

Item no.: 359959

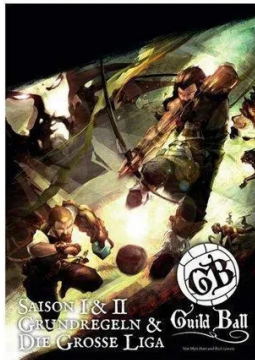
SFGBACC02001D - Guild Ball Rulebook (EN Edition)

from **35,01 EUR**

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shipping weight: 1.20 kg

Manufacturer: Steamforged Games



Product Description

Guild Ball is a skirmish tabletop game influenced by the "mob football" of the Middle Ages. Here, players clash to lead their team to victory and entertain the raving crowds of their fans. However, all this is beside the point compared to the political interests of the powerful guilds that finance the sport, among whom a quick goal or public assassination can alter the delicate balance of power.

The game mechanics are intuitive while allowing for a wealth of tactical options and different play styles, while limited resources reward a player's planning and quick thinking. The full-colour rulebook contains all the rules you need to get started with the game. Inside you'll find:

- An ongoing backstory and description of the sovereign states of the Free Cities Empire
- Exciting accounts of crucial games and moments from the players' point of view
- The complete ground rules for the first two seasons, including all errata and corrections
- The campaign rules for the Great League
- All characters from seasons 1 and 2, including all captains, mascots, veteran players and the Hunter's Guild
- Medium: Hardback
- Book type: Hardcover
- Pages: 192
- Series: Guild Ball, Rulebook
- Author: Loxam, Richard; Hart, Matt
- Manufacturer: Steamforged Games

Specifications

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