



SEASON 2401 RULES PACK

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1.0 GENERAL INFORMATION

Welcome to Season 1 2024 (Season 2401) of the Auckland Blood Bowl Federation's Blood Bowl League, running since 2002.

The ABBF runs two seasons per year, Season 2401 from January to June, and Season 2402 from June to December.

Club nights are every second Thursday at Hobbymaster in Penrose from 6:30pm. There is a \$5 table fee to play in store that goes on to your store credit.

If you can't make your Thursday game, we are flexible, and you are free to play games at other times and venues.

General Communication will be through our Facebook group page:

<https://www.facebook.com/groups/404203193341711/>

And on the NZ Blood Bowl Community Discord server, in the #ABBF chat room:

<https://discord.gg/qUNp9cpvVT>

Results and the league table will also be posted on our website:

<https://abbf.co.nz>

Season 2401 will be administered via a google sheet. If possible, please create your team on this gsheet.

Only you will have edit access to your tab. Contact Daniel McNicoll for access:

https://docs.google.com/spreadsheets/d/1j2FIMsKX1X07yffhXqzB_bI8-vEnYAxrWHBYrBkgITQ/edit?usp=sharing

Your league co-commissioners are:

Daniel McNicoll: dangermousenz@gmail.com

James Cardno: Kiriandjames@yahoo.com

2.0 SEASON STRUCTURE

The season is split into a Preseason, a Regular Season and a Finals Series.

2.1 PRESEASON

We have 3 rounds of preseason “friendlies” or “builder” games.

New teams are permitted to play 3x preseason games to begin building their team.

Once a team has played 3x builders it will not be allowed to play any further builders in this season or future seasons.

During these rounds no league points will be earned, and no players will suffer worse than a Badly Hurt (for any reason, block, foul, crowd surf, “eaten” by troll, etc). Though players will earn SPP, and your team will earn winnings and fan-factor changes as normal.

These rounds are a great way to kick start a new team before the season proper starts, or try out a new team or build.

2.2 REGULAR SEASON

After the preseason we will have 7 rounds of regular season games, played at a fortnightly pace.

League points are awarded:

- 3 for a Win
- 1 for a Draw
- 0 for a Loss

We will create a draw for the 7 match day rounds so you will know in advance who you will be scheduled to play.

Please liaise with your opponent and ensure your game is completed within the 2 weeks before the next round.

A failure to make it to a match may have to result in a concession.

There is no over time in the regular season.

2.3 BYE

If we have uneven player numbers, we may need to include a bye round. A bye counts as a win for the purposes of league points, and also as a match for the purposes of Miss Next Game injuries.

2.4 FINALS

At the end of the regular season there is a finals series available for all coaches.

There will be two finals rounds, the Semi Finals and the Grand Finals.

We will have three brackets of finals, depending on the number of teams. The brackets are Cup, Plate and Shield.

Finals brackets will be seeded based on the teams position on the league table at the end of the regular season.

The top teams will enter the Cup finals, the lower teams will enter the Plate and Shield finals.

2.4.1 OVERTIME

In the finals a winner must be decided in each match, to this end we will use the following rules for overtime. If scores are level at the end of turn 16 we will go to a third "half" of overtime. The overtime half will consist of a further 8 turns per team, i.e. turns 17 through to 24. A dice will be rolled to decide which coach decides to kick or receive.

The kickoff result for this overtime half will not be rolled, but will be a Blitz! result automatically.

If there is still no result at the end of the overtime half i.e. after both teams have finished turn 24, the winner will be determined by a coin toss.

2.5 THE GLITTERING PRIZES

Prizes will be awarded to teams following the rules on page 99 of the Official Rules.

The team who finished in 1st place will be awarded 100,000 gold pieces, and the League Trophy.
The team who finished in 2nd place will be awarded 60,000 gold pieces.
The team who finished in 3rd place will be awarded 30,000 gold pieces.
The team who wins the Plate Final will be awarded 25,000 gold pieces.

3.0 ABBF SEASON 2401 RULES

3.1 OFFICIAL RULES

The ABBF uses the following GW Blood Bowl Rules and supplements:

- Blood Bowl Second Edition – The Official Rules
- Deathzone – star players and inducements only
- Spike! Magazine #13 (Khorn)
- Spike! Magazine #14 (Norse)
- Spike! Magazine #15 (Amazon)
- Spike! Magazine #16 (Vampires)
- 2022 Almanac
- Teams of Legend (Chaos Dwarfs, High Elves, Tomb Kings only) <https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SluNmWvxPj1.pdf>
- The November 2023 FAQ & Errata document <https://www.warhammer-community.com/wp-content/uploads/2017/11/P9GJXUTdGyGDeZkk.pdf>

3.2 REDRAFTING

The ABBF offers the opportunity for previous teams to return in future seasons of the league. We use the redrafting rules as on pages 99 – 100 in the official rules. Note that a redrafted team is not eligible to play any preseason friendly matches. Teams with TV over 1300 may return at the digression of the League Co-commissioners.

