

# GUILD BALL FAQ

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## GUILDBALL SEASON 4 RULEBOOK FAQ

### SETTING UP (PG 7)

**Deployment:** The entire team is deployed on the field (including any additional models like Memory and Greede).

### DEFINITIONS (PG 9)

**Line of Sight:** A model with a 30mm base does not block line of sight between two other 30mm models in a perfectly straight line. The same is true for 3 models of 40mm and 50mm bases.

**Entering:** A model has not entered by beginning an advance, reposition or place within the affected area (though they may enter if they leave the area and then return afterwards).

**Once Per Turn:** Does mean once and it does mean during a turn. During kick off at the start of the game is not during a turn.

**Pulse:** Pulses do not target and do not require a roll to hit.

**First Time/Next Time:** This means the first or next time after an effect was applied. So if a model suffers the knocked down condition and then later in the turn is affected by Stand Firm, that model would ignore the next knocked down condition from that point onwards. (remember that this does not overrule any Once Per Turn limits a play or trait may have).

### CONVENTIONS (PG 10)

**Named Source:** Means plays of the same name, so 2x Gut and String does not stack, but Super Shot and Football Legend do. Dirty Knives 2x would apply 1 DMG on the second use, but the -1 DEF does not stack. Also applies to traits (e.g. Berserk), conditions (e.g. can't stack 2x Bleed) and AoEs (e.g. Harrier).

**Dice Rolls:** After rolling a dice pool, there is a single step where any rerolls are applied. The player must choose which dice they want to reroll and reroll them all at once. After this they cannot reroll any more dice in the dice pool.

**Resolving multiple effects simultaneously:** When multiple effects or abilities trigger at the same timing step, determine which effects have been triggered before resolving any effects. Resolving the effect of one ability does not prevent another ability that has already been triggered from resolving.

**Temporarily friendly models:** During a turn a model may temporarily become friendly to the opposing player's team. While they are friendly to the opposing player's team, any sustained effects, markers or AoE that they generate will be friendly to the opposing player's team and will remain friendly to the opposing player's team when the model changes its allegiance back to normal.

*For example: Morticians are playing against Falconers. Rundaas and Ikaros are within 1" of each other. Obulus uses Puppet Master on Rundaas and chooses to make Rundaas make an attack against Ikaros. Rundaas is friendly to the Morticians player during the attack and scores two successful hits, which the Mortician player chooses to select a playbook character play result and position a Harrier AoE. As Rundaas was friendly to the Morticians player when he positioned the AoE, the Harrier is also friendly to the Morticians player. After the attack, Rundaas is now an enemy of the Morticians player, but the Harrier remains friendly to the Morticians player.*

### DISTANCE MEASURING (PG 10)

Models that are exactly 1", 2", etc away from whatever they are being measured to count as being within that distance. E.g. A model is in base contact with another model, they then make a 2" dodge directly away from that model. They are still within 2" of the other model.

**Over:** means two or more game pieces sharing the same space, not including touching.

### INITIATIVE PHASE (PG 11)

A team who have a model in possession of the ball behind their own goal line, or if the ball is behind that team's goal line as a result of a kick, goal kick, or placement by that team does not generate 1 MP from the Initiative Phase if they go second.

### MAINTENANCE PHASE (PG 11)

A model that is taken out during the Maintenance Phase (for instance by being Counter Charged and pushed off the pitch), before the owning player's influence is allocated, may return to the pitch in that same maintenance phase.

## CONDITIONS (PG 12)

Models currently suffering a condition cannot suffer it again until after it's removed.

**Knocked Down:** KD models still have active auras and a melee zone (e.g. for the purposes of Unpredictable Movement).

Traits remain active and can be used when knocked down.

KD models may not engage a kicker but can intervene (no TN change, but -1 dice pool).

Sacrificing movement to stand up does not count as an Advance and the model has not moved, so does not trigger things that are reliant on a model 'ending an Advance' such as Unpredictable Movement, Counter Charge, etc.

