



Guild Ball Quickplay Rules

Welcome to the first public release of the Guild Ball Quick Play rules. This represents a major milestone for us after a year of internal development. We're very proud of the core game experience and believe you will find it to be fast, fun and very fluid. Please bear in mind that whilst the core game is pretty much there, bar polish and balancing, the game is still in development, the rules here are not the complete rules but are only what you need to get started and try the game for yourselves. Obviously these will be subject to change post-KS up to launch as we field test and polish constantly.

We'd love to hear your feedback, contact us at our FB page or via email feedback@guildball.com

Mat & Rich

Summary of Play

Players take alternating turns to activate individual models and perform actions such as moving, kicking or passing the ball, shooting at goal and using special abilities called 'Plays'...all with the aim of scoring more goals than their opponent. First to score three goals wins the game; of course a little bit rough stuff, only the usual maiming and general mayhem are included in the mix, last team standing also wins the game!

This set of rules provides the essentials needed to 'quick play' the game and so are presented as intentionally incomplete in terms of the full game experience. In the full game, there will be greater depth of interactions, including fully detailed terrain rules, league rules and more. Check out our Facebook page for the earliest insight into the other rules to follow at www.facebook.com/guildball

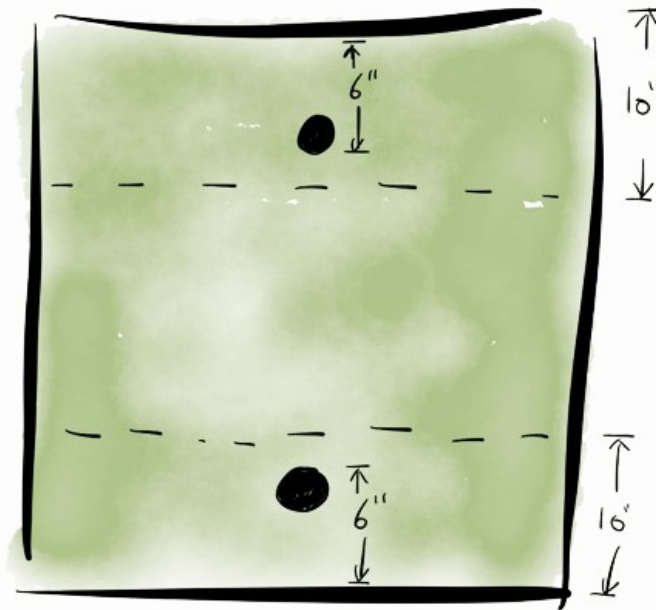
Our playtests to date have given us great confidence in this, the core game, but post-Kickstarter we will be conducting many field tests with the intention of polishing and balancing the gameplay until it shines so hard you'll need sunglasses. Field tests will be socialised on our Facebook page and eventually in our exclusive Kickstarter supporter forum. We love our community and the ideas they have about the game...this is where we will all be able to work together.

Setting Up

In a typical Guild Ball match, players play across a 3'x3' playing surface called the 'pitch' using standard 28mm terrain. For the quick play experience, we suggest that little to no terrain is used in order to keep things simple. It also gives an insight into the fluidity and openness of the game before



you start to throw terrain into the mix. Part of this test is to show that the game is very open and models don't get clumped up in the middle in a massive scrum...unless you want them to of course!



Starting the game

After the pitch is set-up, players each make a **starting-roll** which is a D6 plus any applicable bonuses. In the quick play rules there are no bonuses to be had but in the full game these will come from things like paid-for 'Sponsorship' benefits and/or league play conditions and so on.

The player with the highest result chooses which player will be the **kicking player**. The other player is therefore the **receiving player**. The receiving player decides which table edge they will use and deploys their **goal** model.

The kicking player uses the opposite table edge and deploys their goal model in the same way.

Players then deploy their teams. The **kicking** player deploys all of his team completely within 10" of their table edge and declares one model as the **kicker** and gives this model the **ball**. The receiving player then deploys their team within 10" of their table edge.

After both players have deployed their teams, the kicking player activates the kicker and **kicks off**.

After the kick-off has been resolved (see the Kicking rules below) the turn begins with the receiving player acting first...after allocating Influence for the turn, players then alternate activating individual models for the rest of the turn, which defines the **turn order**. The turn order remains fixed for the entire turn. At the end of the turn, initiative is re-determined and a new turn begins...

But before we talk about the mechanics of kicking off and what the heck Influence is, we need some ground rules.

