



REGIONAL CUP ORGANISED PLAY RULES

SEASON 3 – LAST UPDATED 15 NOVEMBER 2017

INTRO

In Guild Ball Tournaments, Players face off in a series of competitive games, testing their skills against each other to decide who will walk away with the prestige and glory of victory and who will be consigned to the losers' bench

T.O. RESPONSIBILITIES

LOGISTICS

The T.O. is responsible for ensuring a smoothly run event. This will include some pre-tournament preparation work. The T.O. must ensure that they have an adequate amount of available tables and terrain (official Guild Ball play mats are available through Steamforged Games and are recommended for use) as well as sufficient gaming space in which to play. Each match must take place on a 3'x3' Pitch or a Steamforged Games official full sized Guild Ball play mat.

In preparation for the tournament the TO must decide upon the event start time, the round timings, finish time, and any potential prize pool. Tournament Guild Ball matches are played using both chess clocks and stopwatches. The TO must ensure an adequate supply of these are available. Remember most smartphones have access to apps that can perform both of these roles.

TERRAIN & GROUND

Before the tournament begins it is the T.O.'s responsibility to arrange the terrain and ground for all Pitches used during the tournament. The T.O. must endeavour to create balanced play environments.

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.

RESTRICTIONS:

- A minimum of 50% or more (rounding up) of the terrain and ground pieces per Pitch must be 'Obstructions'.
- There must be no more than 1 'Forest' and 1 'Barrier' per Pitch.
- 'Obstructions' must be no larger than a 3" by 3" square.
- 'Barriers' must be no larger than a 4" by 4" square.
- 'Rough Ground' and 'Forests' must be no larger than 6" in any dimension.
- 'Fast Ground' must be no larger than 3" in any dimension.
- In addition, 'Fast Ground' must be placed completely within 6" of an edge of the Pitch.
- No terrain or ground can be placed within 6" of another piece of terrain or ground, or a goal-post.

In competitive Guild Ball tournaments, the Guilds make sure they find Pitches that allow the teams to play without undue interference from badly positioned trees. The spectators are there for the game, not the gardening, hence the restrictions above!

PAIRINGS, BYES, AND ODD NUMBERS OF PLAYERS

It is recommended that the T.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 must be randomised by the T.O. However, the T.O. may decide to adjust the pairings to ensure that Players from the same gaming group are not matched together. If this decision is taken it must only apply for the first round.

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. T.O.s should avoid pairing the same Players together multiple times during a tournament where possible.

In the case of an odd number of Players, one Player receives a bye each round. This Player receives 1 Tournament Point (a win). In the first round, the T.O. randomly determines which Player receives the bye. In subsequent rounds, the T.O. randomly selects a Player from those with the lowest Tournament Point totals. The T.O. must ensure that the same Player does not receive a bye more than once per event.

There are many tournament software packages available for T.O.'s to use; we recommend the Tiebreak system. An active WiFi or wired internet connection is required to use Tiebreak.

JUDGES

The T.O. must ensure that an appropriate number of Judges are available to adjudicate matches and assist with data entry. In most events, the T.O. will serve as the Head Judge, however, the T.O. may also choose another person to serve as Head Judge.

When making decisions, Judges should refer to the Guild Ball Season 3 Rulebook, the Guild Ball Errata document, and the Guild Ball Rules Clarifications Forum. If they cannot come to a decision based on these sources of information, they should refer the question to the Head Judge. If any Player disagrees with a ruling made by a Judge, they may request that the Head Judge be brought over to the table. The Head Judge's word is final, however, and any Player who does not accede to the Head Judge's ruling will immediately forfeit the current game.

PAINTING AND MODELLING AWARDS

Tournaments aren't just about winning, they're also about showing off Players' beautifully painted and modelled teams. If a T.O. decides that their event is going to award 'Best Painted' and 'Best Goal Design', then the simplest method of deciding a winner is for the T.O. and Judges to look at the teams and goals at the event, and decide winners amongst themselves. An alternative option is to have all Players taking part in the tournament vote for which Players should be given the awards; a space is provided for this on the Player Record Sheets.

