



# THE FRONTIERS' CUP

A Guildball campaign system

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**T**he *Frontiers' Cup* is a hell of a time. Every year, without fail, it amounts to the same thing—a month-long orgy of violence, bribery, back alley dealings, dirty tricks, and all-round skulduggery. A man's mind can be a nasty thing, especially when coin is involved and the usual laws are lacking. But then, it's not just the less-than-reputable activities a team has to contend with. It's the location itself, too.

The *Tempest Coast* has been home to the *Frontiers' Cup* for as long as anyone can recall, and likely far longer than that. Why anyone would pick such a place for a *Guild Ball* tournament is beyond me. The *Frontiers'* always kicks off during the waning days of spring, which is about as hospitable as you could ever hope to see the place, but even then, it's tough going. The weather changes without rhyme or reason, hour to hour—from freezing blizzards to the most blasted dry heat you'll ever imagine, and anything between.

When you combine all that, it's no surprise the games turn wild. I remember when Angler, that poor Fisherman rookie, tried out some spring-powered boots he got from a back-alley Engineer dropout. Not a wise choice on a blustery day, as it turns out. They found him in a tree, in the end, about a mile from the pitch. Well, most of him, anyway.

The *Frontiers'* will drag you from one end of the pitch to other, then back again, all while it puts the boot in. It's as much a rite of passage as it is a tournament. A gauntlet to survive as best you can. But don't worry. I see how pale you've

turned. Trust me, it's not *all* bad.

*Pack your rain boots, some willow bark, and a handy bribe for the referees, lad—you'll need all three!*

*Harmony, Mason's Guild Vice Captain*

Welcome to the *Frontiers' Cup*! This campaign system is designed to be used across four weeks of *Guild Ball* play. The accompanying rules modify the game in random and ridiculous ways and, in doing so, force you to work with a lot of fast-changing circumstances, rewarding you for your ability to adapt to tricky situations on the fly.

## WHAT YOU'LL NEED

You can play the *Frontiers' Cup* campaign with any number of hardy *Guild Ball* coaches, but the campaign works best with a maximum of eight. At the start of the campaign, each coach should choose a Guild to play. They then choose any 12 models from that Guild to form their campaign roster. This roster needs to include at least two Captain and two Mascot models—with the exception of Blacksmith rosters, which should contain six Masters and six Apprentices. When building their roster, Minor Guild teams may select up to four models from their associated Major Guild that cannot normally play for the Minor Guild (which has to include one Captain and one Mascot).

Each coach will need a piece of paper (or digital equivalent) to use as a campaign sheet. Models will be injured and you'll gain Sneaky Tricks to use, so you'll need to keep a record of these changes.

## THE CAMPAIGN

This campaign is designed to be played over four weeks. Each coach **must** play at least one game per week, but may play up to three games that count towards the campaign. After each campaign game, all participating coaches gain one Sneaky Trick. Oh, and remember to note down whether you won or lost the game.

Coaches won't be knocked out in the **first** three weeks of the campaign, but they will gain a variety of nasty tricks and tactics they can use in the final week—all while trying to avoid any major injuries to their key models!

The final week of the campaign is the knockout tournament, which means it's time to randomise all coaches into a bracket system and play games using your Sneaky Tricks. In each game during the final week, look at which of the two coaches accumulated the most wins over the previous three weeks. Rather than rolling at the start of the game, that coach may **choose** whether to kick or receive.

The person who wins the knockout tournament wins the *Frontiers' Cup*—and, of course, the admiration of their peers!

## SNEAKY TRICKS

After each campaign game, you may choose to gain one Sneaky Trick from the list below. Remember to record your choice on your campaign sheet. You're allowed to have five Sneaky Tricks at any time. Although you should probably save them for the big final week, it's extremely fun to pull them out of the bag in earlier games to put opponents off their stride!

You can use any number of Sneaky Tricks over the course of a game, so the choice is yours on whether or not you save them. Just remember to mark them off your campaign sheet once used. Unless the Trick specifies that it can be used at a different time, Sneaky Tricks are used during friendly activations. Each coach can only use one Sneaky Trick per turn.

**Trained Dog** – If a model is in possession of the ball, that model loses possession of the ball. Perform a circular scatter with the ball. Once the ball is in its final position, perform another circular scatter, and then another once that's resolved.

**Bribed Ref** – Roll 10d6. The number rolled is how many more activations are played in this turn. Then the Activation Phase ends. If both players use this Trick in a turn, the last rolled number applies.

**Maldriven Kiss** – Use when an enemy model inflicts the taken out condition on a friendly model. Roll 10d6. On a 1 nothing happens. On a 2–5 the enemy model suffers the knocked down condition. On a 6 the enemy model suffers the taken out condition.

**Last Chance** – Use when a friendly model is reduced to 0 HP. Roll 10d6. On a 1–3 the opponent only gains 1 VP for this take out. On a 4+ the model may recover 1 HP and remove all conditions it is suffering.

**Pitch Invasion** – Roll 10d6 for each model on the pitch. On a 1 nothing happens. On a 2–5 the model suffers 2 damage. On a 6 the model suffers 2 damage and the knocked down condition.

**Blitz!** – Choose a friendly model that hasn't activated this turn. The model who is currently activated gains Linked (the chosen friendly model). (*Linked: When this model's activation ends, the named friendly model may immediately take its activation if able to do so.*)

**Rocket Boots** – Choose a friendly model. Choose a target spot within 6" of that model. Place the model on that spot, then perform a circular scatter with the model as if it were the ball. Place the model on the final landing spot. If the final landing spot would be off the pitch, the model suffers the taken out condition.

