



MOB FOOTBALL ASSOCIATION DOCUMENT

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INTRO

Are you already familiar with Guild Ball and looking for a whole new way to play the game? In this document, the Mob Football Association lists a number of fun, casual, alternative formats to let you experience new, exciting ways to play Guild Ball with your friends!

EVENT RULES

Any changes to the core Guild Ball rules will be noted in the individual formats. There are no painting requirements in any MFA format.

I. SPEED BALL!

*Speed Ball is the quickest, dirtiest game of Guild Ball you've ever seen. It isn't enough to just win, you have to win **fast**. Speed Ball's like Guild Ball after a double espresso, it's something quick, frantic, and beautiful all on its own.*

ROSTER SIZE AND SELECTION

To create a roster, a Player chooses a Guild and selects 6 models that may play for that Guild. This roster must consist of 1 [Captain] model, 1 [Mascot] model, and 4 Team Member models that play for the selected Guild.

TIMING

No chess clocks are used in this format. Each time a model is activated, the Controlling Player has 120 seconds on a timer to complete the activation. If an out of activation action is being resolved, such as a Counter-Attack, pause the timer for the duration of the action. Each Player also only has 120 seconds to resolve Maintenance Phase Steps C, D & E each turn.

Round length is 60 minutes.

WIN CONDITION

Speed Ball! games are played to an 8 VP win condition.

Otherwise, follow all the normal rules for a Guild Ball match.

2. CAPTAIN, MY CAPTAIN!

Ever wonder what it would be like to use another Guild's Captain with YOUR roster? This is your chance to find out! Each round of Captain, My Captain you will be assigned a random Captain model to play with. What new and exciting plays will you unlock? Can you rise to the occasion and adapt your playstyle on the fly? Captain, My Captain is a fun, unique, and light-hearted format that Players of all skill levels can enjoy.

Player is given a random [Captain] model. Each [Captain] loses its previous Guild affiliation for the duration of the match. All models on your team (including the [Captain]) are considered friendly Guild models to each other for the duration of the match.

Otherwise, follow all the normal rules for a Guild Ball match.

ROSTER SIZE AND SELECTION

Each Player brings a roster of 1 [Mascot] and 4 Team Member models from a single Guild. Before the start of each game, at Step B of the Pre-Game Sequence, each

SPECIAL EQUIPMENT

This event needs a large number of Captains. It's generally best to ask each Player who comes to bring every Captain model they have available.

3. HOMELANDS CUP

Guild Ball has not always been a tool of the Guilds. At its purist form, it's a game of community, a game of nations. In the Homeland Cup, coaches assemble their team rosters based on their models' homeland, not Guild affiliation. Will you choose to lead the ferocious Skaldic nation, the hot-blooded Castellyians, the cunning Erskirii, or the proud Raed to victory? One thing's for sure, this is an event like no other!

ROSTER SIZE AND SELECTION

Each Player chooses a nation and brings a roster of 1 [Captain], 1 [Mascot], and 4 Team Member models, all belonging to that nationality. These 6 models form the Player's roster for each game. Players may choose from one of the following nationalities:

Castellyian
Eisnoran
Erskirii
Ethraynnian
Figeon
Indar
Mald
Raed
Skaldic
Valentian

All models on a team are considered friendly Guild models to each other for the duration of the match.

Some nationalities do not currently have enough models to play in this format, but this may change with future releases.

Otherwise, follow all the normal rules for a Guild Ball match.

4. GUILD BALL, DODGE BALL!

Play the classic game of speed and reactions with a Guild Ball twist. Lead your team to victory against your opponents by a combination of skill and luck. This is a fun, fast, furious format designed to play quick and dirty. Remember, if you can dodge Boar, you can dodge a Guild Ball!

ROSTER SIZE AND SELECTION

Players select a roster of 1 [Captain] model, 1 [Mascot] model, and 4 eligible models which will play for the same Guild as the [Captain]. These 6 models form the Player's roster for each game.

SPECIAL RULES

1. There is no Kicking Player or Receiving Player in this format. Instead, the Players should both roll a die. The Player who rolls higher may choose whether to have the first activation in turn 1. The Player who does not have the first activation chooses which side of the Pitch they will deploy on. Both Players then deploy their teams, starting with the Player with the first activation.
2. After deployment, starting with the Player who has the first activation, each Player must choose 2 of their models to begin the game in possession of a ball-marker.

3. Models may target enemy models with Pass actions. If the Pass is successful, immediately after gaining possession of the ball-marker, the enemy model suffers the taken-out condition.
4. If an enemy model intercepts a Pass, the kicking model immediately suffers the taken-out condition.
5. When a model intercepts a Pass from an enemy model the intercepting model's Controlling Player may immediately return a friendly model to the Pitch using the Icy Sponge rules. The friendly model may activate normally this turn, but is not allocated any Influence.
6. A model may have possession of multiple ball-markers in this format. A model in possession of multiple ball-markers must still spend [1] Influence to Pass each ball-marker individually.

Otherwise, follow all the normal rules for a Guild Ball match.

SPECIAL EQUIPMENT

This format, unsurprisingly, requires a lot of balls! It's generally best to ask each Player who comes to bring as many ball-markers as they can.

5. MULTI-BALL MAYHEM

Ever wanted to experience the mayhem of Guild Ball at a crazy pace, with goals coming fast and furious from almost anywhere on the Pitch? Multi-Ball Mayhem allows Players to really test their ball control skills! This format puts not one, not two, but THREE balls into play at once!