Using 'commission painted' miniatures is perfectly acceptable in any Guild Ball event. However, a Player's models & goal-post are only eligible for modelling & painting awards if the owning Player painted all of the miniatures themselves. We expect nothing less than complete honesty from attending Players in this regard.

PLAYER RESPONSIBILITIES

Players are responsible for bringing their own models, stat cards, dice, measuring devices, markers, tokens, and templates required for play. It is a Player's responsibility to mark in-game effects with the appropriate token or template; if a token or template is not present then the effect is not present.

In Guild Ball Tournaments all tokens, including Influence, must be placed on the Pitch, next to the relevant model and clearly marked.

Players are allowed to use apps on a tablet or smartphone to mark damage. Each game that a Player wishes to use a smartphone app to mark damage they must ask for their opponent's permission. If permission is not granted, then regular stat cards must be used. If a Player is using a smartphone app to mark damage and the smartphone loses power, thereby losing track of the current marked damage, then that Player immediately forfeits the match and their opponent scores maximum VP.

MODELLING AND PAINTING

Miniatures must be fully assembled on the appropriately sized base for which the model was designed. All models must be completely painted and based. This means that every model, including its base, must be painted with an acceptable variety of colour and shading.

All models must be the appropriate Guild Ball miniatures although conversions are allowed. If a Player is using converted models, then the majority of each model must consist of parts from the Guild Ball model for which the rules were written. The end result of any conversion must be clearly identifiable as the intended miniature and any conversions must be pointed out to the opponent before the game. No proxy miniatures are allowed in Guild Ball tournaments.

At their discretion, a T.O. can make an exception to these rules. We do not want to stifle the creativity of the community.

Steamforged Games would encourage Players to exercise their imaginations and painting skills! A Guild Ball Goal can take a wide variety of forms; from an old archery butt to a head on a post, we would like to see our community at its most inventive. However, we recognize that not everyone has the time or the talent to model their own goal and therefore goal-posts may be represented with a 50mm token or base.

Models that have not yet been released to the general public at the time of the event are not permitted unless those models are readily available at the event venue (such as convention release models in tournaments held at that convention). Alternate sculpts (such as those available through the Guild Ball Kickstarter) are tournament legal.

SPORTSMANSHIP

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

Sometimes at a tournament the pre-weekend rush means we forget to bring the simplest of things. From dice to templates, tape measures to tokens, we would encourage our community to help out its forgetful (or disorganised!) members and share resources with opponents who may have accidentally left their tools behind.

Models may sometimes be moved accidentally during the normal course of the game. This may occur if a model is hit by dice or otherwise knocked. A small margin of error may be allowed in the repositioning of models in these situations so that the pace of the game is not unnecessarily affected. Players should not abuse this margin of error, and they must use the tools required for the game to be as accurate as possible. Using excessive force when placing components to intentionally move other components is expressly forbidden. In the event of a dispute, the Head Judge has the final authority on ruling and will be encouraged to rule against the offending Player.

Players should be polite and courteous to their opponents, the T.O., and all Judges. If Players cannot hold themselves to these standards, the Head Judge may decide that they immediately forfeit their current game or are disqualified. The Head Judge may also disqualify any Player from the event for any behaviour which is inappropriate, such as bullying, abusive language, constant rules arguments, or cheating. Disqualified Players are not eligible for any awards or prizes, and may not participate further in the event.

Conversely, because gamers are generally pretty great people, sometimes a T.O. will see or hear of a genuinely outstanding act of sportsmanship. In the event of this happening, T.O.s should feel free to reward such acts with a Sportsmanship award if they deem it appropriate.

FORMATS

PRE-SEASON FRIENDLY

We recommend using the Pre-Season Friendly format for most Guild Ball events. This format is ideal for beginner or local store events that have an emphasis as casual, fun events.

TOURNAMENT LENGTH:

Pre-Season Friendly Tournaments run until a Player has more Tournament Points than any other Player at the end of a round, or the maximum number of pre-determined rounds has been played, whichever come first. Please use the table below to determine how many rounds are usually required:

Number of Players	Rounds
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event

WIN CONDITION:

Games are played to a [12] VP win condition.

