest net initiative decides which team has the initiative. In the event of a tie, both players roll 1D6. The player who rolls higher decides which team has the initiative. In the event of a tie, reroll until one player rolls higher.

Then, starting with the player whose team has initiative this turn, resolve any effects of the chosen game plans.

MP is then reset to 0 for each player. **After this, the player who doesn't have initiative gains 1 MP.**

Sakana

2. Maintenance Phase

The player with the initiative completes their Maintenance Phase first, and then the other player completes their Maintenance Phase.

The player returns to play any friendly models which are suffering the taken out condition.

Then generate the team's influence pool. Apply any influence modifier listed on that player's chosen game plan to the influence pool before allocating influence.

Finally, the player allocates their influence pool amongst friendly models.

3. Activation Phase

Starting with the player who has the initiative, alternate selecting a friendly model currently on the pitch to take its activation.

Each model must take an activation once per turn.

A model may choose to end its activation at any time. A model isn't required to use all of its influence.

Salt

4. End Phase

Once all models on both teams have completed all possible activations, the current turn ends. Players then remove all current ongoing effects and sustain effects, but not conditions. Resolve all damage from conditions on models and discard all influence on each model.

Don't reset MP at this point.

Both current game plans are removed from the pitch and discarded. If a player no longer has any game plan cards in their hand, they pick up all their discarded game plans to form a new hand.

Recovery Levels

Models have a recovery level marked on their health bars.

During the Maintenance Phase, each model currently suffering the taken out condition is returned to play. A model that returns to play removes the taken out condition.

A model that returns to play retains its current HP, then recovers HP up to its recovery level.

A returned model is placed in base contact with an edge of the pitch that's within the friendly deployment zone and may then make a jog.

Conditions & Condition Damage

During a game of Guild Ball, models may suffer conditions. Conditions remain on a model until removed.

Conditions may cause damage during the End Phase. The amount of damage a model suffers from each condition is shown by the number next to the name of the condition. Any damage inflicted by a condition or by a trait or play which includes the phrase 'condition damage' is condition damage. Condition damage ignores effects that increase or decrease damage dealt.

Bleed [3]
Remove the bleed condition after it inflicts damage in the End Phase.

Burning [1]
A model suffering the burning condition suffers –2"/–2" MOV.

Knocked Down [0]
A model suffering the knocked down condition:

- Doesn't block LOS.
- May not engage or attack an enemy model.
- May not have possession of the ball or be the target of a pass.
- May not use character plays.
- May not advance or be moved by any means other than making a dodge or suffering a push.
- Suffers –1 DEF.

If a model in possession of the ball suffers the knocked down condition, scatter the ball using the circular scatter rules, with the template centred on the knocked down model.

A model suffering the knocked down condition may forfeit its standard advance in order to remove the condition (i.e., stand up).

Poison [2]

Snared [0]
A model suffering the snared condition suffers –1 DEF and –2"/–2" MOV.

Taken Out [0]
When a model is reduced to 0 HP, it suffers the taken out condition and is removed from the pitch. Remove all other conditions and effects from the model.

If a model in possession of the ball suffers the taken out condition, before removing the taken out model from the pitch, scatter the ball using the circular scatter rules with the template centred on the taken out model.

A model that's suffering the taken out condition may not be allocated influence, may not suffer any other conditions, and may not become active for any reason.

An active model that causes an enemy model to suffer the taken out condition as a result of an action has inflicted the taken out condition on that model.

Influence

Every model on the pitch provides a measure of influence over the game. This is represented by the model's INF stat.

Influence is a resource that a model may use in order to perform actions during each activation. Learning to use influence wisely is crucial to winning games.

Generating Influence
During the Maintenance Phase, an influence pool is generated for each team using the combined total of base INF from each of the team's models. Note that all models generate influence, even models from your team which aren't currently on the pitch.

Each team may add 1 influence to the influence pool for each goal they have scored during this game that was worth 4 VP or more. Each team's influence pool may also gain or lose influence each turn as a result of game plan cards.

Benediction

Allocating Influence
When it's a player's turn to allocate influence during the Maintenance Phase, the player allocates their team's influence pool to their models on the pitch. A player may allocate influence to a model up to that model's max INF.

A model may be allocated additional influence during the course of a turn but may not exceed its max INF.

When a model is removed from the pitch it retains any unspent influence until the End Phase of the turn.

Using Influence
Most actions require spending influence. During its activation, a model may perform these actions as long as it has sufficient influence to do so.

A model may perform actions in any order. Unless stated otherwise, an action may be repeated.

Common uses of influence include movement, attacks, kicks, and character plays.

Actions

An action is a movement, a kick, an attack, a play, an active character trait, or any other ability that states 'action' in its description. A model may not interrupt an action with another action unless a specific timing trigger is stated.

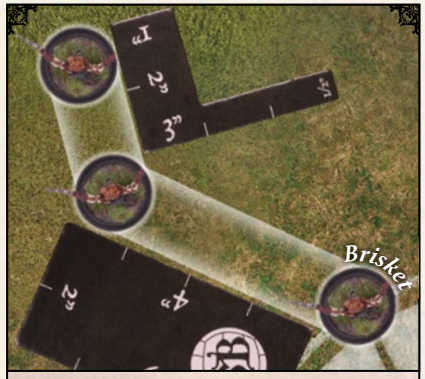
Movement

When a model moves, it does so in a straight line. It may stop to change the direction of movement at any point without penalty.

When a model or marker is moving, distance is measured from the nearest point on the edge of the model or marker's base in the direction it's moving.

A model blocks movement. A model's base may not pass over another model's base during movement.

Possession of the ball has no impact on the distance travelled.



Brisket has a base move of 6". She jogs forward 4" before changing direction and using her remaining 2" of movement.