**Taken out:** Sustain effects are not removed from models until the End Phase.

**Taken Out by Conditions in the End Phase:** VPs are awarded as normal, but no MP is awarded for a Take Down.

## MOVEMENT (PG 13)

**Advances:** For an Advance to begin or end there must be movement (i.e. an Advance of 0" does not begin or end and therefore does not trigger any abilities that are triggered by an Advance or Reposition beginning or ending).

**Charges:** Do not have to be directly towards the target. It may result in a model charging 'past' the target, so long as the charging model ends its advance engaging the target the charge is successful.

If unable to end the advance engaging the target, the charging model does not have to move towards the target.

**Charges Engaging:** If a charging model finishes its advance engaging the enemy model then the charge is successful, regardless of whether the target model becomes unengaged before the Attack part of the charge.

**Pushes:** Do not have to be away from the pushing model unless specified.

## POSSESSION OF THE BALL (PG 15)

**Giving up possession:** A model that gives up possession may not snap the same ball marker during the same activation. Other ball markers may be snapped. A model may not give up possession while making a kick.

## KICKING (PG 15)

**Kick Range 0":** A model with kick range of 0" can make a kick targeting a target spot, goal post, or friendly model that it's in base contact with.

## TAP IN (PG 15)

A model's Kick Range is halved and rounded down to the nearest full inch to determine if a kick is a Tap In (e.g. a model with a 7" kick range would Tap In up to 3").

## SCATTER ROLLS (PG 17)

**Scatter distance:** The scatter distance is the distance between the closest edges of the ball marker and the model it scattered from - i.e. the ball is placed at the maximum distance from whatever it scatters from..

**Scatter off the pitch:** The final landing-spot for a scatter may be off the pitch for resolving interceptions and terrain.

## THROW-INS (PG 17)

When a model or marker is positioned on the centre spot use the rule of least disturbance to place the ball.

## COMMON RESULTS AND EFFECTS (PG 19)

**Playbook Damage Result:** A playbook damage result is a playbook result which contains a damage number amongst its effects.

**Push:** All push results from a single attack are combined into a single push in a straight line. Additional pushes from playbook character play results and traits are not combined with playbook push results, they are resolved separately.

**Dodge:** A model may choose to dodge 0". This does not count as the model moving.

**Character Play Playbook Result:** The result is to trigger a character play. If the result is a momentous result and the effects of the character play are invalid or can be ignored by the target model, the attacking model still gains a momentum as the effect of the result (the play being triggered) has not been ignored.

Character Plays triggered from the playbook follow all the normal timing sequences for a Character Play - this means range and line of sight are measured when the play is resolved and a check for Taken Out is made at the end of each Character Play.

## PARTING BLOW (PG 19)

Occurs any time a model advances out of a melee range, even if the model entered it during the same movement action.

The model is hit after leaving the melee range, so is not engaged by the model making the parting blow afterwards.

## AREA OF EFFECT CHARACTER PLAYS (PG 21)

You do not need line of sight to place the AoE or hit any models.

AoE plays may be Crowded Out, there is no target model. Roll for each model hit separately.

If the AOE character play has multiple effects, choose a model under the template, roll to hit that model, resolve all effects of the character play, then move onto the next model.





## GAINING MOMENTUM (PG 22)

**Ball behind the line:** If a model is knocked-down by the opposing player while in possession of the ball marker, and the ball marker scatters behind that model's own goal line, that model's team may still generate MP. The placement of the ball marker is done by the opposing team's Controlling Player.

**Take Down:** A model gains MP for the friendly team if it pushes an enemy model off the pitch causing it to be taken out.

## USING MOMENTUM (PG 23)

**Counter Attack:** A model may declare a Counter Attack when suffering the knocked-down condition

**Defensive Stance:** A model may use Defensive Stance when suffering the knocked-down condition.

A model may declare a Defensive Stance and Counter Attack in response to the same Charge.

**Encourage:** Can be used on models with full health and not suffering conditions.

## TYPES OF TERRAIN (PG 25)

Cover is dependent upon where the attacked model is, regardless of where the attacking model is.

# GAME PLANS

**Mud Slide:** Replace 'rough ground' and 'fast ground' with 'rough terrain' and 'fast terrain'. A forest may be chosen for this card and will become fast terrain. No other part of the forest rules are affected.

