

Item no.: 359960

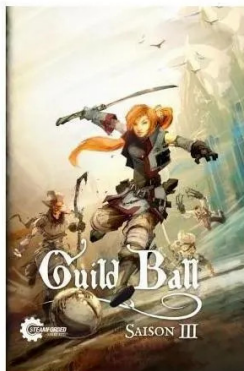
SFGBACC03001D - Guild Ball Season 3 Rulebook (DE Edition)

from **21,74 EUR**

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shipping weight: 0.10 kg

Manufacturer: Steamforged Games



Product Description

Welcome to Guild Ball, where fantasy meets sport.

Guild Ball is a tabletop miniatures game played on an open field. Coaches enjoy complete freedom of movement in a game that is easy to learn but difficult to master, requiring them to make complex decisions. Guild Ball is played anywhere in the Free Cities Empire, bringing with it a wide range of terrain types and offering a huge choice of game surfaces and landscapes.

Led by their iconic captain Thresher, the Farmers are the next guild to lace up their boots and join the Big League. These down-to-earth heroes may have bitten off more than they can chew, however - unlike the other guilds they will face, they are undoubtedly the underdogs with significantly less experience than the veterans of other opponents. Now that the famous Supreme Lady is their coach and the Solthecian Church is showing a renewed interest in the world of Guild Ball, find out how the Farmer's Guild will fare in the face of this opposition!

Guild Ball uses highly detailed miniatures to bring to life the spirit and soul of every player on the field, in world-class quality for painters and players alike. More than twenty new players take to the field in Season 3 and coaches can plan their rosters around entirely new strategies and moves.

Guild Ball models have been carefully designed to create complex synergies and offer their coaches a wide range of strategies. Guild Ball uses a unique mechanism that mirrors the natural back-and-forth excitement of a football game, as well as breathtaking Legendary moves and skills.

Enter the world of the Free Cities Empire and take your place on the field!

- Number of players: 2-12
- Game duration: 90+ minutes
- Age: from 14 years

Specifications

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