If any part of a model's base leaves the pitch, immediately take the model off the pitch. A controlling player may not voluntarily move a friendly model to cause it to leave the pitch. After the model is taken off the pitch, it suffers the taken out condition. A model removed in this way retains its current HP.

A model that moves 0" doesn't count as moving.

Advancing

During an advance, a model may gain or suffer modifiers to its MOV. Apply these modifiers immediately and cumulatively. If a model's MOV is reduced during an advance and the distance it has already moved is greater than its reduced MOV stat, the advance ends immediately.

An advance may be one of the following:

Jog: Costs 0 influence. The model may move up to its base move.

Sprint: Costs 1 influence. The model may move up to its max move.

Charge: Costs 2 influence. The model may make a charge if it's able to do so.

Standard Advance

During its activation a model may make a single **standard advance**. Once per activation, a model may choose to forfeit its standard advance; if it does so, it doesn't count as moving.

Additional Advance

A model may also be affected by plays or character traits which could cause it to perform an additional advance. An **additional advance** will be specified as a jog, sprint, or charge but doesn't cost influence. A model may make any number of additional advance movements during a turn. Any additional advance a model makes isn't a standard advance and may not be forfeited.

Charging

To perform a charge, the active model selects a target enemy model that's in its LOS and pays any applicable costs (usually 2 influence).

A model may not declare a charge if it's currently engaged by an enemy model. A model may not target an enemy model that it's currently engaging with a charge.

A charging model may advance up to its max move. If able, it must end the advance engaging the target enemy model. A model may not change direction during a charge. The active model then makes an attack (without spending influence) against the target enemy model. This attack gains +4 TAC.

While making a charge, if the active model doesn't end its advance engaging the target enemy model, the charge has been unsuccessful, and the active model's activation immediately ends.

Repositioning

Repositioning refers to any movement that isn't an advance. A reposition may be caused by either a friendly model or an enemy model.

A **dodge** is a specific type of reposition movement and is shown as a distance, e.g., 2" dodge. Models may move up to the distance shown.

A **push** is another specific type of reposition movement and is also shown as a distance, e.g., 2" push. A model may be moved up to the distance shown. A model may not change direction during a push. A model being moved by a push stops if it contacts another model's base, an obstruction, or a barrier.

Dodge and push movement receives no penalties or bonuses from terrain unless otherwise noted.

Brainpan & Memory

Target Number Tests

Many actions a model may make are resolved using a target number (TN) test.

Models use their stats and apply all relevant modifiers to gather a number of six-sided dice (D6) in order to generate a dice pool.

Each relevant action confers a base number of dice to the dice pool. Action-specific modifiers are then applied. All other applicable modifiers are then applied from character traits, plays, and other in-game effects and abilities. This will provide a total dice pool for the action.

The target number is shown as a number, e.g., 3+.

When making a TN test, each individual die rolled in the dice pool that equals or exceeds the target number generates a successful hit. Any die that rolls less than the target number is unsuccessful.

Some actions will have modifiers that affect the number of successful hits after the dice pool has been rolled.

A TN test is successful if it generates at least 1 net hit. In many TN tests, additional hits improve the overall result.

TN Modifiers

When making a TN test, various factors may affect the target number or the dice pool. These will be explained by the relevant rules for that action.

Modifiers may not reduce the target number to less than 2+ TN or increase the target number to greater than 6+ TN.

- Instead, for each point a modifier would take the target number to below 2+ TN, the dice pool gains an additional one die.

- For each point a modifier would take the target number to above 6+ TN, the dice pool loses one die.

Modifiers may not reduce the total dice pool to less than one D6.

Scum

Pintpot

The Ball Marker

The ball is represented by a ball marker which is a 30 mm base.

A ball that isn't in a model's possession is a **free ball**.

Possession of the Ball

When a model is in possession of the ball, put the ball in base contact with that model to ensure that the model in possession of it is clearly identified. While a model is in possession of the ball, the ball has no location on the pitch. The model in possession is considered to be the current location of the ball. While a model is in possession, the exact physical position of the ball is irrelevant; the position of the ball may be freely altered as required.

When a model in possession is moved, it retains possession of the ball throughout the movement.

During its activation, an active model in possession of the ball and not engaged may give up possession at any point. Giving up possession isn't an action. To give up possession, the model places the ball within 1"; the ball then becomes a free ball. A model that has given up possession in this way may not regain possession during the same activation.

If a model in possession of the ball suffers the knocked down condition, scatter the ball using the circular scatter rules with the template centred on the knocked down model.

Snap To

A model which starts its activation or moves within 1" of a free ball may choose to take possession of the ball; the ball will immediately snap to that model.

If the ball is placed within 1" of a model, that model may choose to take possession; the ball will immediately snap to that model. If each team has one or more models within 1" of the ball when it's placed, each model may roll 1D6 and add their base KICK to attempt to gain possession. The model with the highest result gains possession. When two or more models have the highest result, reroll for those models until one model gains possession. The ball may not snap to until after a scatter is resolved.

Veteran Harmony

Kicking

To spread the play across the pitch, models usually move the ball around using the **kick** action. A kick action is either a pass or a Shot.

During its activation, a model in possession of the ball may make a kick at the cost of 1 influence. The kicking model's controlling player generates a dice pool using the kicking model's current KICK. Apply any relevant bonuses and penalties to the dice pool before rolling the dice. A kick must target a target spot, friendly model, or enemy goalpost but doesn't require LOS.

When making a kick, the ball path must be drawn from the kicking model directly towards the target spot, friendly model, or enemy goalpost.

Passing the Ball

A model may **pass** the ball to another friendly model or a target spot.

Shooting at Goal

To score a goal, a model must target the enemy goalpost with a kick action called a Shot. A goal may only be scored from a successful Shot — a ball that scatters into the goalpost won't count. In order to make a Shot, a model must spend 1 MP in addition to the influence cost for making a kick.

During an activation, if a friendly model scores a goal, the activation immediately ends.