ROSTER SIZE AND SELECTION

Players select a roster of 1 [Captain], 1 [Mascot], and 4 eligible Team Member models which will play for the same Guild as the [Captain]. These 6 models form the Player's roster for each game.

Set up normally as for a Guild Ball Match. After the kick-off has been performed, place one ball-marker on the halfway line, [12"] from the left edge of the Pitch. Place a second ball-marker on the halfway line [12"] from the right edge of the Pitch. If either of these ball-markers cannot be placed on this position, use the rule of least disturbance to place the ball-marker.

SPECIAL RULES

1. A model may have possession of multiple ball-markers in this format. A model in possession of multiple ball-markers still must spend [1] Influence to Pass each ball-marker individually.
2. Games are played to a [16] VP win condition.

Otherwise, follow all the normal rules for a Guild Ball match.

SPECIAL EQUIPMENT

This format, unsurprisingly, requires a lot of balls! It's generally best to ask each Player who comes to bring as many ball-markers as they can.

6. GUILD BALL DOUBLES

Team up with your favourite gaming buddy or closest rival to take on other pairs of Guild Ball coaches. Each coach brings a roster of 3 models, merging their roster with their partners to create their team. With so many possible combinations, it's only right that we offer just as many special prizes! What prize will your team shoot for? Best Dressed Team? Best Team Theme? Best Painted Team? This event has something for everyone!

ROSTER SIZE AND SELECTION

Each pair of two Players will control one team of 6 models. Each Player on the same team makes a roster of 3 models from a single Guild. Each Player may select a different Guild. A Player that is not playing as the Union may not select Union models. Each named model may only be selected once per team. No [Captain] models may be selected, although each team may select up to 1 [Mascot] model.

SPECIAL RULES

1. All models on a team are considered friendly Guild models to each other for the duration of the match.
2. Each Player generates and allocates their own Influence-pool to their own models.
3. Activations are asynchronous by team (a team activates 1 model, then the other team activates 1 model, and so on).
4. If a model scores a goal, that model's Controlling Player may add the Goal Influence to their team's Influence-pool.
5. If Chess Clocks are used, the round length for this event should be 120 minutes.

Otherwise, follow all the normal rules for a Guild Ball match.

ADDITIONAL INFORMATION FOR EVENT ORGANISERS (E.O.s)

LOGISTICS

The E.O. should try to keep an event running as smoothly as possible. This will include some pre-event preparation work. It is a good idea to ensure that an adequate amount of tables and terrain, as well as sufficient gaming space in which to play, are available. Official Guild Ball play mats are available through Steamforged Games and are recommended for use.

In preparation for the event the E.O. should decide upon the event start time, the round timings, finish time, and any potential prize pool. If the E.O. chooses to make use of timing devices, the E.O. should ensure an adequate supply of these are available. It is worth remembering that most smartphones have access to apps that can perform this function.

EVENT LENGTH

These events run until a pre-determined number of rounds has been played. Please consult the table below to see how many rounds are usually necessary to determine a winner.

Number of Players	Rounds
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event
65 to 128	7-round event

TIMING & DICE DOWN

Unless otherwise stated, round length is 100 minutes total.

Once the total round time has expired the E.O. will call 'Dice Down.' At this point, if the active Player has already begun to physically move a model, they finish the movement for that model and then the activation ends. If a Player is in the process of making a roll of any kind, they complete that action and then the activation ends. Any 'end-of-activation' effects now trigger. The current turn and game then end.

When 'Dice Down' is called, if the VP totals are tied, the game is considered to be a draw. Otherwise, the Player with the highest VP total is declared the winner.

TERRAIN

Before the event begins the E.O. should arrange the terrain and ground for all Pitches. As a general rule, an average Guild Ball Pitch should have four to six pieces of terrain and ground, evenly spaced with no pieces in either Player's deployment zone. A mix of different types of terrain and ground is encouraged.

PAIRINGS, BYES AND ODD NUMBERS OF PLAYERS

It is recommended that the E.O. should endeavour to secure the services of a 'standby Player' to avoid byes - it is a better experience for everyone if no one has to sit out a round.

Pairings for round 1 should be randomised by the E.O. From Round 2 onwards, Players should be randomly paired against other Players that have the same number of Tournament Points to form a match. If there is an odd number of Players with the same Tournament Points, randomly select one Player from the next lowest Tournament Point bracket to be the pair up. E.O.s should avoid pairing the same Players together multiples times during a tournament where possible.

EVENT SCORING

When games end, the E.O. should encourage Players to fill out their Player record sheets. Each Player records the name of their opponent, the result of the game (Win/Loss/Draw), the number of Victory Points they scored and the number of Victory Points scored by their opponent.

Please note the maximum number of Victory Points available for a win in Guild Ball Events is determined by the win condition used for the tournament (normally, [12] VP). Players cannot score more VP than the win condition.

Players score Tournament Points (TP) based on the outcome of each game.

- A Player scores 10 TP for a win.
- A Player scores 1 TP for a draw.
- A Player scores 0 TP for a loss.

In the event of two Players scoring the same number of TP by the end of an event the E.O. should apply the first tiebreaker. If Players are still tied, then the E.O. should additionally apply the second tiebreaker.

First Tiebreaker - The Player with the highest cumulative total VP.

Second Tiebreaker - The Player with the best VP difference (calculate the net VP scored by a Player by subtracting the cumulative VP scored against them from the cumulative VP scored by them).

Credits: David Carl, Alex Hall, Mat Hart, Bryce Johnston, Richard Loxam, Sherwin Matthews, and Jamie Perkins