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.

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 in this document.

If you wish to include the Game Plan cards within the Big League campaign, follow the Game Plan rules as normal. After choosing Game Plan cards each player deals themselves Plot Cards from their own deck. Both players will have a hand of Plot Cards to play throughout the game and a hand of Game Plan cards to play during the Initiative Phase.

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.
**Setting Up**

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 Big League campaign cards. Larger groups, or multiple instances of the same Guild being played, will need multiple sets for obvious reasons. All the various cards are available to download from: [www.steamforged.com](http://www.steamforged.com) (for free!).

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**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.

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**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)

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:

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 Big League campaign cards and add it to their own deck. It is possible for a coach to unlock multiple Moment thresholds at the same time.

<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>
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<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>
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**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.

Coaches begin the campaign with access to any of the Common Campaign Plot Cards found in the *Big League Campaign Card* 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 of the 20 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)
- VPs 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 cards found in the Big League Campaign Card set.

Spending Favours

A maximum of [5] Favours may be spent during each game.

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!
**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.


**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 Plot 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.