Tap In

If the target spot, friendly model, or target goalpost is within half of the kicking model's kick range (rounded down), the kick suffers –1 TN.

Kicking Sequence

1. The active model declares a pass to a target spot, a pass to another friendly model, or a Shot at a goalpost and pays any applicable costs. If making a pass to a target spot, the active model positions the ball anywhere within its kick range.

2. Generate a dice pool using the kicking model's base KICK.

   - Each enemy model engaging the kicking model causes the kick to suffer –1 dice pool.

   - Each enemy model not engaging the kicking model and with any part of its base on the ball path between the kicking model and the target of the kick is an intervening model. Each intervening model causes the kick to suffer –1 dice pool.

3. A kick is resolved as a 4+ TN test.

   - If the target spot, friendly model, or enemy goalpost isn't in LOS of the kicking model, the kick suffers a +1 TN modifier.

   - If the target is a friendly model, the kick suffers +1 TN for each enemy model engaging the target friendly model.

4. Upon a successful kick:

   - If the target is a friendly model, it immediately gains possession of the ball.

   - If the target is a goalpost, a goal is scored.

   - If the target is a target spot, immediately scatter using the kick scatter rules. The player may choose to reroll the entire kick scatter once but must accept the rerolled result.

   Upon an unsuccessful kick:

   - If the target is a friendly model or a goalpost, scatter the ball from that model or goalpost using the kick scatter rules.

   - If the target is a target spot, immediately scatter using the kick scatter rules.

Snakeskin

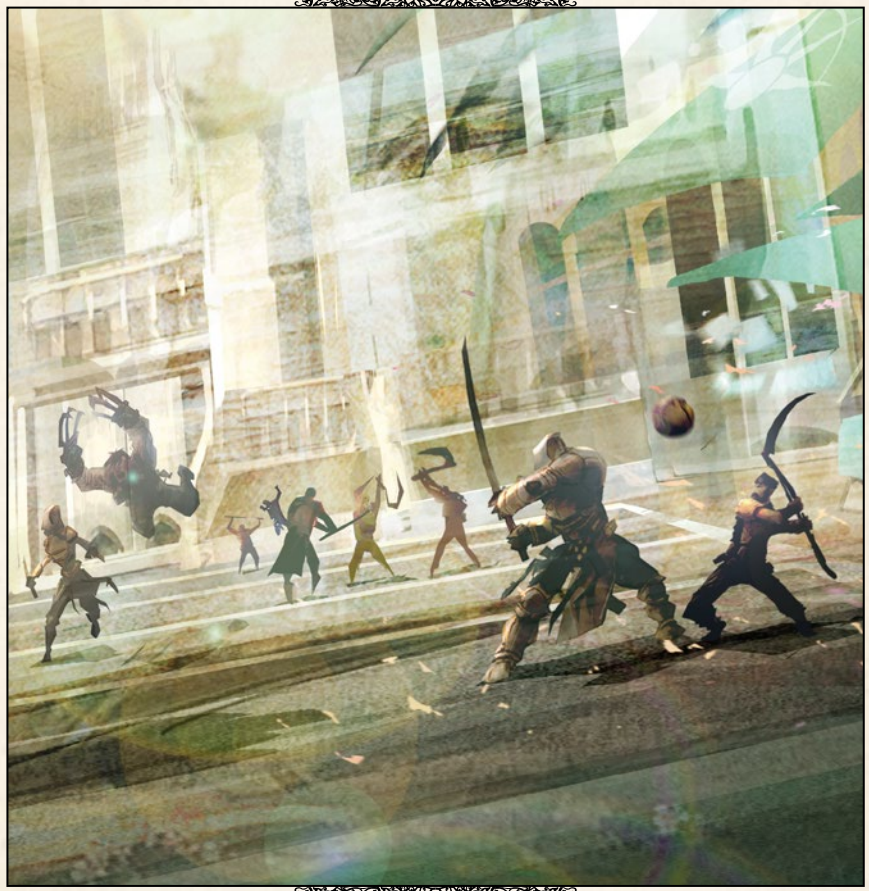
Goal Kicks

After a goal, the ball is returned to play. Typically, the friendly crowd behind the goalpost kick the ball back into play for their team via a **goal kick**.

A goal kick happens immediately after a goal is scored. The player who just conceded the goal resolves the goal kick.

There's no need to reset model positions. To resolve a goal kick, simply position the ball within 10" of the friendly goalpost and use the kick scatter rules to determine the ball's final landing spot.

A goal kick may never be intercepted. During a goal kick, the ball path may be drawn through terrain pieces. If the ball would end on top of a barrier or an obstruction, use the rule of least disturbance to place the ball along the ball path in contact with the terrain piece.



Scattering the Ball

Occasionally models will lose control of the ball or miss that crucial Shot or pass. Regardless of how it happens, a scatter will determine where the ball ends up.

Scatters require a template to resolve. There are two types of scatter template used in Guild Ball: a circular scatter and a kick scatter.

Circular Scatter

A **circular scatter** occurs whenever the ball bounces freely, such as when a model in possession of the ball suffers the knocked down condition.

To determine the ball's final landing spot, hold the circular scatter template over the current location of the ball with the #1 pointing towards the active model's goalpost. Then resolve a scatter roll.

Roll 1D6 to determine the **direction** in which the ball scatters. Roll another 1D6 to determine the **distance** the ball scatters.

The ball's final landing spot is determined by measuring the scatter distance in the scatter direction from the current location of the ball. Once you've determined the final landing spot, the ball path is centred on the line between the original location of the ball and the final landing spot. If the ball scattered from a model, measure the scatter distance from the edge of the model's base.