Gameplay Objectives

In a standard Guild Ball match, the first team to score three goals is the winner. Goals are scored by kicking the ball against the goal and can be done from any distance. There is no fixed number of turns, the game has been designed to gradually accelerate towards the end game.

Each **goal** is represented by a 50mm objective model placed 6" from the player's table edge to the front edge of the goal base and in the centre of their deployment zone.

In particularly bloody matches, games are abandoned if an entire team is injured and taken off the field with the win being awarded to the surviving team.

Game Conventions

Any time a result is a half number, always round up.

Any time an opponent asks about a specific model information, statistics or current status, players should allow them to look at the model's card. For speed of play, ideally a player will verbally inform their opponent the requested information wherever possible.

Status effects should always be marked with a suitable token next to the model.

All bonuses from different sources stack. Bonuses from the same sources do not stack.

Players are to assume that rules as written in the main rulebook are the default.

The active model is referred to as the **active model**. The model initiating an effect or action is referred to as the **origin model**. The target of an effect or action is referred to as the **target model**.

Rules written on a model's card always supersede those in the main rulebook. Rules conflicts/timings are always prioritised in favour of the active model.

Rule priority is as follows: active model, origin model, target model, other models.

Game Terms

- A **line** is straight and considered to have no width.
- Unless specified otherwise, a **line** is drawn from the centre of a base to the centre of a base.
- **Within** range means a models base is at least partly within the radius of the specified range, including touching.
- **Completely Within** range means a models base is entirely within the radius of the specified range, including touching.
- **Towards** means a model can only move in such a way that the distance between the model and its target is *always* decreasing.
- **Directly Towards** means a model can only move along the shortest route between the model and its target. Distance between the model and its target is *always* decreasing during the movement.



- **Away** means a model can only move in such a way that the distance between the model and its target is *always* increasing.
- **Directly Away** means a model can only move along a vector described by the shortest route between the model and its target. Distance between the model and its target is *always* increasing during the movement.
- An **aura** is an AOE effect that is constantly active throughout its duration. Models entering an aura are affected.
- A **Pulse** is an AOE effect that only affects models within its range at the point of activation. A pulse has no duration.

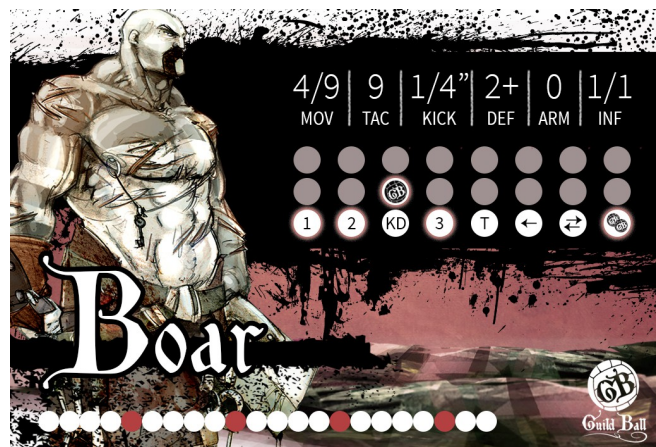
Base Size and Facing

There are three base sizes; small (30mm), medium (40mm) and large (50mm). A model's character card states its base size.

A model's **facing** is determined by the direction the model's face is looking. The 180-deg arc in the direction it is facing defines the model's **front arc**; the opposite 180-deg defines its **back arc**.

Players should make two marks on either side of each model's base to denote the two arcs and make it clear.

Model Profiles



- Movement (MOV)
 - Shown as two numbers e.g. 4"/9"
 - First number is the distance this model may advance
 - Second number is the distance this model may sprint or charge
- Tactical Ability (TAC)
 - Shown as a single number e.g. 4
 - This is the amount of dice this player adds to a dice pool when performing an action.
- Ball-skills and Kicking Ability (KICK)
 - Shown as two numbers e.g. 2/8"
 - First number is the ability used when kicking the ball i.e. the dice pool

- Second number is the distance the ball may be kicked
- Defensive Ability (DEF)
 - Shown as a single number e.g. 3+
 - This is the target number an active model needs to roll equal to or higher in order to generate a hit.
- Armour Value (ARM)
 - Shown as a single number e.g. 1
 - This is the number of hits removed or ignored from an attack
- Influence (INF)
 - Shown as two numbers e.g. 3/5
 - First number is the amount of INF this model generates each turn
 - Second number is the maximum amount of INF this model may have in a turn

INF is spent to activate a model and perform actions/movement/etc.
- Hit points bar
 - Shown as a number of cells that represent the total hit points a model has.

