Introduction

Welcome to The Big League! Here, you will find all the information and rules you need to combine your games of Guild Ball into an exciting, ongoing campaign.

Still playing the role of team coach, not only will you take control of the action on the field but you will also be immersed in the shadowy dealings behind closed doors. Only the most skilled coaches will be crowned victorious.

The Big League campaign system is designed for groups of 8–12 players, but of course every group is different, so feel free to adjust the system to suit your particular group.

How it works

During the course of a campaign, coaches will play League Matches against each other and gain League Points (LP) by winning these games. League Matches are played in accordance with the standard Guild Ball rules with one exception: replace the core rules for Plot cards with the campaign rules on page 55.

By including special Guild Plot cards in their deck, coaches will be able to gain Campaign Points (CP) by fulfilling certain requirements either in-game or between fixtures.

From playing league matches and using Guild Plots, coaches will also gain Favours during the course of campaigns and can use these to purchase elite equipment, gain rerolls and even loan players from other teams.

All of which means that the path to victory is varied, and so campaigns have been designed to generate three winners:

League Champion

The coach that accrues the most League Points during the course of the campaign is declared the League Champion and is the overall winner of The Big League. To win in this way takes great skill and an ability to play Guild Ball on the pitch, as well as a modicum of good fortune along the way.

Master Strategos

The coach that accrues the most Campaign Points during the course of the campaign is declared the Master Strategos. To win this title takes a combination of planning, cunning and a very ruthless streak.

Master of Shadows

The coach that spends the most Favours during the campaign is declared the Master of Shadows. To earn this accolade takes dedication, tight negotiation skills and an eye for opportunity.
There's no getting away from it: every Big League campaign needs someone to take the organisation role. Called “the Longshanks”, this awesome person will help organise matches, record results and track the in-campaign progress. The amount of paperwork is really quite small so the Longshanks can (and should) still play, of course!

A simple spreadsheet is all the Longshanks needs to record League Point and Campaign Point totals, tally Favours spent to-date, Guild Campaign Cards unlocked and, of course, the overall standings.

Further to this, the Longshanks must generate the fixture list at the beginning of each campaign and track which fixtures have been played. In a standard length campaign, each coach must play one game against all the other coaches.

Each group will need access to a set of Guild Ball Season 2 campaign cards and each coach will need a set of Guild Ball Season 2 Plot Cards. Larger groups, or multiple instances of the same Guild being played, will need multiple sets for obvious reasons.

A sample spreadsheet and all the various cards are available to download from www.steamforged.com (for free!) or commercially available in your FLGS.
League Play

Play

"During a campaign, coaches will face each other across the Guild Ball pitch in a series of regular League Matches."

The Longshanks determines the frequency of how often League Matches are played. As most groups tend to have a defined weekly gaming night already, the default League Match requirement is set at one per week.

At the very beginning of the campaign the Longshanks draws up the fixtures and publishes the order in which games must be played. This allows coaches to carefully plan their campaign and save Favours for those critical matches.

Coaches make arrangements with their appointed opponent for that week. If it is not possible to play a fixture within that time frame, then the Longshanks must be informed and the fixture rearranged. All coaches in the campaign must be advised of any fixture changes.

League Points

The results of each League Match determine the League Points accrued:

- Winner gains [3] LP
- Loser gains [0] LP

League Matches are not played using a clock and so timely play and good sportsmanship are required. In the event that a match cannot be completed for whatever reason, the match is abandoned and both coaches record a loss unless the Longshanks is happy to rearrange the fixture.

Tracking

After each League Match, coaches must inform the Longshanks of the Overall Result (who won), the Victory Points total for each coach, and the Campaign Points earned by each coach.

The total accrued League Points for each coach determines the league standings. In the event of two coaches scoring the same number of LP’s the Longshanks should apply the first tiebreaker. If coaches are still tied then the Longshanks should additionally apply the second tiebreaker.

