

NUFFLE ORDAINED VIOLENCE ASSOCIATION (NOVA) BLOOD BOWL LEAGUE

Welcome to the Nuffle Ordained Violence Association (NOVA) Blood Bowl League. This primer will lay out the basics of the league for the 2018-2019 season, our first season.

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1. WHAT YOU'LL NEED

The only thing you need to play is your team and the appropriate Blood Bowl dice. The starter set contains the basic rules and the pitches, etc. and is a recommended investment but is by no means mandatory.

PAINTING AND NUMBERING

Models do not have to be painted but it is highly encouraged. There will be an award for best painted team as voted on by the league coaches at the end of the year. Form of the prize TBD. Numbering your players is MANDATORY. This is in order to allow both players to keep track of what player is doing what with what skills. Naming players is also required. Bases may be color coded according to standards set out by the NAF, but is not required.

2. THE LEAGUE

The league currently consists of 12 teams. The league will be two divisions of SIX teams each. Each team will play every team in its division once and play two games against the other division for a total of 7 games played per team.

Teams will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss.

The top 4 teams will advance to the playoffs. In case of ties in the standings, the following tiebreakers will be used:

1. Head to head record
2. Touchdown differential
3. Touchdowns scored
4. Casualties Inflicted
5. Total team value with the higher team advancing

6. Coin flip

The format of the playoffs will be a best-of-three series in both the semifinals and the league championship. While games that end during the regular season tied, will be counted as ties, in the playoffs, the teams will play a sudden death overtime with a new coin flip and the first team to score winning. If no team has scored after 8 turns, a second overtime is started with the team that lost the toss in the first overtime given the ball first.

SCHEDULE

The commitment for this first season is one game per month. Kickoff is scheduled for October 24. The schedule for the next game will go out on 24th of each month. The teams will have one month to play their game. If the game is not played, both teams will take a LOSS with no money or star player points (SPP) generated.

3. LEAGUE HOUSE RULES

For this first season, buying star players is prohibited. Further, the “special play” cards are also prohibited. GW has admitted they are not balanced for league play and therefore really skew competitive balance for leagues.

Teams will start with 1,000,000 dollars for this first season to construct their roster in any way they wish. Unspent money will be credited to each team’s petty cash. When constructing your team, you may purchase an apothecary, fan factor, and/or cheerleaders, but you may NOT buy coaches. NOTE: Re-rolls double in price once the season starts.

Apothecary: A team may purchase a maximum of ONE permanent apothecary. The temporary apothecaries bought through inducements are for that game only. Per apothecary, **once per match**, an apothecary can attempt to cure a player who has suffered a casualty of been KO’d. If the player was KO’d, a use of the apothecary allows the coach to leave the player on the pitch stunned, or if they were not on the pitch, for example KO’d after being pushed off the pitch, the player is placed into the reserve box of the dugout and is free to return to the pitch at the start of the next drive. If the player suffers a casualty, you can use the apothecary to make your opponent roll again on the casualty table. The coach can then choose whichever result they wish. If the selected roll is “Badly Hurt”, the apothecary has successfully patched the player up and they are put in the reserve box of the dugout and the player can re-enter the game at the start of the next drive.

Cheerleaders: Each cheerleader adds +1 to the coach’s roll for the “Cheering Fans” result on the kickoff table.

We will be playing with all the optional rules for blocking, fumbling, etc. So please familiarize yourself with the basic rule book that comes in the starter set. We will NOT be using the illegal procedure rule.

TEAM VALUE AND PETTY CASH

Team Value is the sum of the values of all your players, not including injured players or petty cash. Team value is calculated every game by adding the value of all players active for the game (current value including added skills), cost of coaching staff if purchased, re-rolls purchased, and fan factor. The leftover money in the team treasury at the start of the league and money deposited there after each game does NOT count toward team value. When the money is spent on new players, the cost of the new players are added to your TV.

4. ORDER OF PLAY

For every league game, the order of play is listed for your convenience and as a reference:

PRE-MATCH SEQUENCE

1. Roll on weather table (each player rolls a D6 and the result is added together for the weather)
2. Choose Inducements
3. Flip for the kickoff

THE MATCH

1. Work out the number of fans and FAME for each team
2. Kick-Off (After placing the ball but BEFORE scattering it, the kicking team rolls 2D6 and consults the kickoff table)
3. Play the game

POST-MATCH SEQUENCE

1. Each coach selects their 3 MVP candidates and rolls to award the MVP
2. Skill rolls are made for any player who has leveled up
3. Skill/attributes are chosen and player rosters are updated accordingly
4. Record fortune and fan factor
5. Hire and fire players

INDUCEMENTS

Inducements are the way in which teams are evened out before a game. The team with the lower TV is awarded an amount of petty cash equal to the difference between the teams. This cash can only be spent on inducements and unspent money is lost at the beginning of the

game. Remember the money in the team treasury is permanent, while petty cash is used solely for inducement purchases for the present game.