Distance Measuring

All distances are expressed in inches.

Distance measuring is between the closest points.

Players may not pre-measure ranges or distances before declaring actions. Active models may measure their maximum Influence (INF) range at any time during their activation.

Line of Sight

Each model occupies a volume of space above the bottom of the base determined by its base size.

- Small-based models have a volume equal to the bottom of their base to a height of 2"
- Medium-based models have a volume equal to the bottom of their base to a height of 3"
- Large-based models have a volume equal to the bottom of their base to a height of 4"

A model has Line of Sight (LOS) to another model or object as long as an unobstructed line can be drawn from any one point of the origin model's volume to anywhere on or in the target model's volume, or to any part of the object.

Note, whilst models have a front arc and a rear arc, models have 360-deg facing when determining LOS.

LOS can be drawn at any time but this must not allow the player to measure the distance. We suggest use of a laser pointer for greatest accuracy.



Status effects - conditions

Some plays and combat results put a status effect onto a model, called **conditions**. Conditions remain on the model and apply their affect until removed.

- Knockdown – +2 TAC on actions targeting the KD model; KD models have no facing and cannot engage an enemy model or be valid as intervening models.
- Bleed - 1pt damage per turn during the Maintenance phase until removed
- Poison - -1 TAC per turn during the Maintenance phase until removed. TAC remains at its current value if this condition is removed.

How to do things

Actions are usually resolved through dice rolls. Dice rolls are made using a dice pool system. Players determine their dice pool and roll the relevant number of d6. The difficulty of the action determines the **target number (TN)** required on a dice in order to generate a **hit**. All the dice that show the required number or more are **hits**.

Some abilities/circumstances apply bonuses or penalties to the target number:

- If the Target Number is reduced to less than 2+ then it remains at 2+ and add +1 dice to the attacking dice pool for each subsequent reduction.
- If the Target Number is increased to greater than 6+ then it remains at 6+ and remove -1 dice from the attacking dice pool for each subsequent increase.

Scoring a goal!

Goals are scored when the ball is kicked against the goal marker. A goal can only be scored from a deliberate attempt but may result from a fortuitous scatter result should the original shot miss.

Guild Ball is played continuously with no reset after a team scores...the ball is simply rebounded (detailed in the Kick rules) back into play by the goal and play continues.

Kicking (the ball)

Kicking the ball is part and parcel of the game, you boot the ball to start the game and you boot it to end the game by scoring the winner...unless you're going the Butcher's much loved route to victory and just booting your opponent to death.



To kick the ball is simple:

- Player declares target (the goal, another player, or even booting it into open space) and places the ball at the target
- Player then checks the range to the ball (distance is measure between the closest points don't forget!)
- If the ball is out of range then pick up and place the ball at the maximum range on a line directly towards the original target. Scatter once from this position using the Kick Scatter template. If this point is obstructed, then place the ball at the nearest point along the same line towards the kicking model.
- If the ball is in range, then the kicking player determines their dice pool for the kick, using their KICK ability plus/minus any applicable bonuses or penalties.
- Players roll the net dice pool with a TARGET NUM of 4+
- Enemy models engaging the kicker negatively affect the dice pool...-1 dice per intervening model
- Enemy models engaging the receiver affect the TARGET NUM...+1 TARGET NUM per model
- A kick attempt that generates at least one HIT is successful, the ball lands at the specified spot.
- A kick attempt that doesn't generate at least one HIT misses. Roll a Kick Scatter from the target location to determine the landing spot.
- If the kick misses and there are intervening enemy models on the direct line from the kicker to the final landing spot then they will intercept the pass. Snap the ball to the intervening enemy model.
- If there is more than one valid intercepting enemy model then determine the model that receives the ball in the following order; closest to the kicker first then closest to the target spot.

If the ball's final landing place is within 1" of a model, then the ball automatically 'snaps' directly towards that model. The model is then considered to be in possession of the ball.

If there is more than one model with 1" then it snaps to the nearest model. If there is more than one model and they are equally distant then randomly determine the receiver of the ball.

If the ball lands in open space then it always scatters, the kick roll result determines how far it scatters. Use the Kick Scatter template. If the kick roll is a success, then the ball scatters a distance of 1d6 inches; if the dice roll is a failure however, the ball scatters a distance of 2d6 inches.

