



# SEASON 2402

## ABBF SEASON 2402 RULES PACK

### 1.0 GENERAL INFORMATION

Welcome to Season 2 2024 (Season 2402) 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 2402 will be administered for the first time on [TourPlay.net](https://tourplay.net)

Please make an account there and register at <https://tourplay.net/en/blood-bowl/abbf-season-2402>

Your league co-commissioners are:

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## **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 a 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:

- 2 for a Win
- 1 for a Draw
- 0 for a Loss
- 1 bonus point for winning with 3 or more touchdowns

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.

If a coach has to concede a game due to real life commitments, their opponent will earn a 1-0 (0-0 Cas) win, gain D6x10,000 gold pieces and will be awarded 2x MVP rolls.

There is no extra time in the regular season.

Casualties that earn your players SPP will be recorded in the match result.

#### **2.2.1 LEAGUE POOLS**

If we have more than 8 coaches, will not be able to play every other coach once during the regular season. In this case we will divide our coaches in to two or more pools, such that we all get to play as many other coaches as possible, without repeat matches.

Where possible the top two finishers from the previous season will be the first seeds in each pool. The remaining coaches will be assigned a pool at random.

You will play the coaches within your pool, with the possibility of some cross pool matches. This is all dependant on the number of coaches we have signed up for the season.

#### **2.2.2 BYE**

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

## **2.3 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 and pool at the end of the regular season. The top 2 teams from each pool teams will enter the Cup finals, the next 2 teams from each pool will enter Plate finals and the remaining teams will enter the Shield finals.

### **2.3.1 EXTRA TIME**

In the finals, a clear winner must be decided in each match. To this end we will use the rules for Extra Time and Sudden Death as presented in the Official Rules, page 67.

If scores are level at the end of turn 16, a full 8 turn half of extra time will be played.

Determine which team will kick and which will receive as normal for the extra time half.

Note that team re-rolls will not reset at the start of extra time, but unused team rerolls will carry over into extra time.

### **2.3.2 SUDDEN DEATH**

If there is still no result at the end of extra time, or if there is no time available to play the extra time half, the match result will be decided by a Sudden Death penalty roll-off, as described on page 67.

Both coaches roll-off five times, each rolling a D6 and rerolling ties. The coach that wins the most roll-offs wins the game.

A player with the Kick skill will add +1 to a single roll-off dice, so long as they are not in the KO or Cas boxes, and must be declared before rolling the dice.

## **2.4 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.

## **2.5 TROPHIES**

The ABBF holds a collection of trophies for the winners of our league divisions and categories.

These will be presented to the winning coaches at the end of each season. However they remain the property of the ABBF and will be kept in the ABBF trophy cabinet.

The major prizes: The League Cup, Plate, Plate runner up, and Shield, will be engraved with the name of the winner.

The trophies are:

The League Cup

2nd Place

3rd Place

Plate Division Winner

Plate Division Runner Up

Shield Division Winner

Best Rookie

Most Casualties

Most Touchdowns

The Wooden Spoon

## 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! Magazines: #13 (Khorn), #14 (Norse), #15 (Amazon), #16 (Vampires), #17 (Gnomes)
- 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 May 2024 FAQ & Errata document <https://www.warhammer-community.com/wp-content/uploads/2017/11/ofZcrQspEB04HGeV.pdf>
- Slann team list, from the NAF <https://www.thenaf.net/wp-content/uploads/2023/12/NAF-Rules-for-Tournaments-2024.pdf>

Any rules released after the start of the league will not be included.

### 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 discretion 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 behaviour or language will be tolerated. Be welcoming and kind. Don't be a jerk.

#### 3.3.1 FAN FAVOURITE

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 becomes the people's champion and is called the Fan Favourite.

The Fan Favourite is 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 Favourite 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 be made to determine who the Fan Favourite 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 Favourite will transfer to the next player who wins the MVP in the Grand Final. The fan's attention is fleeting and fickle.

The Fan Favourite benefits from the following special rules:

- **3.3.1.A** The Fan Favourite 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 Favourite 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 Favourite 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 Favourite will also break ties on kick off events 11 (Officious Ref) and 12 (Pitch Invasion) in favour of their team.

### 3.3.2 7S PLAYER DRAFTING

If this season follows an ABBF 7s League, coaches that participated in the preceding 7s 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 2402 SCHEDULE

Pre Season Game 1	04/07/2024
Pre Season Game 2	18/07/2024
Pre Season Game 3	01/08/2024
Match Day 1	15/08/2024
Match Day 2	29/08/2024
Green Stone Cup XX	07/09/2024
Green Stone Cup XX	08/09/2024
Match Day 3	12/09/2024
Match Day 4	26/09/2024
Match Day 5	10/10/2024
Match Day 6	24/10/2024
Match Day 7	07/11/2024
Semi Final	21/11/2024
Grand Final	05/12/2024

### 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.

<b>SEASON</b>	<b>WINNING COACH</b>	<b>TEAM</b>	<b>RACE</b>
1802	Adam H	Black Orc Down	Orcs
1901	James C	The Griffins	Humans
2101	Evert L	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	Evert L	Humerus Laughing Stock	Tomb Kings
2324 7s	Isaac J	Devil Rats	Skaven
2401	Evert L	ALL THE RAGE	Khorn