- **First Tiebreaker** – The coach with the highest cumulative total VP’s.
- **Second Tiebreaker** – The coach with the best VP difference (calculate the net VP’s scored by a player by subtracting the cumulative VP’s scored against them from the cumulative VP’s scored by them).

The Longshanks should update the league table after each week’s set of results have been recorded and publish the new standings along with confirming the following week’s fixtures.
## Campaign Points

### Play

In The Big League, there is no let up for coaches in between League Matches. There are secret deals to be done with other coaches, plotting and planning team rosters for the next League Match, trading Favours for special equipment, even loaning players to other teams to help further your own cause! To be successful, coaches need to be busy before facing their next opponent.

### Moments

Accruing Campaign Points allows coaches to progress through the campaign's narrative Moments. Moments are the chapters in the campaign story; each Moment signifies an important milestone on the path to victory that coaches must follow.

Gaining access to the next Moment allows coaches to unlock better and more potent Guild Plot cards, which help to make each subsequent game more exciting than the one before.

Certain Guild Plot Cards will reward coaches with CP instead of an immediate in-game benefit. To open up the next Moment, coaches must simply accrue enough CP to meet the threshold requirements as shown below:

<table>
<thead>
<tr>
<th>Threshold</th>
<th>Moment</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>[0] CP</td>
<td>Plotting</td>
<td>[x1] new Guild Plot Card unlocked</td>
</tr>
<tr>
<td>[40] CP</td>
<td>Opening Gambit</td>
<td>[x1] new Guild Plot Card unlocked</td>
</tr>
<tr>
<td>[60] CP</td>
<td>Best Laid Plans</td>
<td>[x1] new Rare Plot Card unlocked</td>
</tr>
<tr>
<td>[80] CP</td>
<td>Consolidate</td>
<td>[x1] new Guild Plot Card unlocked</td>
</tr>
<tr>
<td>[100] CP</td>
<td>Fully Committed Now</td>
<td>[x1] new Guild Plot Card unlocked</td>
</tr>
<tr>
<td>[120] CP</td>
<td>Next Steps</td>
<td>[x1] new Guild Plot Card unlocked</td>
</tr>
<tr>
<td>[140] CP</td>
<td>All Coming Together Nicely</td>
<td>[x1] new Rare Plot Card unlocked</td>
</tr>
<tr>
<td>[160] CP</td>
<td>No Room For Manoeuvre</td>
<td>[x1] new Rare Plot Card unlocked</td>
</tr>
<tr>
<td>[180] CP</td>
<td>Final Day</td>
<td>[x1] new Rare Plot Card unlocked</td>
</tr>
<tr>
<td>[+20] CP after</td>
<td>Driving the Advantage</td>
<td>[x1] new Rare Plot Card unlocked</td>
</tr>
</tbody>
</table>

When coaches report match results to the Longshanks, they will also record the number of CP gained. The Longshanks will confirm when a Moment has been accessed and the coach will be able to select a new Plot Card from the Guild Ball Season 2 campaign cards and add it to their own deck. It is possible for a coach to unlock multiple Moment thresholds at the same time.
CAMPAIGN SEQUENCE

Following the frequency of League Matches set by the Longshanks, every campaign follows the same sequence per League Match:

1. Warm-up
   • Coaches build their Guild Plot deck for the upcoming match.
2. Match Day
   • Coaches play their fixture.
3. Results & Fixtures
   • Coaches record results with the Longshanks and calculate LP/CP.
   • The Longshanks dispenses any Favours gained by coaches.
   • The Longshanks updates the league standings and confirms the following fixtures.
4. Wheeling and Dealing
   • Coaches plan their strategy for their next opponent and spend Favours accordingly.

WARM-UP

During the Warm-Up, coaches will build a deck of Plot cards that should help to further their cunning plan for victory.

