



Guild Ball Quick Start Rules

Season 1

INTRODUCTION

In a typical Guild Ball match, teams compete to outscore their opponents. Games may be won through scoring more goals, or simply battering the other team into the ground. These rules are heavily simplified to introduce new players to the world of Guild Ball...

How to win...

For the Guild Ball Quick Start Rules, the first player to reach 6 Victory Points (VP) immediately wins the game. VP's are gained as follows:

- Goals! – A team gains [4] VP when they score a goal.
- Bodycount! – A team gains [2] VP each time an enemy model is taken out.

Setting Up

Guild Ball Quick Start rules uses a 2'x2' playing surface; the Pitch. Set-up and deploy as shown in the diagram. Usually Players determine who would start with initiative but to get into the action quickly, give the ball to Ox and the Butcher's Team start with Initiative.



TURN SEQUENCE

1. Initiative Phase

Both players roll a dice and add any unused Momentum Points from last turn. Winner of roll chooses who has Initiative.

2. Maintenance Phase



Players perform both the following steps, starting with the player with Initiative.

Step 1 - Total the base-INF of all your team members. This is your Influence pool.

Step 2 - Allocate out your Influence to your players, up to their max-INF.

3. Activation Phase

Starting with Player with Initiative, take turns to Activate a model.

During their Activation, models may perform the following actions in any order.

Make a Move

Your model may perform a Jog (up to base-move), the model may spend Influence to upgrade their Jog to.....

- [1] Influence - Sprint (up to max-move)
- [2] Influence - Charge (up to max-move in a straight line and then perform an attack)

Spend Influence to...

- [1] Influence - Make an Attack
- [1] Influence - Perform a Kick
- [x] Influence - Make a Play

4. End Phase

Any effects on models end.

Remove any unused Influence on players.

ACTIONS

Movement

Advancing - During their activation, a model may only make a single Advance action. How fast a model can move is represented by the model's MOV attribute. If the model moves within 1" of a ball on the ground it may take possession of it.

MOV 5"/7"	TAC 4	KICK 4/6"
Base-Move		Max-Move

Types of Advance:

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, if not engaged, the model may make a Charge. The model may move up to its max-move in a straight line and make single Attack action (with a [+4] TAC bonus!)

Attacking

During its activation, an active model may make an Attack action against any enemy model within their melee zone at a cost of [1] Influence.

The attacking model grabs a number of D6 equal to their TAC. Roll these dice, each dice is needing a target number equal to or greater than the enemy's DEF. Remove one successful dice for each point of ARM the target has.

The active model then applies the total successes to their Playbook to determine the result of the Attack action.

Number of Dice	TAC
Target Number	Target's DEF
Crowded Out	-1
within another enemy model's melee zone	
<i>Note: You may always roll 1 dice.</i>	
Ganging Up	+1
target is within another friendly model's melee zone	
Charging	+4
Remove target's ARM from Successes	

Parting Blow

When performing a Jog, Sprint or Charge, if your model leaves the melee zone of an enemy model, that enemy model may immediately make a Parting Blow against your model.

Models making a Parting Blow gain [+2] TAC for the Attack action. Parting Blows may only generate a Damage or Tackle result from the Playbook and do not generate MP, regardless of the Playbook result.

Number of Dice	TAC + 2
Target Number	Target's DEF
Remove target's ARM from Successes	
Can only generate DMG & T results	



KICKING

Kick

MOV	TAC	KICK	DEF	ARM
5"/7"	4	4/6"	4+	0

Base-Kick Kick-Distance

During its activation, an active model in possession of the ball may make a Kick action at a cost of [1] Influence. The player chooses a target within their kick-distance, this target may be a friendly model or the goal!

Note: A shot at goal also costs [1] MP

The kicking model grabs a number of D6 equal to their base-kick and then removes a dice for each enemy model whose melee zone they are in. Roll these dice, needing a target number of [4+]. If any dice rolls a [4+] you successfully pass the ball or score a goal, otherwise you scatter the ball.