When kicking off, the ball must travel over the halfway line or further to be legal. If the ball fails to travel over the halfway line then the receiving player may give the ball to a model of his choosing.

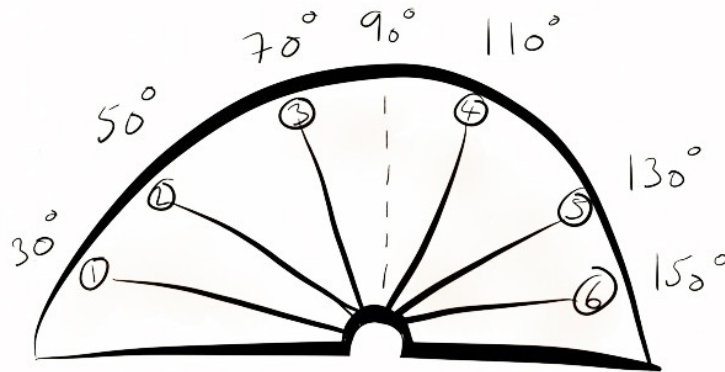
Goal kicks/rebounds happen immediately after a goal is scored. The goal itself effectively rebounds or 'kicks' the ball back into play. Goals have a standard KICK of 3/18". The roll is resolved by the goal's player. Goal kicks are fired high into the air and may not be intercepted. The ball may be kicked any distance up to the maximum defined by the Kick stat, and in any direction as determined by the goal's player. You can set up fast counter attacks this way!



Scatter Rolls

Occasionally, characters will lose control of the ball, or when the ball is kicked off into the open, or sometimes as a result of a special play being triggered...regardless of how it happens, the rules will call for a **scatter roll**.

There are two types of scatter template in Guild Ball; a **standard scatter** and a **kick scatter**.



GUILD BALL - KICK SCATTER
& REBOUND TEMPLATE

In order to make a scatter roll, use the appropriate scatter template (as determined by the rules) then roll 1d6 to determine the direction of the bounce. The ball then travels directly along this direction a number of inches determined a second d6 roll. Remember, direction then distance!

If there are intervening models on the direct line of the scatter then they will automatically intercept the ball and take possession. Snap the ball to the first valid model.

Game Sequence

1. Initiative

Players each roll 1d6 to make an **initiative roll**

Players add +1 to their initiative roll for each unspent **momentum point** generated in the previous turn...momentum is then reset to zero

The highest roll decides **turn order**

Drawn results mean the player who added the most momentum to the roll decides turn order. If still drawn, initiative is re-rolled

2. Maintenance Phase

Resolve all current **ongoing effects** in play

Replenish the team's Influence (INF) pool.

Players, in **turn order**, allocate INF to their models up to their maximum INF.

3. Activation

In **turn** order, players take turns activating a single model

Activation is one model at a time, this model is the **active model**

Once all INF allocated to the active model has been used then the active models turn ends.

4. End Phase

Once all models have activated then the turn ends.

Resolve any end of turn effects.

Using Influence

Each model still on the pitch provides a measure of influence over the game. This is represented by the INF stat. A core pool of INF is made up from the 1st number in the INF stat from each of the models during the maintenance phase.

Models are allocated INF up to their maximum INF as shown by the 2nd number in the INF stat and use this resource in order to perform actions.

Each individual action costs at least 1 INF although some more involving actions will cost more.

Models may continue to act as long as they have INF to fund their actions. Actions may be repeated as long as you have INF (you can keep punching them in the head for example).

Actions may be performed in any order i.e. move then shoot, melee then move etc.

Movement

A moving model's base cannot pass over another models base during movement.

Advancing describes any movement a model intentionally makes, not to any movement caused by other effects such as being pushed. An advance is normal movement in any direction with any number of direction changes. There is no INF cost for advancing.

Normal movement refers to movement a model makes during its activation and costs no INF. A model may move up to its standard MOV stat (i.e. the lower number)

Sprinting is a normal movement but must be in a straight line. Sprinting costs 1 INF and uses the maximum MOV distance. Models may sprint less than the maximum distance if they choose.

Charging is a normal movement action that includes a combat action and must be in a straight line directly towards its target up to the maximum MOV distance. Models may charge less than the maximum distance if they choose. Charging costs 2 INF. Models may not charge if they are engaged.