If there are no forests or rough terrain pieces on the pitch, this card's text effect is not resolved.

# MODELS

**Soma/Pneuma:** The model selected for your team is Soma. This model cannot start the game using the Pneuma card.

When Soma uses their Legendary Play, any conditions and effects on the model remain on the model while the Pneuma card is being used.

Any damage marked on the Soma card remains on that card and is not carried over to the Pneuma card.

When this model suffers the taken out condition while using the Pneuma card, Soma returns to the pitch in the Maintenance Phase with the same amount of damage marked as when Soma used their Legendary Play. If Soma had lower HP than their Recovery Level when they used their Legendary Play, they can recover HP up to their Recovery Level as normal before returning to the pitch.



# GUILD RULES

**Harvest Markers:** The only ways to remove an existing Harvest Marker are by using a Trait or Play that removes a Harvest Marker, by a model's base contacting the harvest marker during a charge or a sprint, and during the Maintenance Phase before allocating influence.

## TRAITS

**Assist:** A model may have access to multiple instances of Assist from different named models but may only benefit from one at any time.

**Back to the Shadows:** Damage caused by a parting blow will trigger Back to the Shadows at the end of a model's activation.

**Battering Ram:** Affects models who are in base-to-base contact at the start of an advance.

A model with Battering Ram that gains Flying can still push other models with Battering Ram.

**Berserk:** The free Attack does not have to be against the same target, or even immediate – the model can even move before taking it if able. A model cannot use Berserk outside its activation.

Character plays that are used from the playbook during an attack (such as Intensify) can trigger Berserk.

**Blessings of Old:** Damage caused by a Character Play attack result is "from" the attack action.

Damage effects triggered by movement of a model is "from" the action that caused the movement.

Damage effects triggered by causing damage or by a take out are "from" the action that caused the damage or take out.

A parting blow is a separate action from the advance that triggers it.

Blessings of Old has no effect on damage that is not from an action. (i.e. condition damage in the maintenance phase)

**Celebrate THIS!:** Is inflicted during the Kick action, so can only inflict 2 damage on Ebb due to Blessings of Old. Takes place at the same time the goal is scored. If the model who scores the goal suffers the taken out condition due to this damage then VP would be gained from the goal and the take out simultaneously.

**Precise Calculations:** Only TN dice can be re-rolled, not scatters.

**Trap Markers:** The only way to remove an existing trap is to trigger it or to use a play or effect that removes the trap.

**Contract:** Models with this trait activate simultaneously; they can take alternate actions.

Avarisse & Greede's activation begins when either model commences its activation, and ends once either model ends its activation (e.g. after making a successful Shot, or triggering Second Wind).

**Control Strings:** The Active Player can resolve either 'at the start of this model's activation' effect first, so Memory can Dodge 2" from the start of Brainpan's activation even if he is placed due to Thought.

**Counter Charge:** Occurs when the advance part of the charge has ended, before the attack part of the charge. Is an attack and therefore generates MP as normal.

**Death from Above:** The model is allowed to declare an attack, it cannot be used during a charge.

**Escaping Fate:** Triggers at step 3 of the Sequence of an Attack and Sequence of a Character Play.

**Fated:** This trait may be used after dice have been rolled.

**Fear:** If a play or attack is declared without spending influence then Fear has no effect. Character Plays that cost extra due to Fear also get the extra dice on that play's TN test. AoE Plays do not target a model and so do not trigger Fear.

**Flying:** Does not ignore markers (i.e. triggers traps and can remove harvest markers).

A model with Flying may be Pushed over other model's bases or terrain, providing the model does not end the move overlapping the other base or terrain.

If a model with Flying advances so that its base is completely over an enemy model's base, it has left that model's melee zone and will suffer a parting blow. If the model is knocked down and cannot continue the move, place the model with Flying in base contact with the other model using the rule of least disturbance.





**Follow Up:** Is a jog, so is an advance, and subject to parting blows. Parting blows by the following up model are resolved prior to the Follow Up move.

**Fulmination:** If Fulmination has been used, Midas may not choose a Tackle result against a model that does not have the ball in order to get a momentous dodge.

