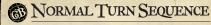


## PLAYBOOK RESULTS

When attacking an enemy model, the attacking model will normally be able to select one or more results from their playbook. There are a number of different types of playbook result to choose from which are explained below:

- Damage (DMG) or playbook damage result -Reduce the current HP of the target model by the number shown.
- Push Move the target model up to 1" for each arrow shown. Pushes have to be in a straight line. Models can't be hit by parting blows while being pushed.
- Dodge The attacking model may move up to 1" for each arrow shown. Models can't be hit by parting blows while dodging.
- Tackle If the target model has the ball, the attacking model gains possession of the ball.
- Character Play The attacking model may choose a character play with this icon as its CST and use it. This character play hits automatically.
  - Knocked down The target model suffers the knocked down condition.



### I. INITIATIVE PHASE

Both Players select a Game Plan card and reveal it to their opponent. Both Players add the initiative score of their Game Plan to their current MP. Highest score can choose who has Initiative.

Reset all MP to 0, then the Player who does not have Initiative gains 1 MP.

#### 2. MAINTENANCE PHASE

Player with Initiative does every step, then the other player.

- · Return taken out models to pitch
- · Generate influence pool
- · Modify influence for goals and Game Plans
- · Allocate influence

#### 3. ACTIVATION PHASE

Starting with the Player with Initiative, take turns to activate one model until all models have been activated.

#### 4. END PHASE

Remove all ongoing and sustain effects from the pitch, remove any remaining influence. Resolve conditions.





**Burning**Model suffers -2"/-2" MOV.
Suffer 1 DMG in the End Phase.



**Poison**Suffer 2 DMG in the End Phase.



Bleed
Suffer 3 DMG in the End Phase, then remove.



**Snared**Suffers -2"/-2" MOV and -1 DEF.



Loses possession of the ball (perform scatter). Cannot be passed the ball.

Does not block line of sight.

Cannot engage enemy models.

Cannot make attacks, character plays, or advances.

Suffers -1 DEF.

**Knocked Down** 

Model may forfeit its standard advance to remove this condition.

Guild Ball Season 4



# ® SPENDING MOMENTUM

#### MOMENTOUS ACTIONS

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• Bonus Time (+1 die to a roll, once per roll)	1MP
• Gliding (ignore rough terrain)	1MP
Shot on goal (spend 1 influence	
to make a kick, must have the ball)	1MP
• Rest (recover 4 HP or	
remove all conditions)	1MP
• Encourage (Friendly model within 8"	
recovers 4 HP or removes all conditions).	2MP
Heroic Play	1MP
Momentous Reactions	
• Counter Attack (Declare when attacked,	
attack back immediately after attack.)	1MP
Defensive Stance (+1 DEF	
against a charge attack)	1MP
Run the Length! (Scoring model	
may dodge 4")	1 MP
• Pass & Move (after a successful pass,	
either the kicker or receiver may dodge 4"	)1 MP
Snap Shot (receiver of a pass may	
shoot at goal, needs 2 hits to score)	2MP

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