GUILD PLOT CARDS

Each coach has a pool of cards available to them to select from. As the campaign progresses, coaches will gain additional cards that are added to their pool. Groups that use the Guild Ball Season 2 Campaign Cards set will have multiple versions of the more commonly used cards.

Coaches begin the campaign with access to any Guild Ball Season 1 or 2 Guild Plot cards from the core game and any of the Common Campaign Plot Cards found in the Guild Ball Season 2 Campaign Cards set.

Additionally, every coach may select [1] Guild Specific Plot Card (from their Guild of course!) to be added to their pool at the start of the campaign. This choice of card must be recorded with the Longshanks. Once chosen this card cannot be changed, so coaches are encouraged to choose wisely. Further Guild Specific Plot Cards may be unlocked throughout the campaign.

BUILDING A DECK

To build a deck, coaches select any 12 Plot cards from their available pool of cards. The pool of cards is made up of the following:

- Any Guild Ball Season 1 or 2 Guild Plot cards
- Any of the 10 Common Campaign Plot Cards
- Any unlocked Guild Specific Plot Cards (all coaches start with at least 1)
- Any unlocked Rare Plot Cards
Match Day

Coaches play their League Match fixture against their opponent. It must be made clear to each coach that the game to be played is a League Match and not a friendly.

At the beginning of the League Match, coaches must show their 12 Plot Cards face-up so their opponent knows what cards may be drawn for the upcoming game.

Each coach then shuffles and deals themselves [7] Plot cards from their own deck. After consideration, each coach then discards [2] Plot cards (facedown) to leave [5] Plot cards in their hand for use during the League Match.

Results & Fixtures

The coaches shake hands and congratulate each other on a hard-fought game. In The Big League there are no draws, you either win or you lose.

After the game has finished, coaches shall discuss and record the events of the game. When both coaches are happy and agree with the details, this information is passed to the Longshanks.

Details to be recorded are:

- League Points gained (winner/loser)
- VP's gained (for each coach)
- Campaign Points gained (for each coach)
- Any Favours gained from the game (for each coach)

Wheeling & Dealing

After League Matches have been played and the Longshanks has recorded the information, coaches are free to start spending Favours.

Favours

Favours are symbols of the powers-that-be trying to influence the games from the shadows. It is important to the Guilds that The Big League is seen as competitive, for fear of the masses losing interest once their team has suffered some setbacks. Mysterious agents operate in the shadows, dispensing critical aid to subtly try and tip the balance.

Coaches gain Favours as follows:

- [+3] Favours if you lose a League Match
- [+1] Favour if you win a League Match
- [+1] Favour if you played a coach who had more LP than you
- [+2] Favours if you beat a coach who had more LP than you

Favours are represented by the relevant card found in the Guild Ball Season 2 Campaign Cards set.
SPENDING FAVOURS

Maximum Favours that may be spent per game [5].

Favours may be used to fuel shady deals, obtain specialist equipment, bribe officials... just about anything really. The most common ways Favours are used are:

- To buy Sponsorships
- To facilitate Player Loans
- To gain Campaign Points
- To buy Guild Plots from other coaches

SPONSORSHIPS

Sponsorships represent elite equipment, training methods or mysterious supplements; these are supplied by interested merchants and tradesmen hoping their product will rise in popularity and make them rich beyond their wildest dreams.

A team requires permission from their Guild council to take on a Sponsorship. This requires the coach to use [1] Favour to obtain the sign-off required. Coaches give the Longshanks the Favour they wish to spend and inform him of the Sponsorships they wish to purchase.

Sponsorships must be used in the next League Match played and last until the end of that game.

To use Sponsorships in a League Match, they must be declared and shown to the opposing coach during the set-up before the Pre-Game Sequence commences. Failure to do so means the Sponsorship may not be used and is lost.

During any Maintenance Phase a coach may reveal any number of unused Sponsorships. The coach will apply each revealed Sponsorship to a friendly model. A model which gains one or more Sponsorships gains the stated benefit(s) until the end of the current turn.