Standing is a normal movement action that costs 1 INF. Models may change facing during this movement



Additional Movement refers to movement a model makes as a result of playbook events, triggered special and legendary plays. Additional movement does not cost INF to activate and does not count towards the one movement limit.

During an advance a model may change its facing at any time, but when it moves it must *always* move in the direction it is facing. No bendy tape measures!

A model may advance, with or without the ball, up to the model's move stat in inches. A model in possession of the ball may choose to leave the ball behind i.e. give up possession.

Make all measurements from the front of the advancing model's base. Some terrain features impede movement. It is important that the impediment affects the model's movement as long as any part of its base is in the terrain feature, not just the front of the base.

When a play advances with the ball, move the advancing model to its new location, the ball then snaps to the model. A player in possession of the ball may choose to leave the ball behind and give up possession.

A model that moves to within 1" of a free ball (not currently in possession of another model) automatically takes possession of the ball. Exception is if the ball is in possession of another model and that model in possession is friendly, the possession may be passed for free.

A player can only move once per activation. KD models may stand up as their complete normal movement. They may not move again. The only exception is if a model spends Momentum to remove a KD status effect (using Take a Breather Son!), it is not considered to have moved.

Engaging Models

When a model has an enemy model within its melee range and LOS is it **engaging** that model.

Models can only make melee attacks against any target it is engaging.

When a model is within an enemy's melee range and LOS, it is **engaged**. When a model is either engaging or engaged, it is considered to be **in melee**.

Parting Blow

When an engaged model advances out of an enemy's melee range, the enemy model can immediately make a **Parting Blow** against it just before it leaves. Resolve this interaction at the point of leaving.

The origin model gains +2 TAC and immediately makes one normal attack against the moving active model.

Hits are resolved in full before the moving active model continues its movement. Apply the Parting Blow effect immediately to the moving active model. Some effects may prevent the active model



from continuing its movement (such as Knockdown) or may reduce the charge distance and/or vector (such as a Push or Dodge) however models may continue their movement after the effects are applied.

Additionally, the moving model may continue to spend INF on other actions if they are able to do so after the Parting Blow is resolved.

Combat

Guild Ball is a contact sport, and so combat and rough stuff is expected. Reminder, models can only make melee attacks against any target it is engaging.

- Active model spends INF and declares an attack against a valid target enemy model.
- Active model generates a dice pool equal to their current TAC plus any bonuses (e.g. charging, ganging up, Sponsorships etc.)
- Defending player confirms target's DEF and ARM.
- Attacker rolls dice pool, all dice that are equal to or higher than the defending model's DEF count as HITS
- Attacker deducts the defenders ARM from the HITS to generate the net result of the action.
- Attacker then uses their unique PLAYBOOK to determine the results
- Resolve the effects in the order generated by the playbook.

Whilst charging, a model has a +2 TAC charge bonus for that combat action.

Attacks against a model that is suffering from the KD condition receives a +2 TAC bonus.

Attacks against a model in its rear arc receive a +2 TAC bonus.

Models may be pushed into other models or obstacle. If the target model collides with another model or obstacle it stops at the point of contact.

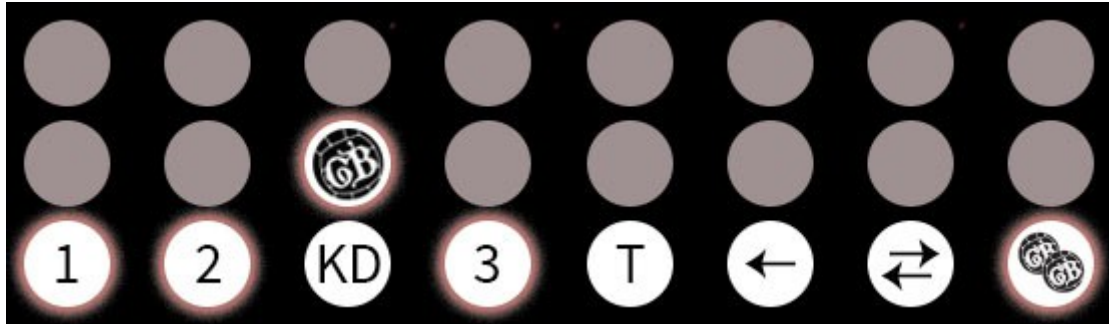
Models may 'gang up' in an attack. The active model attacking a target model gains +1 TAC for each additional friendly model engaging the target model.