**Experimental Medicine** – Use when a model returns to the pitch after having suffered the taken out condition. The model returns to the pitch on full HP. Plus, you can choose for them to gain either +1 damage to playbook results for the remainder of the game, or -2"/+2" MOV for the remainder of the game. However, each time they begin an activation, roll 10d6. On a 1–3 the model suffers 4 damage.

**Massive Boots** – Choose a friendly model and an enemy model that's engaged by the friendly model. The friendly model can immediately kick the enemy model as if it were the ball (without spending influence), but can only target a target spot. If the enemy model scatters into another model during the kick, both models suffer the knocked down condition. If the final landing spot would be off the pitch, the enemy model suffers the taken out condition.

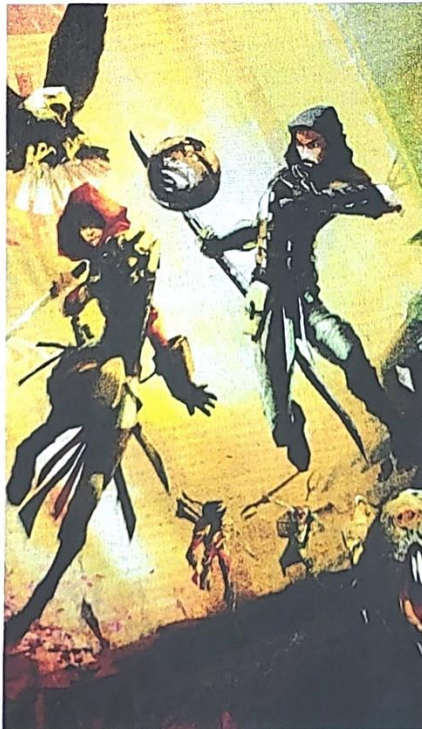
**Multi-Ball** – Use after resolving the kick off. You may give a friendly model possession of a new ball, and resolve another kick off with that model. The new ball remains in play for the duration of the game. If both players want to use this Trick, resolve the receiving player's first

## WEATHER

The Frontiers' Cup takes place, as you might imagine, on the frontier! Naturally, the weather is notoriously fickle and can have a huge impact on games of *Guild Ball*. If you want to use the weather rules, roll 2D6 on this table before selecting Game Plans for your game. Each coach can, once per game in the End Phase, after resolving conditions, choose to roll again on the table. The new result is applied instantly. Only the latest roll on the table is applied.

### WEATHER TABLE

2	Searing Heat. Models with ARM 2 or higher suffer 2 damage at the end of each of their activations.
3	Blinding Sunshine. All Kicks suffer +1 TN.
4	Alchemical Smog. In the End Phase of each turn, before resolving conditions, all models on the pitch suffer the poison condition.
5	High Winds. All kick distances are reduced by 4". If the ball scatters, it scatters an additional 2D6" in the same direction.
6	Earthquake. In the End Phase of each turn, before resolving conditions, roll 10d6 for each model. On a 1 the model suffers the knocked down condition.
7	Reasonably Nice. No special effects.
8	Rain of Fish. All models gain Foul Odour trait. ( <i>Foul Odour (3" Aura): Enemy models treat this aura as rough terrain.</i> )
9	Heavy Rain. Models can only dodge up to 1" each time they dodge.
10	Hail. Models with ARM 0 suffer 2 damage at the end of each of their activations.
11	Fog. Line of Sight for this game is a maximum of 4".
12	Ice. The whole pitch counts as fast ground. When a model ends a Sprint or Charge, roll 10d6. On a 1 that model suffers the knocked down condition.



## INJURIES

Over the four weeks of the Frontiers' Cup tournament, models will be injured. Some of them may die. That is a sacrifice you, their intrepid coaches, must be willing to make.

Each time a model suffers the taken out condition, roll 2D6 on the table below to see whether they've suffered a permanent injury or other effect. Captains and Mascots gain +1 to this roll. If a model rolls a result which would mean they cannot come back onto the pitch this game, replace that model with another model from your roster of the same position. A Captain can replace a Captain, a Mascot can replace a Mascot, and so on.

If you have no more models of that type in your roster that can play in this game, you'll just have to continue with one fewer model. But if you do have a replacement model, great! In the next Maintenance Phase, the replacement model makes a Jog onto the pitch exactly as if they were coming back on after having been taken out. They are on full HP.

If you're going to play a game and have fewer than six models left alive in your roster, you may choose models from your Guild—that you didn't choose for your initial roster—to fill out your team for that game. You should also really take some time and think about all those poor models you let down.

Track any permanent injuries on your campaign sheets. Injuries from rolling a 3, 4, or 6 are cumulative (although of course 6 results only last for the duration of the game, not the campaign).

Please don't ask us how a model can have three Broken Arms. We're not sure either. ■

### INJURY TABLE

2	Dead! – This model cannot be used in any further games in the Frontiers' Cup.
3	Broken Arm – This model cannot return to the pitch in this game, and suffers -1 TAC for the remainder of the Frontiers' Cup.
4	Broken Leg – This model cannot return to the pitch in this game, and suffers -1/-2" KICK for the remainder of the Frontiers' Cup.
5	Internal Injuries – This model cannot return to the pitch in this game.
6	Bit Battered – This model can return to the pitch in the next Maintenance Phase as normal, but suffers -1 TAC for the remainder of the game.
7–10	Lucky Escape. No special effects.
11	Absolute Trooper. The model can return to the pitch immediately, without waiting for the next Maintenance Phase.
12	Heroic Effort. The model can return to the pitch immediately, and gains +2"/+2" MOV and +2 TAC for the rest of the game. However, the herculean effort involved means that if the model suffers the taken out condition again in this game, you do not roll on this table. Instead, the model is treated as having rolled a 5.



GUILD BALL

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