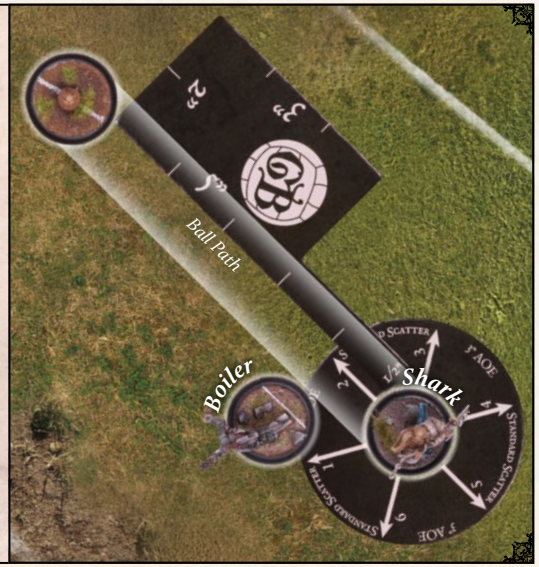
If there are barriers or obstructions along the ball path, the ball is affected as explained in 'Terrain' on page 24. Otherwise, place the ball on the final landing spot.

Boiler slams into Shark and knocks him down. Shark loses possession of the ball and it scatters using the circular scatter rules.

Hold the circular scatter template centred over Shark's model with the #1 pointing towards the active model's goal – in this case Boiler's goal.

Rolling 1D6 to determine the scatter direction results in a 2. Rolling 1D6 to determine the scatter distance results in 5".

Measure 5" from Shark's base, and then place the ball with the closest edge exactly 5" away from Shark in the scatter direction.



Kick Scatter

When the ball is kicked, a kick scatter may be used to determine the final landing spot.

Hold the **kick scatter** template over the target spot, target friendly model, or target enemy goalpost with the centre line pointing in the direction the ball was originally travelling.

Roll 1D6 to determine the **direction** in which the ball scatters. Roll another 1D6 to determine the **distance** the ball scatters. The ball's final landing spot is determined by measuring the scatter distance in the scatter direction from the target spot, target friendly model, or target enemy goalpost.

Once you've determined the final landing spot, the ball path is centred on the line between the kicking model and the final landing spot. If the ball scattered from a target model or goalpost, measure the scatter distance from the edge of the model or goalpost's base.

If there are barriers or obstructions along the ball path, the ball is affected as explained in 'Terrain' on page 24. Otherwise, place the ball on the final landing spot.

Interception

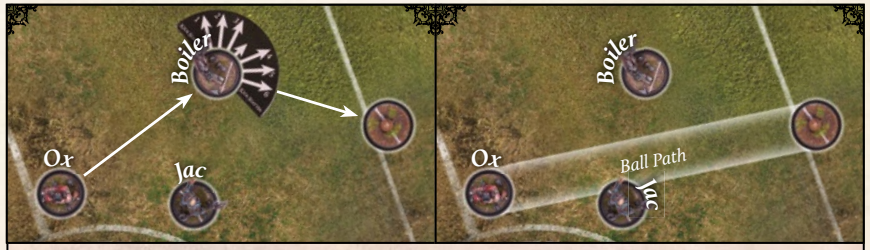
When resolving a kick scatter, the closest model on the ball path between the kicking model and the final landing spot may choose to take possession of the ball. If it doesn't, the next-closest model on the ball path may choose to take possession. Repeat this process until there are no more models on the ball path. A circular scatter may not be intercepted.

Throw-Ins

If the ball leaves the pitch during a game for any reason, the game continues as the enthusiastic crowd quickly throws or boots the ball back into play.

If any part of the ball marker's base leaves the pitch, immediately take the ball off the pitch. Place the ball on the centre spot of the pitch and resolve a circular scatter to determine its final landing spot.

The ball may not be intercepted during a throw-in.



Ox has tried to pass the ball to a teammate but has missed. The ball scatters using the kick scatter template.

To determine the final landing spot, Ox positions the kick scatter template on the target friendly model with the centre line pointing in the direction of the original kick.

Ox determines the ball path to the final landing spot and groans as he notes that Jac is cunningly in the right place to intercept the miskick.

Making an Attack

During its activation, a model may make an **attack** against an enemy model at a cost of 1 influence.

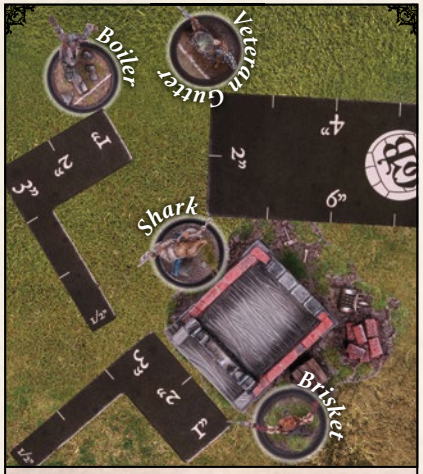
A model may only make an attack against an enemy model that it's engaging.

Engaging

When a model has an enemy model within its melee zone and LOS, it's engaging that model.

When a model is within an enemy model's melee zone and LOS, it's engaged by that model.

A model may engage or be engaged by any number of enemy models.



Shark is engaging Boiler and Veteran Gutter with his 2" melee zone but isn't engaging Brisket because he doesn't have LOS to her.

Shark isn't engaged by Boiler's 1" melee zone but is engaged by Veteran Gutter's 2" melee zone.

Attack Sequence

1. The controlling player declares that the active model will make an attack against a target enemy model and pays any relevant costs (usually 1 influence).

2. Generate a dice pool using the active model's current TAC; apply any applicable bonuses or penalties.

3. An attack is resolved as a TN test of [target model's current DEF].

4. Determine the net hits for the attack by deducting the target model's current ARM from the number of successes on the TN test, to a minimum of 0. Then apply any net hit modifiers. An attack is successful (and the target model is hit) if it generates at least 1 net hit.

5. The controlling player applies the net hits to the active model's playbook to determine the result(s) of the attack.

For a more detailed attack sequence, see 'Comprehensive Timing Sequences' on page 26.