ROSTER SIZE:

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. However, if the chosen Guild is Blacksmiths, instead this roster must consist of 3 [Master] models and 3 [Apprentice] models.

Players that did not choose the Union as their Guild may only select a single eligible Union model for their roster.

MATCH ROSTER SELECTION:

Players use their roster of 6 models in each game.

TIMING:

Chess Clocks are not mandatory in this format, but if the T.O. decides to use Chess Clocks, they should be set to 50 minutes per Player.

Admin/Clocked Out time is 20 minutes total with clocked-out Players being allowed 1 minute activations.

The round length is 120 minutes total.

REGIONAL CUP

The Regional Cup format is used for competitive and Championship level Tournaments.

TOURNAMENT LENGTH:

Regional Cup Tournaments run until a Player has more Tournament Points than any other Player at the end of a round. Please use the table below to determine how many rounds are usually required to determine a winner:

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

WIN CONDITION:

Games are played to a [12] VP win condition.

ROSTER SIZE:

To create a roster, a Player chooses a Guild and selects 10 models that may play for that Guild. This roster must consist of 1-2 [Captain] models, 1-2 [Mascot] models, and 4-8 Team Member models that play for the selected Guild. However, if the chosen Guild is Blacksmiths, instead this roster must consist of 3-7 [Master] models, and 3-7 [Apprentice] models.

Players may select both an original and a Veteran version of a single named model in their 10 model rosters.

Players that did not choose the Union as their Guild may only select a single eligible Union model for their roster.

MATCH ROSTER SELECTION:

At Step E of the Pre-Match Sequence, both Players roll a die, rerolling any tied results. The winner chooses to either be the 'Kicking Player' or the 'Receiving Player'. Once the winner has been chosen, proceed with the following steps:

- The Receiving Player selects a model from their roster to be in the match and places the model's card on the table.
- The Kicking Player selects a model from their roster to be in the match and place the model's card on the table.

These steps are repeated until both Players have 6 models on the table selected for the match. Remember that only one version of a single named model may be selected for each team.

After this, proceed from Step F of the Pre-Match Sequence.

TIMING:

Chess Clocks should be set to 45 minutes per Player.

Admin/Clocked Out time is 20 minutes total with clock-out Players being allowed 1 minute activations.

Round Length is 110 minutes total.

ALTERNATIVE FORMATS:

In Regional Cup Tournaments, instead of using the Match Roster Selection option above, T.O.'s have the option of using the following Match Roster Selection option:

After swapping rosters and selecting Guild Plots according to the Pre-Match Sequence, both Players secretly write down which six models they are using for the match, then simultaneously reveal their choices. Remember that 1 [Captain] model and 1 [Mascot] model are mandatory choices for each team except Blacksmiths. Remember that 3 [Master] models and 3 [Apprentice] models are mandatory choices for each Blacksmiths team. In addition, remember that only one version of a single named model may be selected for each team.

After this, both Players roll a die, rerolling any tied results. The winner chooses to either be the 'Kicking Player' or the 'Receiving Player'. Once the winner has chosen, proceed from Step F of the Pre-Match Sequence.

GUILD BALL TEAM TOURNAMENT

TEAM CONSTRUCTION

A Team consists of 3 Players. Each Player in a Team is given one of the following roles: Striker, Winger, or Midfielder. Nominate one Player to be the Team Captain, the Team Captain will be responsible for handing in team sheets and other organisational tasks. Each round, the Striker, Winger, and Midfielder will match up against the opposing team members of the same role and each play a normal game of Guild Ball. The Team that wins at least 2 of the 3 games is the winner. For round scoring, the Team that wins the round scores 1 TP; Players do not score individual TP in this format. The tournament ends when one Team has more Tournament Points than any other Team.

ROSTER SIZE:

To create a roster, a Player chooses a Guild and selects 10 models that may play for that Guild. This roster must consist of 1-2 [Captain] models, 1-2 [Mascot] models, and 4-8 Team Member models that play for the selected Guild. However, if the chosen Guild is Blacksmiths, instead this roster must consist of 3-7 [Master] models, and 3-7 [Apprentice] models.

Players may select both an original and a Veteran version of a single named model in their 10 model rosters.