In the same way as ganging up, the target model may benefit from friendly models 'crowding out' the attacking model. The attacking model loses -1 TAC for each non-friendly model engaging the attacking model.



Playbook

Guild Ball allows players to choose how to spend the hits in order to achieve the results they want; hits are 'spent' and generate effects via a player's unique **playbook**.



A playbook is read from left to right; potential results are arranged in columns. Each 'hit' generated allows the player access to an additional column. The player simply selects a single result for the action from all the available options. More hits mean the greater the number of options and the stronger the individual effects the player can choose from.

Results highlighted with a glowing halo also generate 1 MP as well as the written effect.

If the action generates more than 8 hits then the player may carry over and 'loop' around again....effectively gaining two results from one action!

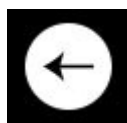
Common plays include:



A number means straight damage to the target model's hit points.



The target model is **pushed** 1" directly away from the origin model for every arrow shown



The active model **dodges** 1" away from their opponent for every arrow shown.



Puts the KD status effect on the target model. If the model is in possession of the ball, make a normal scatter roll from the KD model to determine the balls new location. The ball will snap to the nearest model within 1".



If the target model has the ball, the active model takes possession of the ball from the target model



Active model may trigger a special play as described on their card. The number of 'trigger' icons shown indicates the maximum level of special play that may be used.

Plays

Models each have a number special abilities called 'Plays' they may use during the game. Plays require INF to be used to trigger them, with the cost shown on the card. Some plays may be used as a result of a combat action from the playbook, in this instance, the INF cost is free but the play requires a certain number of 'trigger' icons from the playbook.

To trigger a play:

- Active model spends the require INF and declares the target model and intended play
- Active player then confirms the target is valid for the intended action by checking LOS and distances (where applicable)
- If the target is non-friendly, the active model generates a dice pool equal to the base INF cost of the play shown on the card (regardless of the actual INF cost).
- Adjust the dice pool based on applicable bonuses and penalties.
- Defending player confirms target's DEF.

- Attacker rolls dice pool, all dice that are equal to or higher than the defending model's DEF count as HITS
- A Play attack that generates at least 1 HIT is successful.
- Apply the Play's effects on the target model immediately

Plays targeting friendly models automatically succeed if the target is in LOS and range. Models may target themselves.

Ganging up bonuses apply to plays where the friendly models are engaging the target.

Crowded out penalties apply to plays where the non-friendly models are engaging the active model.

Momentum

Momentum Points (MP) allow players to capitalise on when their team is really working together towards a common purpose, or even to interrupt the opponents well laid out plans of attack.

During the course of a round, a player will generate a pool of MP. Momentum does not carry over each round. Any MP remaining at the end of the round is automatically used to add +1 to the subsequent turn's Initiative Roll per point of MP.

Momentum is generated by...

- Triggering special abilities on players cards – MP as shown
- Taking out an enemy – 1MP
- Through the player's unique playbook – MP as shown
- Interactions with team mates as shown on the cards – MP as shown
- Passing the ball successfully – 1MP
- Scoring a goal – 1MP / 2MP

Shooting at the goal

A player that wants to attempt a shot on goal must spend 1MP (in addition to 1 INF for the action). On a successful goal the team generates 1 MP. If a double 6 is rolled during this scoring attempt, the action generates an additional MP point because it is a SCREAMMER!

To Interrupt an Attack

When an attack is declared against a model, the target model can immediately choose to spend 1MP to react before a model is moved. The target model gets to choose from the following options:

- Counter-Attack - When the attack is declared and counter attack is selected. The attacking model completes its movement, then the target model, if eligible to make an attack, can attempt to attack the active model. Make an attack and apply results after the attacker has made their full attack.



- Defensive Stance - The attacking active model suffers -2 to any TAC actions from this attack attempt.
- Evasive Manoeuvres – Only useable if the target of a charge action, the defending targeted model can choose to dodge 2" in any direction. This is declared and the movement completed BEFORE the attacking active model gets to attack/move. If the defending model becomes an invalid target for the charge then the charging model moves directly towards the defending model to finish as close as possible.

Pass'n'move

A successful pass generates 1 MP which can be spent immediately by the receiving model to make an ***out of turn advance***. Standard move, this is not a sprint or a charge!

Bonus Time!

A player may add an additional dice to any dice pool at the cost of 1MP. This may only be done once per roll.

Take a breather son!

A model may forfeit their entire activation and 1MP to take a breather...recover 1d6 health and remove all current status effects on a single model.