Common Attack Bonuses and Penalties

Charging
When making a charge, the active model gains +4 TAC for the attack made as part of the charge.

Ganging Up
When making an attack, the active model gains +1 TAC for each friendly model, other than itself, engaging the target enemy model.

Crowding Out
When making an attack, the active model suffers –1 TAC for each enemy model, other than the target enemy model, engaging the active model.

Cover
When attacking a model that is benefitting from cover, the attacking model suffers –1 TAC for the duration of the attack.

Playbook

A model that makes a successful attack applies the net hits to its unique playbook to determine the result or results. Honour's playbook is shown to the left.

A playbook is always read from left to right. The potential results are arranged in columns.

Selecting Results

A single net hit from an attack allows the model to access the first column on the left of its playbook. Each additional net hit allows the model to access an additional column, proceeding from the left. The model selects a single result from any of the results in the available columns; apply all the effects of the selected result if able. Some individual playbook results deliver more than one effect. You may select a result with some invalid effects, provided at least one effect is valid. The controlling player must resolve all valid effects generated but may do so in any order.

Momentous results are highlighted with a colour fill on the playbook, such as the tackle (T) listed in the first column of Honour's playbook. Momentous results generate 1 MP for the active model's team in addition to the effects of the selected result. If an ability allows a model to ignore or invalidate all effects of a momentous playbook result, then no MP is generated.

Wrapping

Occasionally an attack is wildly successful and may wrap around the playbook to generate multiple results.

If an attack generates more net hits than there are columns on the active model's playbook, the model will select more than a single result. In this instance, the active model counts up to the last column and selects a single result. The active model then continues counting columns from the left, selecting an additional result each time it reaches the last column or runs out of net hits.

The controlling player must resolve all results generated but may do so in any order.

All results generated from a single attack are considered to be simultaneous events but are individually subject to any applicable modifiers.

Common Results and Effects

(2) **Playbook Damage (DMG)** – A playbook damage result reduces the current HP on the target enemy model by the number shown. After applying damage modifiers to each individual playbook damage result, combine all DMG results from an attack into a single instance of damage.

(>) **Push** – The target model suffers 1" of push movement for each arrow shown on the playbook result. Combine all push results from the same attack into a single push movement.

(<) **Dodge** – The active model may make 1" of dodge movement for each arrow shown on the playbook result. Combine all dodge results from the same attack into a single dodge movement.

(KD) **Knocked down** – The target model suffers the knocked down condition. If the target model is already suffering the knocked down condition, this effect is invalid and therefore may not be chosen unless as part of a result with additional valid effects.

(T) **Tackle** – If the target enemy model currently has possession of the ball, the active model immediately gains possession. If the target model doesn't currently have possession of the ball, this effect is invalid and therefore may not be chosen unless as part of a result with additional valid effects.

(6B) (trophy) **Character play** – Shown as either '(6B)' or '(trophy)', these are play icons. Each time the active model selects a play icon playbook result, it may trigger a single character play without spending influence. Each character play will indicate if it may be triggered by play icons by showing either '(6B)' or '(trophy)' in the CST column. A single character play can be triggered by each result with a corresponding play icon without spending influence.

Parting Blow

When performing an advance, if an active model leaves the melee zone or LOS of an enemy model that's engaging it, that enemy model may immediately declare a **parting blow** against the active model. A model may suffer multiple parting blows if leaving multiple melee zones and/or LOS.

A parting blow is an attack which doesn't cost influence and is triggered and resolved immediately at the point the active model leaves the melee zone or LOS of the enemy model.

A parting blow attack gains +2 TAC.

A model making a parting blow doesn't receive the ganging up or crowding out modifiers.

A parting blow may not generate MP from momentous playbook results. Damage, knocked down, and tackle are the only valid results for a parting blow. A parting blow may not trigger a playbook character play result. Models may not be repositioned or placed during a parting blow.

After a parting blow is resolved, the active model may continue its advance if able to do so.

Plays

Models have a number of special abilities and skills, collectively called plays, they may use during the game.

There are three types of play a model may have access to: character plays, heroic plays and legendary plays.

Character Plays

Character plays are the most common type of plays, and most models have multiple character plays to choose from.

Character plays are used by spending influence or triggering them with play icons generated from an attack.

All character plays have the following:

[Name] This is the character play's name.

[Description] This describes the character play and its effect. If the character play has a pulse, an aura, or an AOE effect, that's also described here.

Cost [CST] Shown as the amount of influence it costs to use the character play and/or the corresponding play icons required to trigger the character play as a playbook result.

Range [RNG] Shown as one of three values:

[n"] The maximum range of the character play.

[S] Denotes that the character play's range is Self and it may only be used on the model which triggered it.

[P] Denotes that the character play may only be triggered as a playbook result using play icons. This character play may target only the original attack target.

Sustain [SUS] A tick in this column shows that the character play has effects which last until the end of the current turn.

[OPT] A tick in this column shows that the character play may be used only once per turn.

Flask

Wrecker

Character Plays Using Influence

During its activation a model may spend influence to use a character play.

A model using a character play may target any valid model within range and LOS.

A character play is resolved as a TN test of [target model's current DEF]. Use the character play's cost in influence to generate the dice pool.

The controlling player may choose to automatically hit friendly models with character plays with no TN test required.

Brisket has just attacked Shark. She generated 3 net hits on her attack, which gives her access to her 3rd playbook column. She decides to use the play icon on her 3rd playbook column to trigger her Dirty Knives character play on Angel, who is nearby. Brisket checks that Angel is within the 6" range of her character play and confirms LOS.

Angel is a valid target and so immediately suffers the effect of the character play as Brisket launches a wicked-looking knife at her.

Character Plays from Attacks

Additionally, it's possible for a character play to be triggered as a playbook result.