Players that did not choose the Union as their Guild may only select a single eligible Union model for their roster.

MATCH ROSTER SELECTION:

At Step E of the Pre-Match Sequence, both Players roll a die, rerolling any tied results. The winner chooses to either be the 'Kicking Player' or the 'Receiving Player'. Once the winner has been chosen, proceed with the following steps:

- The Receiving Player selects a model from their roster to be in the match and places the model's card on the table.
- The Kicking Player selects a model from their roster to be in the match and place the model's card on the table.

These steps are repeated until both Players have 6 models on the table selected for the match. Remember that only one version of a single named model may be selected for each team.

After this, proceed from Step F of the Pre-Match Sequence.

TIMING:

Chess Clocks should be set to 45 minutes per Player.

Admin/Clocked Out time is 20 minutes total with clock-out Players being allowed 1 minute activations.

Round Length is 110 minutes total.

TOURNAMENT RULES

USE OF TIMING DEVICES

In tournament Guild Ball, chess clocks are used. Chess clocks are set to display each Player's total available match time (before penalties are incurred). The sum of both Players' clocks, plus admin/clocked out time, determines the round length.

The Controlling Player **MUST** have their clock running at all points, except where noted below. Once they have completed the current activation they must 'flip' the clock over to the opponent's timer. The clock may be paused at the Players' discretion to resolve rules queries. Excessive pausing of the clock will be considered time wasting by the judges and may be penalised.

In order to ensure timing in tournament games is fair and reasonable, an amended Maintenance Phase is used. At the end of the Activation Phase the clock is immediately paused. Both Players resolve the End Phase, Initiative Phase, and Steps A & B of the Maintenance Phase and the clock is then restarted. Players will then resolve the remainder of the Maintenance Phase, in Player order, as described by 'The Normal Turn Sequence' section of the Season 3 Rulebook.

CLOCKING OUT

If a Player's clock reaches 0 that Player is immediately clocked out. That Player then has 1 minute to complete their current activation or Maintenance Phase as appropriate.

Any Player who is clocked out uses the stopwatch timer and their activations and Maintenance Phase Steps C, D & E are limited to 1 minute in length. At this point it is acceptable to request that a Judge assists with handling the stopwatch for a clocked out Player if one is available to do so.

Each time a Player who is clocked out ends an activation their opponent is awarded [1] VP. This does not apply during the Maintenance Phase.

Please note the precise order in which VP are earned in tournament Guild Ball. If a clocked out Player scores a goal they receive [4] VP. If this takes them to or beyond the win conditions for the match, the game ends immediately, **BEFORE** their opponent is awarded the usual [1] VP at the end of their activation. If they have not yet met the win condition, their opponent receives [1] VP and the game continues (see example 2 below).

In the event of a clocked out Player needing to use an out of activation ability (such as 'Unpredictable Movement' or 'Counter Charge'), simply pause all timing devices for the duration of this ability. Please note the round timer will still be active and any time-wasting by either Player will be harshly penalised.

EXAMPLE 1

Jamie is winning by [10] VP to [8] VP. His opponent Dave clocks out during his next activation and Jamie is immediately awarded [1] VP, making the score [11] VP – [8] VP. Jamie does not score any VP in his next activation, but still has time remaining on his chess clock. Dave's next activation is timed using a stopwatch, at the end of his 1 minute activation Dave has not managed to score any more VP and Jamie is awarded [1] VP. The score is now [12] VP – [8] VP in Jamie's favour and he wins the match.

EXAMPLE 2

Geoff is losing to Max by [8] VP to [11] VP and has clocked out earlier in the match. It is his activation and he manages to score a goal in his 1 minute time allowance. He immediately is awarded [4] VP. Geoff receives the [4] VP for scoring, now has [12] VP total and the game ends **BEFORE** he is considered to have ended his activation. Max **DOES NOT** receive the [1] VP for Geoff ending his activation as the game has ended first.

EXAMPLE 3

Rich is losing to Mat by [10] VP to [11] VP and has clocked out earlier in the match. It is his activation and he manages to 'take-out' one of Mat's models using only 45 seconds of his 1 minute time limit. He immediately scores [2] VP (taking him to [12] VP). Activation does not end when a model is 'taken out' so Mat is not awarded [1] VP (Rich still had 15 seconds left). The game ends immediately with a win for Rich, [12] VP – [11] VP.

