

RYGAS ROUGHNECKS BLOOD BOWL LEAGUE (RRBBL)

League Rules

Well its nearly that time of year again, the Rygas Roughnecks Blood Bowl League (RRBBL) will be starting again at the beginning of February! Last year was great with a several really tight games and I hope we can continue this.

We will be running the league through the OBBLM again as that seemed to work for most people and saved me a lot of time and effort. All the teams from the new game plus the legacy teams are permitted, including Slann, Daemons of Khorne and Bretonnia.

Extra rules for this league: You always get a minimum of **30k** for winnings (after applying modifiers to the dice roll). A variation of this has proved popular in previous leagues.

Inducements/Special Rules

In addition to the above, the other inducements and special rules are classified as follows:

- **Mandatory** – these rules have to be used, and the inducements can be taken without their opponent's permission.
- **Optional** – these rules and inducements may be used if both players agree to them before the game. Coaches should not feel obliged to use an optional league rule just because their opponent wants to try it out.
- **Disallowed** – these rules and inducements may not be used, even if both players want to.

Mandatory

- All star players from CRP, Death Zone's, Spike! Magazine and Grak & Crumbleberry (FAQ'd version). Where two versions of an identically named player exist (e.g. Lewdgrip Whiparm), use the most recently published version.
- Piling On skill (FAQ'd version)
- Special Play Cards: Use 'Variant One – The Points System (League Play)' from the Special Play Card Variants rules (see attached). In addition, cards can be taken as inducements as described in the 'Variant Special Play Inducement' section. Cards from White Dwarf and the race-specific upgrade packs may also be incorporated into their respective decks. Blitzmania special play cards may be used as follows if you have access to them:
 - ALLOWED: Blitzmania Mania (Random Events); They Think It's All...Ogre?! (Random Events); Pampered Players (Miscellaneous Mayhem).
 - DISALLOWED: Heel Turn (Miscellaneous Mayhem); It's All To Play For (Miscellaneous Mayhem).
- CRP Special Play Cards (Inducements only)
- (In)Famous Coaching Staff
- Bloodweiser Keg/Babe
- Extra Team Training
- Wandering Apothecaries
- Igor/Plague Doctor
- Mercenaries

- Bribes
- Specialist Coaches
- Temp Agency Cheerleaders
- Hireling Sports-Wizard (plus variants from Spike! Magazine)
- Weather Mage
- Cavorting Nurlings

Optional

- Famous Referees
- Themed pitches/Weather tables
- Golden Era Star Players
- Winterbowl Inducement cards

Disallowed

- Rostered Star Players
- Sponsorship Deals
- Stadiums
- Special balls

Coaches will have 1,000,000 to spend on their starting teams as usual. If you want to take part please post below with your team name and race. Games will take place every 2 weeks according to a fixture list that will be drawn up before the league starts. If you think it will be impossible to play your fixtures on a regular basis please think carefully before committing yourself. Matches can be played outside of the club if that makes it easier to fulfil your fixtures. Each coach will play each other once, and depending on how many coaches take part we may split teams into multiple groups. After the group-stages there will be a semi-final and final, and possibly quarter finals too.

The same scoring system will be used as before, which for those of you who are unfamiliar with it is:

Win = 30pts

Draw = 14pts

Loss = 6pts

+1pt per TD scored

+1pt per Casualty inflicted (only Casualties that would earn SPP's count for this)

-1 for each TD conceded

No team can score more than 36pts or less than 0pts per game.

Any questions on how the league works or how some of the new rules changes should be incorporated please post below.

Jonathan, League Commissioner

Coach List

Link to OBBLM: <http://rrbbl.dopeybosley.co.uk/index.php?section=main>

Some additional league rules:

Concessions (when one coach is unable to play a fixture)

If one player is unable to make either club night that a fixture was due to take place on, and their opponent was available for at least one of those nights, then they will have to concede the match to their opponent. The conceding player gets a 2-0 loss with no casualties inflicted is recorded against them and the post-match sequence is adjusted as follows:

The Winner gets 2 MVP's, one generated normally by choosing 3 players and rolling a D3, the other generated randomly by rolling a D16. This second MVP cannot go to Journeymen, Star Players, or players that would have missed that game. The Winner also gets two sets of winnings, one rolled as if they were the Winner (i.e. D6+1, re-rolling if desired), the other rolled as if they were the Loser (D6, no re-roll). Both sets of winnings are subject to the minimum 30k winnings league rule.

If they are conceding for the first time in the league, the Loser gets a randomly generated MVP using a D16 (as above) and loser's winnings. They also roll to see if their Fan Factor goes down. This will all be taken care of by the League Commissioner if the player is not present. For second and subsequent concessions, the loser gets no MVP or winnings and their Fan Factor automatically goes down by 1. In either case, they do not have to roll for Expensive Mistakes, regardless of how much money they have in their treasury.

Abandoned Matches (when both coaches are unable to play a fixture)

If both players are unable to play a fixture during the period it is due, or if both players are available but on different club nights, then the match will count as abandoned. This is recorded a 0-0 draw with no casualties inflicted. Both players randomly generate an MVP, using a D16, and both get D6x10,000 winnings as if it was a draw and with no FAME bonus. Both players then roll to see if their Fan Factor goes up or down as if it were a normal draw result. Neither player has to roll for Expensive Mistakes. If one or both coaches are unavailable this may be done by the League Commissioner (with another coach to verify).

If teams are level on points at the end of the league, the following are used to decide final positions:

- 1) Highest Touchdown difference
- 2) Most Total Touchdowns scored + Casualties inflicted
- 3) Most Touchdowns scored
- 4) Most Casualties inflicted
- 5) Least Touchdowns conceded
- 6) Win percentage
- 7) Head-to-head record
- 8) Most Sportsmanship Points accrued