When a model selects a play icon playbook result during an attack, it may use that result to trigger a single character play without spending influence. Character plays which may be triggered by play icons include those icons in their CST.

A model triggering a character play may target any valid model within range and LOS.

A character play triggered from the playbook is automatically successful with no TN test required.

Sequence of a Character Play

1. The active model declares a character play against a target model within range and LOS and pays the relevant cost.

2. If required, determine the success of the character play with a TN test:

   a) Generate a dice pool using the cost of the character play; apply any applicable bonuses or penalties.

   b) Resolve the character play as a TN test of [target model's current DEF].

   c) If the TN test is successful, the target is hit. Apply the effects of the character play.

3. If a TN test isn't required, then the character play is automatically successful and the target is hit.

Common Character Play Bonuses and Penalties

Crowding Out

When making a character play, the active model suffers –1 dice pool for each enemy model, other than the target enemy model, engaging the active model.

Area of Effect (AOE) Character Plays

Some character plays affect a defined area on the pitch rather than a particular target; these are called AOE (area of effect) character plays.

To measure the AOE of an AOE character play, use a circular template that's 3" in diameter. (In rules these are simply called 3" AOE templates.) An AOE template may overlap models' bases, terrain, other AOEs, or markers.

All models (friendly and enemy) within the AOE of an AOE character play may be affected by it, but they aren't targeted by it.

An AOE character play triggered from the playbook is automatically successful with no TN test required.

Mercury smiles as he uses a Fire Blast; he spends 2 influence, the cost of the character play.

Looking around, he sees that Ox, Veteran Gutter, and Brisket are clumped together perfectly and chooses to position any part of the 3" AOE template within the 6" range of the character play.

If he were triggering this character play from a playbook result (following an attack), all three of the Butchers would be automatically hit and suffer the effects of the character play!

However, Mercury has paid influence to use this character play and so must test to see who is affected and who isn't.

For each model within the template, Mercury gathers a dice pool based on the influence cost of the character play, in this instance 2. He may choose to spend MP on Bonus Time to add an additional die to the pool, but he must do so individually for each model.

Each model this is hit suffers 2 damage and the burning condition. After resolving the character play against all three Butchers, Mercury leaves the 3" template in place, as Fire Blast has an ongoing effect until the end of the turn.

Sequence of an AOE Character Play

1. The active model declares an AOE character play and pays the applicable cost.

2. Position a 3" AOE template with any part of the template within the range of the character play. This template may overlap models' bases, terrain, other AOEs, or markers.

3. If the character play includes effects for models hit by the play, perform the following steps for each model currently within the AOE, in an order chosen by the active model's controlling player:

   a) Generate a dice pool using the CST of the character play; apply any applicable bonuses or penalties.

   b) A character play is resolved as a TN test of [model's current DEF]. The active model may choose to automatically succeed against friendly models.

   c) If the TN test is successful, the model is hit. Apply the effect of the character play immediately.

   d) If the TN test is unsuccessful, that model has managed to duck out of the way and is unaffected.

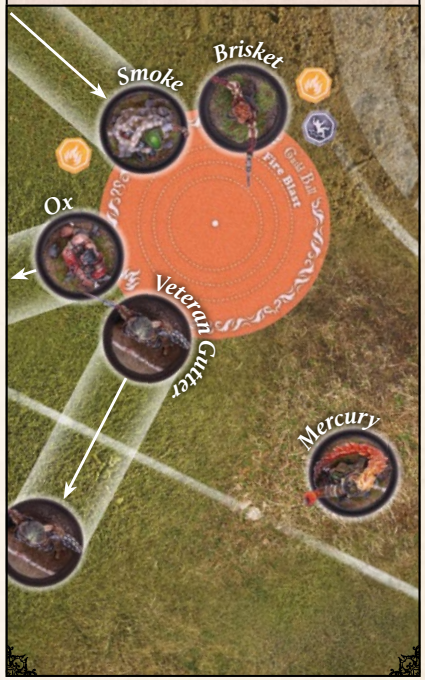
4. If the AOE character play has an ongoing effect, mark the AOE zone with a 3" AOE template.

Ongoing Effects

Some AOEs leave a residual **ongoing effect** on the pitch (a patch of rough terrain, for example). Mark the zone of any ongoing effect on the pitch with a suitable template. An AOE template may overlap models' bases, terrain, other AOEs, or markers.

Mercury's Fire Blast leaves an AOE on the pitch until the End Phase of the current turn. Models entering or ending their activations within the AOE suffer the ongoing effect of the play, in this case the burning condition.

Both Ox and Veteran Gutter move out of the ongoing effect AOE and so don't suffer the burning condition. Smoke charges Brisket and suffers the burning condition when she enters the AOE. She then inflicts the knocked down condition on Brisket, who is therefore unable to leave the AOE during her activation. As a result, Brisket suffers the burning condition at the end of her activation.



Heroic and Legendary Plays

Heroic and legendary plays are special skills that only especially talented models have.

Heroic Plays

Heroic plays cost 1 MP to use. Heroic plays may be used only once per turn.

Effects caused by a heroic play last until the end of the current turn unless noted otherwise.

Legendary Plays

Legendary plays have no influence or MP cost. Because they're such exceptional skills, they may be used only once per game.

Effects caused by a legendary play last until the end of the current turn unless noted otherwise.

Momentum

A Guild Ball team's actions and play may generate impetus and drive. The growing excitement, the roar of the crowd, the quickening pace — this is all called momentum, a resource which allows players to capitalise on the building pressure in the game by giving access to special actions not usually available.

Momentum may never be reduced to less than 0.

Gaining Momentum

Guild Ball rewards positive proactive play by generating momentum. Examples include a team playing to its strengths, scoring a goal, passing the ball, or even taking out enemy players.