**Give It a Whack:** May be used whilst Farris is suffering the knocked-down condition. This kick costs influence to make.

**Last Cast Catches the Most:** The timing for this ability is: Score goal; choose whether to end activation and Run the Length; if not, then the goal kick happens; then the scoring model's activation continues.

**Linked:** If a model with Linked scores a goal, the use of Linked must be declared before the goal kick is resolved.

**Launch Control:** You do not need to be in possession of the ball marker to use Launch Control.

Launch control lets you have a free Long Bomb and pass each turn.

**Momentous Inspiration:** Triggers on hits when using a Character Play that has a damage component, does not need the damage to actually occur (e.g. if negated by Tough Hide).

**Protective Instinct:** Does not prevent counter attacks and parting blows from being declared against other models. If a model is engaging two models with Protective Instinct the Controlling Player may decide which one to attack.

**Reanimate:** Triggers at step 3 of the Sequence of an Attack and Sequence of a Character Play. Reanimate can be triggered by condition-damage in the End Phase and would still be available again in the next turn.

**Reinforced Plating:** In the case of a character play that hits multiple models (such as Flurry, or an AOE attack), only the model using Reinforced Plating ignores the effects of the character play, all other models would be affected normally.

**Resilience:** Negates the entirety of the Attack/Character Play, including Momentum generation.

An Attack has to get at least one net-hit (i.e. after ARM) to hit the model and trigger Resilience.

**Rising Anger:** Gives MP to whichever team is friendly at the time the damage is taken.

**Rush Keeper:** Occurs when the advance part of the charge has ended, before the attack part of the charge. Is an Attack and therefore generates MP as normal.

**Six Pack:** One beer token pays for one character play regardless of its usual influence cost. (e.g. Smashing Face costs 1 beer token or 2 Influence.)

A model with Six Pack may have up to 6 beer tokens at any time.

**Skilled Within Shadow:** Does not negate the -1 dice due to cover so the net effect is +1 TAC.

**Smell Blood:** The target has to be suffering the bleed condition prior to the Attack to get the +1 damage.

**Soul Seer:** If the damage from Soul Seer is enough to reduce the model to 0HP, they are taken out before they can resolve the character play.

**Spider Nests:** A model that starts a sprint or charge in base to base with a nest marker must move over it to remove it.

**Spiderlings:** The crowding out penalty applies to attacks and plays.

**Spillage:** The measurement to determine which models are affected are from when the kick is made, before any Pass and Move or other abilities take effect.

**Sturdy:** A model with Sturdy can only ignore the knocked down condition once per turn, even if an ability that applies Sturdy is used after Sturdy has been triggered, for example Protect Those Close or Stand Firm.

**Swift Strikes:** If damage is reduced to 0 (e.g. by Tough Hide), no damage has been caused and therefore the dodge does not trigger.

**Take One for the Team:** If a model is knocked-down by the opposing player, and a model uses Take One for the Team while in possession of the ball marker, and the ball marker scatters behind that model's own goal line, that model's team may still generate MP. The placement of the ball marker is done by the opposing team's Controlling Player.

**Team Player:** Applies to the entire damage result, e.g. in the case of a wrap. Damage through Team Player can trigger Between a Rock... and other traits. If Veteran Harmony is taken out, the opponent is considered to have inflicted the taken-out condition. Damage transferred by Team Player still causes Berserk to trigger.

**Tough Hide:** Works on all plays – character, heroic and legendary. Does not work on character traits. In the case of multiple playbook damage results (e.g. from a wrapped attack), Tough Hide reduces each individual result by 1 DMG.





## PLAYS

**Ball's Gone:** A model already in possession of the ball may not use Ball's Gone in order to get a free pass.

**Blessing of the Moon Goddess:** A model that has already benefited from Blessing of the Moon Goddess in a turn may benefit from the effect again if targeted by the play. (The effect of the play is "next time", not "first time")

**Broadside:** A model can only be hit once by this play (and suffer a maximum of 2 damage before modifiers), even if both AOE's overlap a model's base.