When the League Match has concluded, all Sponsorships are considered used and should be returned to the Longshanks. This includes Sponsorships purchased but not used during the course of the League Match. “Use them because you will lose them” is the motto!

Coaches may not purchase or use multiple copies of the same Sponsorship.

- [+1] DEF
- [+2/+0] INF
- [+2’/+2’] MOV
- Re-roll Shots
- [+0/+4"] KICK while making Passes
- [+2] DEF against Parting Blows
- [+4"] Dodge when Running the Length
- [+4"] Dodge when Give’n’Go or Pass’n’Move
Loans

Coaches may facilitate the temporary loan of players to another team. This requires some serious inter-Guild negotiations and approvals.

Coaches that wish to borrow a model on loan must use [3] Favours to make this happen. All loans are optional, and both coaches must agree to the model being loaned. Upon a successful agreement, coaches must give [2] Favours to the lending team’s coach and [1] Favour to the Guild council (discarded back to the bank) for allowing the deal to go through.

Models with the [Captain] or [Mascot] type may not be loaned.

Models loaned in this way ignore all Guild restrictions where Picking a Team. The lending coach may not use this model in a League Match while it is out on loan.

Players are encouraged to be sensible when it comes to the actual physical model. Accidents can happen so please consider using a paper-doll (available for download from www.steamforged.com) or a suitable proxy to represent the borrowed model. Opponents and the Longshanks must be comfortable with any proxy model used.

Campaign Advancement

Coaches who want to accelerate their devious plans and machinations (and unlock some the more potent Plot cards) can boost their progress through the campaign by spending Favours.

Coaches may spend [1] Favour per Wheeling & Dealing phase to gain [+5] CP.

Trade Guild Plots

There is nothing that can’t be sold or traded in Guild Ball. Coaches may swap unlocked Plot cards between themselves if they wish. Whilst no Favour is required for this exchange, sometimes hard negotiators can squeeze some extra value out of a deal. Coaches must notify the Longshanks of any card trades to accurately update each coach’s unlocked cards.

Sometimes it’s simpler to buy someone else’s Plot cards. Coaches may offer to buy unlocked Plots cards from each other. Coaches may offer up to [5] Favours to purchase a Plot card from another coach. Remember to notify the Longshanks of any card trades.

Final Day of the Season

After the final League Matches have been played and the totals tallied up, it’s down to the Longshanks to declare the winners.

Coaches who competed but did not win a title during this campaign now gain [5] Favours for use in the next campaign.
Season Two Common Campaign Plots

The Beautiful Game
Requirement
Win the game without inflicting the taken-out condition.
Reward
You gain [10] CP.

Winning Ugly
Requirement
Win the game without scoring a goal.
Reward
You gain [10] CP.

Defensive Drills
Requirement
A friendly model uses Defensive Stance.
Reward
You gain [5] CP.

Double Down
Requirement
Inflict the taken-out condition on the same model twice in the same game.
Reward
You gain [10] CP.

One with the Left, One with the Right
Requirement
Score two goals with the same model in the same game.
Reward
You gain [5] CP.

Two Footed Tackle
Requirement
A friendly model inflicts the taken-out condition on two different enemy models in the same game.
Reward
You gain [5] CP.

Starting from the Back
Requirement
A friendly model performs a Tackle and a Pass in the same activation.
Reward
You gain [5] CP.

One for the Crowd
Requirement
A friendly model makes a Snap Shot!
Reward
You gain [5] CP.

Statement of Intent
Requirement
A friendly model uses a Legendary Play or Heroic Play.
Reward
You gain [5] CP.