To scatter the ball hold kick-scatter template over the target with the 90-degree line pointing in the direction the ball was originally travelling. Roll 1D6 to determine direction, and a further 1D6 to determine how far it moves in this direction.

A successful pass generates [1] Momentum Point.

Goal Kick

After a goal the enthusiastic crowd kick the ball back into play. Place the ball within 8" of the Goal and perform a single kick-scatter with the goal as the kicker.

Out of Bounds

The ball leaves the pitch; place standard scatter template in the center of the pitch with the 1 arrow pointing towards a goal. Roll 1D6 to determine direction, and a further 1D6 to determine how far it moves in this direction.

Taken Out

If a player with the ball is taken-out (HP reduced to [0]); place the standard scatter template over the model with the 1 arrow pointing towards its goal. Roll 1D6 to determine direction, and a further 1D6 to determine how far it moves in this direction.

Number of Dice Base-kick
Target Number [4+]

Kicker Engaged -1 

Per Enemy Model

Note: You may always roll 1 dice.

Target Engaged [+1] TN

Per Enemy Model

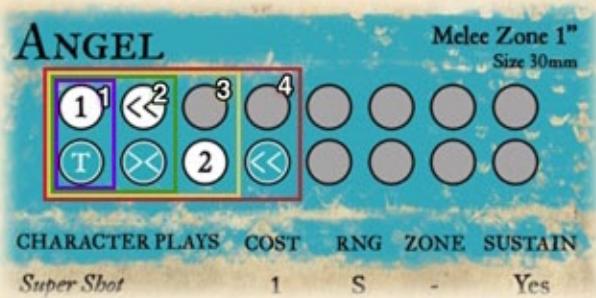
Eg: If you had 1 enemy model engaging the kicker, you would need a [5+]. A 6 is always a success.

PLAYBOOK

Active models making a successful Attack apply the net-hits to their unique Playbook to determine the result of the action.

Results

Each successful dice from an Attack allows the active model access to an additional column counting from the left. The active model selects a single result from any of the results in the available columns. Some individual Playbook results deliver more than one effect; these may be applied in any order that the active model chooses.



- 2** Damage (DMG) - Reduce the current HP on the target enemy model by the number shown. If the enemy model is reduced to [0] HP it is taken out; remove the model from the pitch and gain [1] MP.
- >** Push - The target model suffers a [1"] Push for each arrow shown on the Playbook result.
- <** Dodge - The active model may make a [1"] Dodge for each arrow shown on the Playbook result.
- T** Tackle – If the target model currently has possession of the ball, the active model immediately gains possession of the ball. This result may not be selected if the target model is not in possession of the ball.
- GB** Play – The Active model may choose a single Character Play from their Playbook with this icon as its cost.

Momentous Results

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Momentous results are highlighted with a colour-fill on the Playbook. Momentous results generate [1] MP for the active model's team in addition to the effects of the selected result.

PLAYS

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

Plays Using Influence

During its activation a model may spend Influence to trigger a Play as an action; the cost of each Play is shown on the model's profile. Models triggering the Play, may target any valid model within range.

If a Play action targets a friendly model just apply the effect. Otherwise grab a D6 and roll it; if the dice is equal or over the target's DEF apply the effects of the Play to the enemy model.

Plays from Attacks

Alternatively, it is possible for Plays to be triggered from a Playbook result.

When the model triggers a Play in this way, apply the effects of the Play to the target of the Attack.

Legendary Plays

Your team's Captain has a special ability known as a Legendary Play. Once per game, your Captain may use their Legendary Play during their activation. Legendary Plays have no Influence or MP cost. All effects caused by a Legendary Play last until the end of the turn unless noted otherwise.



MOMENTUM

In a game of Guild Ball, team's actions and play can generate impetus and drive. The building excitement, the roar of the crowd, the quickening of pace, this is all called Momentum; a resource that allows players to capitalise on the building pressure in the game by giving access to special actions not usually available.

Momentum can also be used to affect the Initiative roll each turn.

Gaining Momentum

Guild Ball rewards positive proactive play by generating Momentum, for example when a team plays to its strengths, or scores a goal, or passes the ball, or even taking out enemies.