**Confidence:** Confidence is used up by the model's next attack or character play, regardless of whether a character play needs a TN test or not. A model that has already benefited from Confidence in a turn may benefit from the effect again if targeted by the play. (The effect of the play is "next time", not "first time")

**Goad:** If the model can charge/Counter Charge while still advancing directly towards the Goaded model, it is legal to charge another model. Otherwise, the model can't move so the charge would fail.

While being moved under the effect of a play such as Puppet Master, the Goaded model must still advance directly towards the model that used Goad.

**Help 'Em Out:** Close Ranks only inflicts an additional -1 TAC penalty regardless of how many models with Close Ranks are engaging the enemy model.

**Horrific Odour:** If a kick is declared without spending influence then Horrific Odour has no effect.

**I'm Open:** If the friendly model with the ball cannot target the model using I'm Open with a pass (i.e. has too short a KICK range), nothing happens.

**Last Light:** You have to spend the same amount of MP as you would Influence. You can spend Influence or Momentum but not both. As MP is spent, a character play used with Last Light is not affected by Fear.

**Lob Barrel:** Centring the template over a model lets you choose the direction of the push for that model.

**Lodestone:** The word 'other' means 'other than the target', not 'other than Shaft'.

**Mine Field:** Does trigger Rising Anger. Is affected by Tooled Up.

**Pay the Piper:** Each separate momentous action triggers this. For example, an enemy declaring a defence stance and counter attack in response to a charge would net Piper's friendly team 2 MP. A further 1 MP would be gained if the counter attack then uses Bonus Time!

**Pick Up:** If Avarisse suffers the taken-out condition while Greede is off the pitch due to Pick Up!, Greede remains off the pitch but does not suffer the taken-out condition. If Greede is off the pitch due to Pick Up! he is not suffering the taken-out condition, so can not be bought back onto the pitch in the Maintenance Phase, he may only return to the pitch using Drop Off.

**Puppet Master:** The target of Puppet Master generates MP for whichever team it is friendly to.

Becoming friendly to the opposite team makes you enemy to your own team (for parting blows etc)

Puppet Master can be used on friendly models, including the origin model.

The Controlling Player may spend 1 MP to activate Gliding for the model.

The Controlling Player may spend 1 MP to Bonus Time the model's action.

**Raise the Black Flag:** A model can suffer both the friendly and enemy effects of Raise the Black Flag at the same time (net effect of +0"/0" MOV).

**Red Fury:** If Rage uses Red Fury on himself, he is not affected by Fear.

**Second Wind:** Is outside activation. May not unsnap the ball marker or spend MP. May Snap To the ball marker. May be used after scoring a goal. Second Wind triggers when the model Second Wind has been used on ends its own activation. I.e. when the Controlling Player decides that the model's activation is over/the model's activation ends due to a goal being scored by itself or another friendly model.

**Seduced:** The target of Seduced generates MP for whichever team it is friendly to.

Becoming friendly to the opposite team makes you enemy to your own team (for parting blows etc). The Controlling Player may spend 1 MP to Bonus Time the model's action.

**Shut Out/Tucked:** If a model is affected by both Shut Out and Tucked, the most recently applied effect takes precedence.

**Take Flight:** The controlling player may choose the order of taking the free advance and gaining Flying.

**Thief:** May target models that do not possess the ball.

**Tucked/Shut Out:** If a model is affected by both Tucked and Shut Out, the most recently applied effect takes precedence.







## HEROIC PLAYS

**Waverunner:** The forest and fast ground placed by Theron and Skatha are considered terrain pieces for Waverunner. Foul Odour is not considered a terrain piece.

## LEGENDARY PLAYS

**Breach!:** If used to take a Shot, 1 MP is still required.

**Call of the Sea:** The damage Hag suffers is calculated as soon as the ability is used. The controlling player may still choose the order of resolving the pushes, dodges and damage, but the amount of damage cannot be reduced.

**Casket Time:** The legendary play is an action. It must be declared to be used and cannot interrupt another action. The effect lasts until the end of the turn.

**Line Dancing:** Each friendly model affected must be pushed directly towards the closest point of the chosen pitch edge.

**Well Oiled Machine:** Before the receiving model makes a free pass from Well Oiled Machine, the kicking model may make a Pass & Move as normal.