It’s Unbelievable Geoff!
Requirement
A friendly [Mascot] inflicts the taken-out condition or scores a goal.
Reward
You gain [10] CP.
**Season Two Rare Campaign Plots**

**Homework Done**
This card may be played at any time after deployment but before kick-off.

**Effect**
Place a *vengeance-token* on an enemy model. A friendly model making an Attack targeting the marked enemy model may remove the *vengeance-token* to gain [+4] net-hits to that Attack. If the marked enemy model is *taken-out* by this Attack you gain [15] CP and [1] Favour.

**Blind Eye**
This card may be played when a friendly non-[Mascot], non-[Captain] model suffers the *taken-out* condition.

**Effect**
When this model would return to the Pitch, instead choose any other friendly non-[Mascot], non-[Captain] model from your roster that is not currently on the Pitch. The new model enters play as if it had received an Icy Sponge token. The new model enters play with full HP.

**Poisoned Chalice**

**Requirement**
A friendly [Loaned] model suffers the *taken-out* condition.

**Reward**

**Jumping the Whistle**
This card may be played at any time during a friendly activation except while resolving an action.

**Effect**
All friendly models may immediately make a [2”] Dodge.

**“He Did What!?”**

**Requirement**
Activate a friendly model

**Reward**
Choose another friendly model. It may immediately activate after this model has ended its activation if able to do so. You also gain [10] CP and [1] Favour.

**From the Half Way Line**

**Requirement**
Activate a friendly model

**Reward**
This model gains [+1/+2”] KICK for the remainder of the turn. You also gain [10] CP.
**Alchemist’s Guild Campaign Plots**

**Hidden Knowledge**

**Requirement**
Both Players have selected their Guild Plots.

**Reward**
You may look at [1] random Guild Plot from your opponent’s hand. You also gain [5] CP.

**Lead to Gold**

**Requirement**
The friendly team has more MP than the opposing team in the End Phase.

**Reward**
Select [1] ongoing-effect AOE. This AOE is not removed in this End Phase. You also gain [1] Favour.

**Mixology**

**Requirement**
An enemy model is suffering [2] different conditions at the same time.

**Reward**
You gain [10] CP.

**Recipe for Success**

**Requirement**
The friendly team scores [2] goals in the same turn.

**Reward**
You gain [15] CP.

**Smoke and Mirrors**

**Requirement**
An enemy model declares an Attack against a friendly model.

**Reward**
After the Attack is resolved, the friendly model may make a [2’] Dodge. You also gain [10] CP.

**Blindingly Obvious**

**Requirement**
A friendly [Calculus] successfully hits an enemy model with Blind.

**Reward**

**Checking for Blood**

**Requirement**
A friendly [Venin] inflicts the bleed condition on an enemy model.

**Reward**
You gain [10] CP.

**Experimental Mix**

**Requirement**
A friendly model uses an AOE Character Play.

**Reward**
That Character Play gains [+3] DMG. Models hit by the Character Play additionally suffer the bleed condition. Models entering or ending their activation within the AOE additionally suffer the bleed condition.

**Rare Campaign Plot**
**Brewer’s Guild Campaign Plots**

**Barroom Brawl**

**Requirement**
The friendly team has [4] or more MP.

**Reward**
Friendly models may use their Heroic Plays without spending MP for the rest of the turn.

**Rare Campaign Plot**

**Off-Kilter**

**Requirement**
A friendly model fails a Pass that targeted a friendly model.

**Reward**
The targeted model may make a [2”] Dodge directly towards the ball-marker, after the kick-scatter has been resolved. You also gain [5] CP.