3.3 HOUSE RULES

Dice that roll off the table should always be rerolled on the table. Cocked dice should be rerolled. If a dice is not flat, it is cocked.

We are an inclusive club of tabletop gamers. No exclusive behavior or language will be tolerated. Be welcoming and kind. Don't be a dick.

3.3.1 FAN FAVORITE

The Auckland Blood Bowl Federation attracts a particular type of fan base who tend to get behind and champion a single awesome(?) player. This player become the people's champion and is called the Fan Favorite.

The Fan Favorite a unique Trait that is automatically allocated to the player on the winning team in the Grand Final who wins the MVP at the end of the match. This should be noted on the Team Roster

This Trait can be held by only one player per season.

If the coach decides to redraft their team, this player must also be redrafted, or the Fan Favorite will be lost. If the coach decides to start next season with a fresh team, then before the first game of the season an MVP roll will made to determine who the Fan Favorite will be on the new team. Note this is a normal MVP roll and will award 4SPP.

At the end of the season the Fan Favorite will transfer to the next player who wins the MVP in the Grand Final. The fans attention is fleeting and fickle.

The Fan Favorite benefits from the following special rules:

- **3.3.1.A** The Fan Favorite will have their own, single-use re-roll. This re-roll is usable only by that player specifically, only once, at any point in the season. When it is used, it is discarded and may not be used again. The Fan re-roll may not be used by any other player in the team, but is otherwise subject to the normal rules regarding team re-rolls, though cannot be stolen by a halfling hot pot for example. This re-roll should be represented by an appropriate token.
- **3.3.1.B** While the Fan Favorite is set up on the pitch, i.e. not in the reserves, KO box, Cas box, or Sent Off, the team will receive a +1 on the kick-off event Cheering Fans. The Fan Favorite will also break ties on kick off events 11 (Officious Ref) and 12 (Pitch Invasion) in favor of their team.

3.3.2 7S PLAYER DRAFTING

Coaches that participated in the preceding ABBF 7s Blood Bowl League may draft up one player from their 7s team, with the following conditions:

- **Like for like.**
The 7's team and the 11's team must be of the same race or have 100% comparable players. I.e. a Human Lineman from a Human 7's team could be drafted on to Old World Alliance 11's team but not a Chaos Renegades 11's team. A Goblin from a Goblin 7's team could be drafted onto an Orc 11's team, but not a Black Orc 11's team, or Chaos Renegades 11's team.
- **Only the best need apply.**
The player(s) with the most advancements are the only eligible players on the team. If this is more than one player, then the coach may pick which will be the eligible player.
- **It'll cost you..**
The player costs its full hire cost, plus the costs of all advancements, plus a 20,000 GP agent fee.
- **Have you ever been experienced?**
When drafted onto an 11's team, the player will start with SPP equal to the minimum required to reach the level ups they have gained from the 7's league, as if all skill-ups were chosen skills.

4.0 SEASON 2401 SCHEDULE

Pre Season Game 1	18/01/2024	
Auckland Summer 7s	27/01/2024	1 Day 7s Tournament
Pre Season Game 2	01/02/2024	
Pre Season Game 3	15/02/2024	
Match Day 1	29/02/2024	
Match Day 2	14/03/2024	
Match Day 3	28/03/2024	
Match Day 4	11/04/2024	
Match Day 5	25/04/2024	
Match Day 6	09/05/2024	
Haughty Chalice III	11/05/2024	1 Day Tournament
Match Day 7	23/05/2024	
Semi Final	06/06/2024	
Grand Final	20/06/2024	

5.0 ABBF LEAGUE HISTORY

Unfortunately, a lot of the League's history has been lost to the ravages of time. If anyone has records predating the below, please get in touch.

SEASON	COACH	TEAM	RACE
1802	Adam H	Black Orc Down	Orcs
1901	James C	The Griffins	Humans
2101	EJ	Peach Creek Wood Elves	Wood Elves
2201	Nathan P	Ellyrion Equines	Pro Elves
2202	Nathan P	Nobs and Whistlers	Imperial Nobility
2301	James C	The Mount Roskill Murder Bulls	Chaos Dwarf
2302	EJ	Humerus Laughing Stock	Tomb Kings
2324 7s	Isaac J	Devil Rats	Skaven