[+1] MP, Momentous Result in Playbook

An active model gains [1] MP if a momentous result is selected during an Attack action. Models never gain MP when making a Parting Blow.

[+1] MP, Taken Out

When an active model reduces an enemy model to 0 HP, the model is taken out and removed from the game; the active model generates [1] MP for their team.

[+1] MP, Pass The Ball

An active model that makes a successful Kick action and passes possession to a friendly model gains [1] MP for their team.

[+1] MP, Score a Goal

An active model that scores a goal gains [1] MP for their team.

Spending Momentum

Building Momentum gives a team far greater tactical choice through access to Momentous actions.

A team may use any number of Momentous actions, at any time, as long as they have MP. In the full game, there are many more options but here's the most commonly used:

[-1] MP, Bonus Time

When resolving a TN test, an active model may spend [1] MP to add a single dice to a dice-pool, before rolling. This may only be done once per TN test after all other modifiers to the dice-pool have been factored.

[-1] MP, Shoot at Goal

During its activation, an active model that wants to attempt a Shot on goal must spend [1] MP. As the Shot is a Kick action the active model must also still spend [1] Influence.

[-1] MP, Pass'n'Move

After a successful Pass The Ball, the receiving model may spend [1] MP to immediately make a [4"] Dodge.

SHARK

MOV 5"/7"	TAC 6	KICK 4/6"	DEF 4+	ARM 1	INF 3/5
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CHARACTER TRAITS

Pumped!

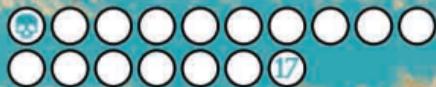
Once per turn, this model may use **Bonus Time!** without spending MP.



LEGENDARY PLAY

Caught in a Net [8" Pulse]

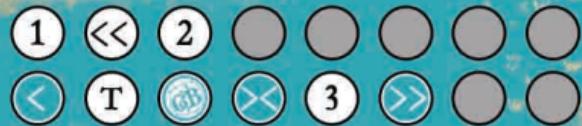
Enemy models within the pulse suffer [-2"/-2"] MOV.



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SHARK

Melee Zone 2"
Size 30mm



CHARACTER PLAYS COST RNG ZONE SUSTAIN

Tidal Surge

2 6"

Target friendly model may make a [2"] **Dodge**. This Character Play may only be used once per turn.

Gut & String



Yes

Target enemy model suffers [-2"/-2"] MOV and [-1] DEF.

EISNORAN, HUMAN, MALE
CAPTAIN, STRIKER



ANGEL

MOV 5"/7"	TAC 4	KICK 4/6"	DEF 4+	ARM 0	INF 2/5
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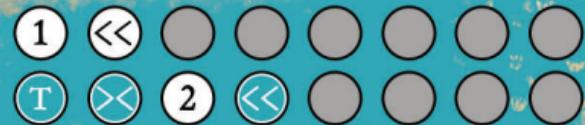
CHARACTER TRAITS

Slippery

This model gains [+1] DEF against **Parting Blow** attacks.



ANGEL



Melee Zone 1"

Size 30mm

CHARACTER PLAYS	COST	RNG	ZONE	SUSTAIN
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Super Shot 1 S - Yes

This model gains [+1/+2"] KICK.

Where'd They Go? 1 S - -

This model may make a [4"] **Dodge**. This Character Play may only be used once per turn.



FIGEON, HUMAN, FEMALE
STRIKER



SIREN

MOV 5"/7"	TAC 4	KICK 3/4"	DEF 5+	ARM 0	INF 3/5
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CHARACTER TRAITS

Beautiful

Enemy Character Plays directly targeting this model suffer [-3"] RNG.

Shadow Like

At the start of this model's activation, it may make a [2"]

Dodge



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SIREN

Melee Zone 2"

Size 30mm



CHARACTER PLAYS	COST	RNG	ZONE	SUSTAIN
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Lure

1 6"

Target enemy model immediately moves its base-move directly towards this model. This Character Play may only be used once per turn.