**Down and Out**

**Requirement**
An enemy model suffers the taken-out condition while suffering the knocked-down condition.

**Reward**
You gain [10] CP.

**Bad Pint**

**Requirement**
An enemy model suffers a total of [6”] of Push movement during a single friendly activation.

**Reward**

**Over the Line**

**Requirement**
An enemy model suffers the taken-out condition as a result of leaving the Pitch.

**Reward**
You gain [15] CP.

**All Fall Down**

**Requirement**
An enemy model suffers a Push that moves it into base contact with another enemy model.

**Reward**
Both enemy models immediately suffer the knocked-down condition.

**Feeling the Heat**

**Requirement**
A friendly [Stoker] declares an Attack against an enemy model that is suffering the burning condition.

**Reward**

**Remembering the Old Grumpy Cat**

**Requirement**
A friendly [Scum] starts the Maintenance Phase more than [4”] from a friendly [Tapper].

**Reward**
The friendly [Scum] gains Counter-Charge and Follow Up for the remainder of the turn.

**Counter Charge** - Once per turn when an enemy model ends its Advance within [6”] of this model, if this model is not engaged this model may immediately make a Charge targeting the enemy model.

**Follow Up** - When an enemy model ends an Advance that caused it to leave this model’s melee zone, this model may immediately make a Jog directly towards that model.
**Butcher’s Guild Campaign Plots**

**“Hangry?”**

**Requirement**
A friendly [Mascot] causes damage to an enemy model with the [Human] or [Animal] type during its activation.

**Reward**
The friendly [Mascot] may make an additional Attack without spending Influence during this activation. You also gain [5] CP.

**Slick with Blood**

**Requirement**
An enemy model suffers the taken-out condition.

**Reward**
Position a [3"] ongoing-effect AOE in contact with the taken-out model's base. This AOE is fast-ground. You also gain [10] CP.

**Leaving the Boot In...**

**Requirement**
During its activation, a friendly model successfully Tackles an enemy model.

**Reward**

**Tough Meat**

**Requirement**
The friendly team inflicts the taken-out condition on an enemy [Captain] and an enemy [Mascot] in the same game.

**Reward**
You gain [15] CP.

**Bone Crunching Tackle**

**Requirement**
An enemy model suffers damage from an Attack while in possession of the ball-marker.

**Reward**
The enemy model suffers the knocked-down condition. If the ball-marker scatters from the enemy model, it scatters double the distance rolled. You also gain [5] CP.

**In Erskirii, The Hook Suffer You**

**Requirement**
A friendly [Meathook] declares a Charge against an enemy model.

**Reward**
The friendly [Meathook]'s Melee Zone is [2"] for the remainder of the turn.

**Ye Olde Pain Train**

**Requirement**
A friendly [Boar] starts his activation engaged by at least one enemy model.

**Reward**
The friendly [Boar] gains an additional activation this turn.

**Bloodbath**

**Requirement**
A friendly model inflicts the taken-out condition on an enemy model.

**Reward**
The friendly model gains Berserk until the end of the turn.

Berserk - During its activation, if this model damages an enemy model with an Attack, this model may make an additional Attack without spending Influence. This ability cannot generate a further additional Attack from itself.

**Rare Campaign Plot**
**Engineer’s Guild Campaign Plots**

**Transmission**

**Requirement**
A friendly model makes a successful *Pass* to another friendly Guild model.

**Reward**
The receiving model gains [1] Influence and an additional activation this turn.

---

**Spring-Loaded**

**Requirement**
A friendly [Mechanica] model makes an *Attack*.

**Reward**

---

**Creation/Destruction**

**Requirement**
A friendly [Mechanica] model that has suffered the *taken-out* condition returns to the Pitch.

**Reward**
You gain [10] CP.

---

**Synchronicity**

**Requirement**

**Reward**
You gain [15] CP.

---

**Bolt Action**

**Requirement**
A friendly model damages an enemy model using a Character Play.

**Reward**
The friendly model may use that Character Play again during this activation without spending Influence, regardless of restrictions.

---

**All About the Base**

**Requirement**
A friendly [Colossus] receives a successful *Pass*.

**Reward**
The friendly [Colossus] gains *Sturdy* for the remainder of the turn. You also gain [5] CP.

*Sturdy* - Once per turn this model may ignore the first *knocked-down* condition placed upon it.