A team won't generate momentum while a friendly model in possession of the ball is within the area behind their own goal line. Additionally, a team won't generate momentum while a free ball is within the area behind their own goal line as a result of a kick, a goal kick, or placement by that team's controlling player.

Score a Goal

When a model scores a goal, the friendly team gains 1 MP.

When resolving a Shot, if two or more 6s are rolled in the TN test, then the goal scored is a Screamer! The friendly team gains 2 MP instead.

Pass the Ball

When a model makes a successful pass which targets a friendly model, the friendly team gains 1 MP.

Take Down

When a model inflicts the taken out condition on an enemy model as part of an action, the friendly team gains 1 MP.

Playbook

When a model selects a momentous result during an attack, the friendly team gains 1 MP.

Bonesaw

Using Momentum

Using momentum gives a team far more tactical options.

A model may use any number of momentous abilities as long as it has the MP to do so. All momentous abilities are actions unless otherwise stated.

Scoring a Goal

A model that wants to make a Shot on goal must spend 1 MP in addition to any influence cost (usually 1 influence).

Pass & Move

After a successful pass, either the passing model or the receiving model may spend 1 MP to make a 4" dodge.

Snap Shot

After a successful pass, the receiving model may spend 2 MP to make an out-of-activation Shot without spending influence. A model may not make a Snap Shot in addition to using Pass & Move.

A **Snap Shot** requires 2 net hits to score a goal rather than the usual 1 net hit and is subject to all of the normal kick bonuses and penalties.

It's possible to score a Screamer! with a Snap Shot.

Run the Length!

After scoring a goal, the active model may spend 1 MP to immediately make a 4" dodge; this dodge takes place prior to the goal kick.

Counter-Attack

After an attack or charge is declared, the target model may respond by spending 1 MP to declare a **Counter-Attack**. After the active model resolves its attack, the target model may then make an attack against the origin model, if able. A model may declare a Counter-Attack only once per turn against each enemy model.

A Counter-Attack doesn't generate MP from momentous playbook results.

A model may not declare a Counter-Attack against a Counter-Attack or parting blow.

Defensive Stance

After a charge is declared the target model may choose to spend 1 MP to respond. The target model gains +1 DEF for the duration of the charge.

Defensive Stance isn't an action.

Cast

Rest

During its activation, a model may spend 1 MP to recover 4 HP or remove all conditions it's suffering. A model may use Rest only once per turn.

Encourage

During its activation, a model may spend 2 MP to target another friendly model within 8". The target friendly model recovers 4 HP or removes all conditions it's suffering. A model may benefit from Encourage only once per turn.

Bonus Time

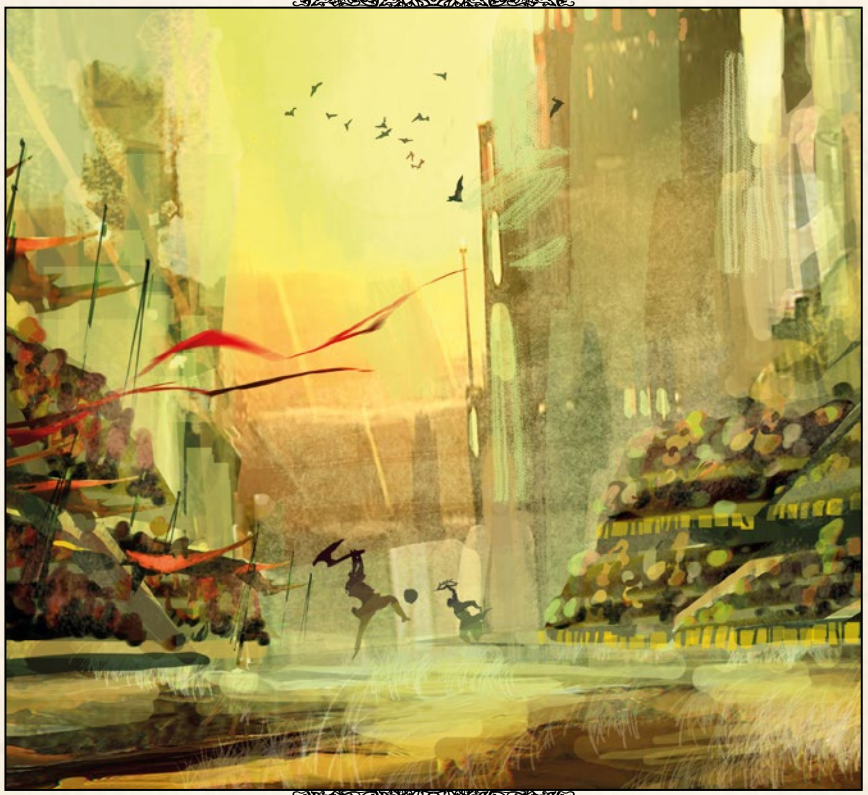
When resolving a TN test, a model may spend 1 MP to add one die to the dice pool before rolling. This may be done only once per TN test and only after all other modifiers to the dice pool have been applied.

Bonus Time isn't an action.

Gliding

Once per turn an active model may spend 1 MP to move across rough terrain without penalty for the remainder of the current turn.

Gliding isn't an action.



Terrain

Terrain plays a big role during the course of a game of Guild Ball, affecting things that range from how the ball reacts to how models traverse the pitch.

Amount and Placement

There are no set rules for how much **terrain** to use, as Guild Ball may be played anywhere, from a purpose-built pitch or a town square to an old battleground or crumbling ruins — even in a pig field! Just be sure to agree with your opponent to define the terrain before starting the game.

If you would like to see guidelines on the amount of terrain to use during a game, go to www.steamforged.com and take a look at the Regional Cup Organised Play Document. This document also suggests appropriate game sizes for each type of terrain feature.

Definitions of Terrain

It's possible to use many and varied types of terrain in a game of Guild Ball. For each piece of terrain, agree with your opponent what type it is.