TOURNAMENT PRE-MATCH SEQUENCE

Please note that the following steps supersede the standard Pre-Match sequence as defined in the rulebook and are specific to tournament play.

The T.O. must be aware that between rounds they must allow an appropriate length of time for data entry, publishing of new round pairings, and the subsequent movement of Players between tables.

Each round of a Guild Ball Tournament has a set length, at the end of which 'Dice Down' is called and play for that round stops. The round should follow the following structure:

- A. Discuss and agree the type and placement of terrain features on the Pitch. If either Player is unhappy with these, they may contact a Judge to examine the Pitch. However, it is not guaranteed that the Judge will see fit to alter anything.
- B. Swap hardcopies of team rosters and set the chess clocks to show the allotted time (as decided by the T.O.) for each Player.
- C. Deal and select Guild Plots from a shared Guild Plot deck as per the rulebook.
- D. In secret, both Players select 1 [Captain] model and 1 [Mascot] model for use in the match. Blacksmith Players instead select 1 [Master] model and 1 [Apprentice] model. Then both Players simultaneously reveal their 2 selected models and any revealed [Master] models gain [+0/+2] INF and the [Captain] model type for the duration of the game.
- E. Determine the Receiving and Kicking Player and select which additional models both Players will use for the match.
- F. The Kicking Player chooses a deployment zone, deploys their team & designates one model to be the kicker.
- G. The Receiving Player deploys their team taking the opposite table edge.
- H. The Kicking Player performs a kick-off action.
- I. The Receiving Player starts the chess clock and then allocates their Influence. From this point onward the active Player must have their chess clock running.
- J. The Kicking Player allocates their Influence.
- K. The Receiving Player takes their first activation.
- L. Follow the Normal Turn Sequence as outlined in the Guild Ball rulebook.

DICE DOWN

Once the total round time has expired the T.O. will call 'Dice Down.' At this point, if the Controlling Player has already begun to physically move a model, they finish the movement for that model and then their 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 (such as a 'clocked out' Player's opponent being awarded 1VP). The current turn and game then ends.

When 'Dice Down' is called, if the VP totals are tied, the Kicking Player is declared the winner.

TOURNAMENT SCORING

At the end of a game both Players are required to enter the following information on their Player record sheets. Each Player records the name of their opponent, the result of the game (Win/Loss), the selected models used in that match, the number of VP they scored and the number of VP scored by their opponent.

Please note the maximum number of VP available for a win in Guild Ball Tournaments is determined by the win condition used for the tournament. Players cannot score more VPs than the win condition.

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

- A Player scores 1 TP for a win.
- 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 T.O. should apply the first tiebreaker. If Players are still tied, then the T.O. should additionally apply the second tiebreaker.

First Tiebreaker - The Player with the highest cumulative 'Strength of Schedule'.

Second Tiebreaker - The Player with the highest cumulative 'Opponent's Strength of Schedule'

STRENGTH OF SCHEDULE

A Player's Strength of Schedule is each of that Player's Opponent's own Win Rates, added together and then divided by the number of Opponents, including byes, that that Player faced.

A Player's Opponents' Strength of Schedule is the Win Rates of all of that Player's Opponents' Opponents added together, and then divided by the total number of Opponents that that Player's Opponents faced.

A given Player's Win Rate is the number of wins that Player earned divided by the number of rounds played by that Player. Where a Player's Win Rate is less than 1 in 3 (0.333333, or 33%) then that player's Win Rate is 1 in 3.

A Bye counts as a losing player who has only played one match and therefore has a Win Rate of 1 in 3.

Example

Player A participated in a 3-round Tournament. Player A's Strength of Schedule is calculated by adding together each of the Win Rates of A's Opponents (Players B, C & D), and dividing by 3.