---

**Tickets to the Gun Show**

**Requirement**
A friendly [Ratchet] uses *Blast Earth* twice in the same turn.

**Reward**

---

**Mokojin**

**Requirement**
A friendly [Hoist] successfully hits an enemy model using *True Replication*.

**Reward**
The friendly team gains an amount of MP equal to the COST of the chosen Character Play.
**Fisherman’s Guild Campaign Plots**

**Sea Breeze**

**Requirement**

**Reward**
The friendly model may immediately make a [2"] Dodge. You gain [5] CP.

**Catch of the Day**

**Requirement**
A friendly model makes a successful Pass to another friendly model.

**Reward**
The receiving model may immediately spend [1] MP to make a Pass without spending Influence.

**Baiting Up**

**Requirement**
A friendly model in possession of the ball-marker ends its activation engaged by an enemy model.

**Reward**

**Chumming the Water**

**Requirement**
A friendly model that has less than [8] current HP scores a goal.

**Reward**
You gain [15] CP.

**Showboating**

**Requirement**
A friendly model scores a goal while in base contact with the goal-post.

**Reward**

**Popular**

**Requirement**
A friendly [Salt] scores a goal.

**Reward**
The friendly [Salt] may immediately make an [8"] Dodge and gains [+1] DEF for the remainder of the turn.

**Slippery Fish**

**Requirement**
A friendly [Angel] is allocated at least [1] Influence during the Maintenance Phase.

**Reward**
The friendly [Angel] gains Escaping Fate until the end of the turn.

*Escaping Fate* - “Once per turn when this model is reduced to [0] HP, before suffering the Taken-out condition, this model may recover [1] HP, remove all conditions, and make a [4"] Dodge.”

**Captain on Deck!**

**Requirement**
The friendly team has [3] or more MP.

**Reward**
The friendly team may re-roll missed Kicks for the remainder of the turn.
**Favour of the Sun Father**

**Requirement**
There are [4] enemy models suffering the *snared* condition at the same time.

**Reward**

**Hit the Mark**

**Requirement**
A friendly model hits an enemy model using a Character Play.

**Reward**
You gain [15] CP.

**Swift as Shadows**

**Requirement**
A friendly model makes a successful *Pass* to another friendly model.

**Reward**
The receiving model may use ‘Pass’n’ Move’ without spending MP. You also gain [5] CP.

**Bear Foot Training**

**Requirement**
During its activation, a friendly model successfully *Tackles* an enemy model.

**Reward**
During that activation, the friendly model may make a *Pass* without spending Influence. You also gain [10] CP.

**Rascally Rabbit**

**Requirement**
A friendly model inflicts the *taken-out* condition on an enemy [Mascot].

**Reward**
You gain [10] CP.

**Traps, Traps Everywhere!**

**Requirement**
Activate a friendly [Chaska].

**Reward**
During the friendly [Chaska]’s activation this turn, the Controlling Player may place [2] *trap-markers* instead of [1]. You also gain [10] CP.

**And His Name Is...**

**Requirement**
A friendly [Seenah] inflicts the *taken-out* condition on an enemy model.

**Reward**

**Signal Flare**

**Requirement**
A friendly [Captain] model uses a Character Play that targets another friendly model.

**Reward**
Friendly Guild models may generate [1] MP from successful Character Plays that target enemy models for the remainder of the turn.

