

Item no.: 359959

## SFGBACC02001D - Guild Ball Rulebook (EN Edition)

## from **34,82 EUR**

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
- Exciting accounts of crucial games and moments from the prayers point or viol.
   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

Scan this QR code to view the product All details, up-to-date

prices and availability