B won the tournament, and therefore has a Win Rate of 3/3 = 1.000000

C won 2 of their 3 games, and therefore has a Win Rate of 2/3 = 0.666666

D lost all of their games, and therefore has a Win Rate of 0/3 = 0.000000

These are added together, however as D has a Win Rate lower than 1 in 3, 1 in 3 is used for this calculation for Player D. As such, A's Strength of Schedule is:

$$\frac{(1 + 0.666666 + 0.333333)}{3} = \frac{1.999999}{3} = 0.666666$$

Player A's Opponent's Strength of Schedule is calculated by adding together the Win Rates of each of B, C, & D's Opponents and dividing by 9 (the total number of Opponents played by B, C, & D).

Credits: Edward Ball, David Carl, Alex Hall, Mat Hart, Bryce Johnston, Richard Loxam, Sherwin Matthews, Jamie Perkins, and the Lawyer's Guild.

SEASON THREE GUILD PLOTS

HEROIC LANDING

REQUIREMENTS

A friendly model spends [1] MP to use a Heroic Play.

REWARDS

The friendly team gains [1] MP.

Season III

SUPER FAN

REQUIREMENTS

The friendly team concedes a goal.

REWARDS

Instead of making a goal kick, the Controlling Player may place the **ball-marker** in possession of a friendly model within [6"] of the friendly goal-post.

Season III

FIELD DRESSING

REQUIREMENTS

A friendly model uses 'Come On Mate!' to remove conditions.

REWARDS

The friendly model may immediately use 'Take a Breather' to remove conditions, without spending MP.

Season III

SIC 'EM

REQUIREMENTS

A friendly [Mascot] model starts its activation within [4"] of a friendly [Captain] model.

REWARDS

The friendly [Mascot] model gains 'Furious' for the remainder of the activation. (*Furious: This model may Charge without spending Influence.*)

Season III

GOOD MARKER

REQUIREMENTS

During its activation, a friendly model uses a Character Play before making its Standard-Advance.

REWARDS

If the Character Play has a RNG with a numerical value the Character Play gains [+2"] RNG.

Season III

COMPOSURE

REQUIREMENTS

A friendly model makes a Pass while engaged by one or more enemy models.

REWARDS

The friendly model gains [+2/+0"] KICK for the duration of the action.

Season III

MATCH FIXING

REQUIREMENTS

The enemy Player resolves a kick-scatter.

REWARDS

The Controlling Player may force the enemy Player to reroll the kick-scatter. This new result may not be rerolled.

Season III

WINGBACK

REQUIREMENTS

A friendly model declares a Charge while within [8"] of the edge of the Pitch.

REWARDS

The friendly model pays [1] less influence to make this Charge.

Season III

BRACE FOR IMPACT

REQUIREMENTS

An enemy model targets a friendly model with a Charge.

REWARDS

The friendly model gains 'Stoic' and 'Tough Hide' for the duration of the Charge. (*Stoic: Once per turn this model may ignore the first Push that it suffers.*) (*Tough Hide: Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.*)

Season III

KNEE SLIDER

REQUIREMENTS

A friendly model scores a goal.

REWARDS

Before the subsequent Goal Kick is resolved, the model that scores may immediately make a Dodge up to their max-move instead of using *Run the Length!*.

Season III

MAN MARKING

REQUIREMENTS

A friendly model inflicts the taken-out condition on an enemy [Captain] model.

REWARDS

During the next Maintenance Phase, add [+2] Influence to the friendly team's Influence Pool.

Season III

WHO ARE YA?

REQUIREMENTS

An enemy model scores a goal.

REWARDS

The enemy model gains a vengeance-token. When a friendly model makes an Attack against an enemy model that has a vengeance-token, the friendly model may remove the vengeance-token to gain [+4] net-hits.

Season III

GUILD BALL PLAYER RECORD SHEET

Player Name	Guild	Vote for Best Goal Design	Vote for Best Painted Team
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Round	Result	Your Scores		Opponent's Name	Opponent's Scores		
		Goals	Body Count		Goals	Body Count	Total VPs
1	W L 1 0						
2	W L 1 0						
3	W L 1 0						
4	W L 1 0						
5	W L 1 0						
6	W L 1 0						
7	W L 1 0						

	Team Roster	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
Captain								
Mascot								
Model 1								
Model 2								
Model 3								
Model 4								
Model 5								
Model 6								
Model 7								
Model 8								

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