*Rare Campaign Plot*
**MASON’S GUILD CAMPAIGN PLOTS**

**Bonded**

**Requirement**
A friendly model ends its activation with at least [1] Influence.

**Reward**

**Building Play**

**Requirement**
A friendly model is targeted by another friendly model using a Character Play.

**Reward**

**Laying the Foundation**

**Requirement**
A friendly model makes a successful Pass to another friendly model.

**Reward**
You gain [10] CP.

**Hunker Down**

**Requirement**
A friendly model is targeted by an enemy model using a Character Play.

**Reward**

**Rock of Ages**

**Requirement**
A friendly model uses Take a Breather!

**Reward**
The friendly model gains Stoic for the remainder of the turn. You also gain [10] CP.

*Stoic – Once per turn this model may ignore the first Push that it suffers.*

**Distant Friends**

**Requirement**

**Reward**
The friendly [Tower]’s Protect Those Close aura becomes [4"] for the remainder of the turn.

**Sister Act**

**Requirement**
A friendly [Harmony] ends her activation engaging an enemy model.

**Reward**
Friendly [Mason] models gain Assist [Harmony] for the remainder of the turn.

*Assist - When making an Attack against an enemy model engaged by the friendly named model, this model gains [+1] TAC and [+1] DMG to Playbook damage results.*

**Solid Foundations**

**Requirement**
In the End Phase there are [2] other friendly [Mason] models within [2"] of the friendly [Captain].

**Reward**

**Rare Campaign Plot**
Mortician’s Guild Campaign Plots

**Shroud**
**Requirement**
An enemy model declares a Parting Blow against a friendly model.

**Reward**

**Angry Dead**
**Requirement**
A friendly model suffers the taken-out condition.

**Reward**
The friendly model may immediately make an Attack without spending Influence before being removed from the Pitch. You also gain [10] CP.

**Paying Respects**
**Requirement**
A friendly model suffers the taken-out condition from an enemy Attack.

**Reward**
After the Attack is resolved, the enemy team loses [2] MP. You gain [5] CP.

**Unsettled Debts**
**Requirement**
A friendly model suffers the taken-out condition.

**Reward**
The friendly team gains all MP generated from Take Downs for the remainder of the turn. You also gain [1] Favour.

**Deathly Pallor**
**Requirement**
A friendly model hits an enemy model using a Character Play.

**Reward**
You gain [15] CP.

**Bella Tricks**
**Requirement**
A friendly [Dirge] ends its activation within [8"] of a friendly [Cosset].

**Reward**
Place the friendly [Cosset] in base contact with the friendly [Dirge].

**Room for Two**
**Requirement**
A friendly [Casket] uses Casket Time.

**Reward**
This model may use its Legendary Play [1] additional time during this game. You also gain [5] CP.

**Delaying the Inevitable**
**Requirement**
Play this card during the Maintenance Phase before any Influence is allocated.

**Reward**
The friendly team automatically wins the next initiative-roll.

**Rare Campaign Plot**
THE UNION CAMPAIGN PLOTS

SHOW ME THE MONEY!
Requirement
A friendly model makes a Sprint and scores a goal in the same activation.
Reward

ONE FOR THE MONEY
Requirement
The friendly team gains [1] or more MP.
Reward

IN THE SMALL PRINT
Requirement
Reward
You gain [15] CP.

PAYDAY
Requirement
The friendly team scores [6] or more VPs in a single turn.
Reward
You gain [15] CP.

GOING ROGUE
Requirement
At the end of the Maintenance Phase choose a friendly model that is more than [8"] from the friendly [Captain].
Reward
That model is allocated [1] Influence.

DECIMATED
Requirement
A friendly [Decimate] starts her activation within the opponent's half of the Pitch.
Reward
The friendly [Decimate] gains Crucial Artery for the remainder of the turn.

Crucial Artery - When damaged by this model enemy models suffer the bleed condition.

ROUTE ONE
Requirement
A friendly [Greede] is attached to a friendly [Avarisse]. The friendly [Avarisse] makes a Pass that targets a target-spot.
Reward
After the scatter is resolved, if the ball-marker is a free-ball, place the friendly [Greede] in base contact with the ball-marker. The friendly [Greede] is then allocated [1] Influence.

BRIBERY AND CORRUPTION
Requirement
At the end of the Maintenance Phase choose an enemy model that is within [8"] of the friendly [Captain].
Reward
The chosen enemy model may not activate until after the friendly [Captain] has activated this turn, unless there are no other models that can be activated. You also gain [1] Favour.

Rare Campaign Plot