Terrain pieces are usually quite obvious, but some could be defined in multiple ways. It's vital that both players discuss and agree what each piece of terrain is before any game begins.

Some model abilities cause an area of the pitch to be treated like a certain type of terrain. This effect is in addition to any effects from already existing terrain.

Open Ground

Describes mostly even, clear ground free of any hazards such as grassy fields, streets, roads, tracks, desert, tundra, and so on.

Open ground is the default for the pitch, so you don't need to declare this!

There are no special rules for open ground.

Rough Terrain

Rough terrain would be something like thick mud or bogs, puddles, streams, ploughed fields, or areas with trip hazards such as broken masonry.

A model that moves within rough terrain at any point during an advance suffers –2"/–2" MOV. This penalty is incurred only once per advance for the duration of that advance.

Truffles

Fast Terrain

Fast terrain refers to slippery areas of the pitch such as ice patches, slick mud, wet cobblestones, or wet wooden decking.

A model that moves within fast terrain at any point during an advance gains +2"/+2" MOV. This bonus may be gained only once per advance for the duration of that advance.

Buckwheat

Types of Terrain

Cover

When attacking a model that is benefitting from **cover**, the attacking model suffers –1 TAC for the duration of the attack.

Obstruction

An **obstruction** is a small- or medium-height terrain feature such as a crate, statue, platform, wagon, boulder, or bale of hay.

A model in an obstruction or within 1" of the edge of an obstruction benefits from cover.

A model may move over an obstruction. Models may not end their movement on top of an obstruction or be placed on one. Models may not advance over an obstruction during a sprint or charge.

While a player is in control of another player's model, that model may not move over obstructions.

When a ball makes contact with an obstruction during a scatter, use the rule of least disturbance to place the ball in base contact with the obstruction along the ball path.

A marker may not be placed on an obstruction.

Barrier

A **barrier** is an impassable terrain feature, usually due to height. This category of terrain includes things such as cliffs, buildings, and boulders.

A model within 1" of the edge of a barrier benefits from cover.

A barrier blocks LOS. A model or marker may not move into or be placed onto a barrier.

The ball may not be placed on a barrier. If the final landing spot is within a barrier or the ball contacts a barrier during a scatter, use the rule of least disturbance to place the ball in base contact with the barrier along the ball path.

Forest

A **forest** is often represented by a number of trees on a base.

A forest is rough terrain. A model within a forest benefits from cover.

A model making a kick while within a forest, or one making a kick to a target spot or target model that's within a forest, suffers –1 dice pool. This penalty is incurred only once per kick.

A model may draw LOS into or out of a forest but not through a forest.

Comprehensive Timing Sequences

The timing sequences are a series of steps that allow a player to pinpoint exactly when an ability or effect triggers during the game. These steps are designed to assist in the accurate resolution of timing questions that may arise when multiple abilities or effects trigger. Whilst some simplified timing sequences appear earlier in this rulebook, the sequences listed here are more detailed versions.

When an ability or effect references a timing step resolving from that point onwards, don't resolve any precursor steps.

For example, Compound's character trait, Noxious Death, states:

'When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.'

Noxious Death identifies the step 'suffer the taken out condition', indicating that Noxious Death triggers at step 2 in the 'Sequence of Taking a Model Out'.

Sequence of a Jog or Sprint

1. Declare
A player states intention to jog or sprint and calculates bonuses, penalties, and restrictions

2. During Advance
Effects, abilities, bonuses, and penalties that trigger while advancing.

3. End Advance
Effects and abilities that trigger when an advance ends.

Sequence of an Activation

1. Start of Activation
Check for any effects that trigger at the start of the model's activation.

1.1 Resolution
Resolve any effects that triggered at the start of the model's activation, in any order the controlling player chooses.

2. During Activation
A model may make actions.

3. End of Activation
Effects and abilities that trigger when an activation ends.

Sequence of a Charge

1. Declare
A player states intention to charge and calculates bonuses, penalties, and restrictions.

1.1 Response
Opponent's opportunity to declare reactions.

2. During Advance
Effects, abilities, bonuses, and penalties that trigger while advancing.

2.1 Response
Is the charging model engaging the target model?

3. End Advance
Effects and abilities that trigger when an advance ends.

4. Make Attack
Refer to step 2, 'Attack process', of 'Sequence of an Attack'.

Sequence of Taking a Model Out

1. A model Has Been Reduced to 0 HP
Effects and abilities that trigger when a model is reduced to 0 HP.

2. Suffer the Taken Out Condition
Effects and abilities that trigger when a model suffers the taken out condition.

3. Remove Model from the Pitch

4. Generate Momentum and VP
Gain any MP for inflicting the taken out condition. Gain any VP for inflicting the taken out condition.

Tater

Mist

Sequence of an Attack

1. Declare
A player states their intention to attack with a model.

1.1 Response
Opponent's opportunity to declare reactions.

2. Attack Process

2.1 Generate Dice Pool
The dice pool may not be reduced to 0.

2.2 Bonus Time
Player may use Bonus Time.

2.3 Roll dice

2.3.1 Net Hits

2.4 Calculate damage modifiers

2.5 Select and apply playbook results

2.5.1 Apply any additional effects of the attack

3. Check for Taken Out
Has a model been reduced to 0 HP?

4. After the Attack is Resolved
Effects and abilities that trigger when an attack ends.

Sequence of a Character Play

1. Declare
A player states their intention to use a character play with a model.

2. Attack Process

2.1 Generate Dice Pool
The dice pool may not be reduced to 0.

2.2 Bonus Time
Player may use Bonus Time.

2.3 Roll dice

2.3.1 Determine hit or miss

2.4 Calculate damage modifiers

2.5 Apply results of the character play

3. Check for Taken Out
Has a model been reduced to 0 HP?

4. After the Character Play is Resolved
Resolve effects and abilities that trigger when a character play ends.

Index

Harry 'the Hat'

Ulfr