UNKNOWN, HUMAN, FEMALE
WINGER



Ox

MOV	TAC	KICK	DEF	ARM	INF
4"/6"	7	3/4"	3+	1	2/4

CHARACTER TRAITS

Furious

This model may **Charge** without spending Influence.

LEGENDARY PLAY

Get 'Em Lads! [6" Aura]

While within this aura, friendly models gain [+1] DMG to Character Plays that cause damage and Playbook damage results. Enemy models within this aura suffer [-1] ARM.



Ox

Melee Zone 1"

Size 30mm



CHARACTER PLAYS	COST	RNG	ZONE	SUSTAIN
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Tough Skin

1	4"	-	Yes
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Target friendly model gains [+1] ARM. This Character Play may only be used once per turn.

Butchery

GB	-	-	Yes
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Friendly models gain [+1] DMG to Playbook damage results against the target enemy model.

SKALDIC, HUMAN, MALE
CAPTAIN, ATTACKING MIDFIELDER



BOILER

MOV 4"/6"	TAC 5	KICK 3/4"	DEF 4+	ARM 1	INF 2/4
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CHARACTER TRAITS

Anatomical Precision

During an **Attack** from this model, enemy models suffer [-1] ARM.

Swift Strikes

This model may make a [1"] **Dodge** after causing damage to an enemy model.



BOILER

Melee Zone 1"
Size 30mm



CHARACTER PLAYS	COST	RNG	ZONE	SUSTAIN
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Dirty Knives 1 6" - Yes

Target enemy model suffers [-1] DEF and [1] DMG. This Character Play may only be used once per turn.

ETHRAYNNIAN, HUMAN, MALE
WINGER



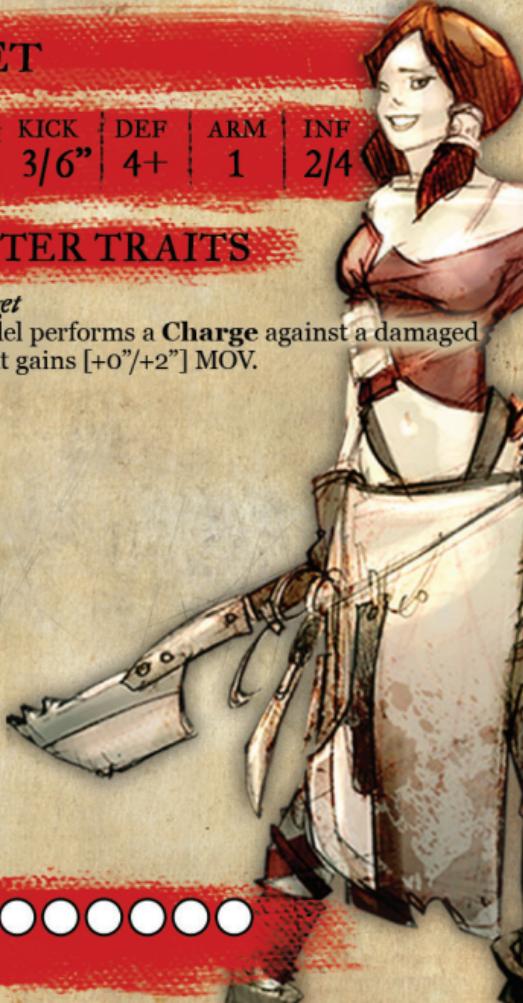
BRISKET

MOV **TAC** **KICK** **DEF** **ARM** **INF**
4”/6” **5** **3/6”** **4+** **1** **2/4**

CHARACTER TRAITS

Damaged Target

When this model performs a **Charge** against a damaged enemy model, it gains [+0"+/2"] MOV.



BRISKET

Melee Zone 1"
Size 30mm



CHARACTER PLAYS	COST	RNG	ZONE	SUSTAIN
<i>Super Shot</i>	1	S	-	Yes
This model gains [+1/+2"] KICK.				
<i>Hamstring</i>	GB	-	-	Yes
Target enemy model suffers [-2"/-2"] MOV.				



**SKALDIC, HUMAN, FEMALE
STRIKER**