A few of the inducements will not be used in this league. The following are the legal inducements for Season 1:

0-2 Bloodweiser Kegs: \$50,000 each. For each Bloodweiser keg purchased, add 1 to the result of die rolls to revive KO'd players at the start of each new drive.

0-3 Bribes: \$50,000 each. Each bribe allows you to attempt to ignore the referee sending a player off for a foul or carrying a secret weapon. Roll a D6. On a 2-6 the bribe is effective. On a 1, the bribe is lost and the player is still tossed from the game.

0-4 Extra Team training: \$100,000 each. This is an extra team re-roll for each half of the current game only. The extra re-rolls are lost at the end of the game.

0-2 Wandering Apothecaries: \$100,000 each. Extra apothecaries for this game only.

We will not be using mercenaries, wizards, or extra coaches in season 1 as inducements.

FANS, EARNING, AND FAME

At the end of each game, each coach will generate earnings. The winning coach receives a base \$20,000 and the losing team receives a base \$10,000. If the game was drawn, each coach receives \$15,000. Each coach then rolls a D6 and adds their team's FAME to the number. Each team receives this amount x \$10,000 gold added to their base amount for winning, losing, or drawing. Money earned in this way is deposited directly into the team's treasury.

No team should ever concede a game. Teams that concede receive no MVP and no earnings for the game.

Fan Factor, FAME, and Home field advantage

Before each game, each team will generate their number of fans and their Fan Advantage Modifier (FAME). To generate the number of fans for the game, each team rolls 2D6 and adds their fan factor to the total. Multiply this final number by 1,000 and that is the number of fans that have come out to support your team.

Compare the fans for each team to calculate their FAME for that game.

If the fans are equal, each team has a FAME of 0.

The team with more fans has a FAME of 1 and the team with less fans has a FAME of 0.

If the team with more fans has DOUBLE the fans of the opposing team, the team with more fans has a FAME of 2 and the team with less fans has a FAME of 0.

Home field advantage: When generating fans, the home team rolls an additional D3 and adds that number to the total before multiplying to determine the number of fans. Further, when a player from the home team is pushed off the pitch, the home coach rolls a D6. On a 5+, the fans

do not hurt the player and the player is put into the reserve box of the dugout and is free to come back onto the pitch at the start of the next drive. Finally, the VISITING team is given BONUS \$50,000 in petty cash for inducements before the game even if the TV of the teams is equal or even if the home team actually has the higher TV. This money is treated as petty cash and disappears at the start of the game.

After the game: Fan factor is modified for each team after every game. The team that won rolls 3D6 and if they roll higher than their current fan factor, the fan factor is increased by 1. The losing team rolls 2D6 and if the result is LOWER than their current fan factor, their fan factor is reduced by 1.

5. INJURIES

Below, for your convenience, is the casualty table as rolled on D68:

11-38: Badly hurt, miss remainder of current game, no lasting effect
41: Broken Ribs, miss remainder of current game, miss next game, no lasting effect
42: Groin Strain, miss remainder of current game, miss next game, no lasting effect
43: Gouged Eye, miss remainder of current game, miss next game, no lasting effect
44: Broken jaw, miss remainder of current game, miss next game, no lasting effect
45: Fractured Arm, miss remainder of current game, miss next game, no lasting effect
46: Fractured leg, miss remainder of current game, miss next game, no lasting effect
47: Smashed Hand, miss remainder of current game, miss next game, no lasting effect
48: Pinched nerve, miss remainder of current game, miss next game, no lasting effect
51: Damaged back, miss remainder of current game, miss next game, permanent Niggling injury
52: Smashed Knee, miss remainder of current game, miss next game, permanent niggling injury
53: Smashed Hip, miss remainder of current game, miss next game, and permanent -1 MA
54: Smashed ankle, miss remainder of current game, miss next game, permanent -1 MA
55: Serious concussion, miss remainder of current game, miss next game, permanent -1 AV
56: Fractured Skull, miss remainder of current game, miss next game, permanent -1 AV
57: Broken neck, miss remainder of current game, miss next game, permanent -1 AG
58: Smashed collar bone, miss remainder of current game, miss next game, permanent -1 ST
61-68: R.I.P.

Niggling Injury: Each niggling injury adds 1 to every subsequent injury roll made against this player. This is a permanent +1 to injury rolls and the effect stacks for every niggling injury the player suffers.

NOTE: No attribute can be reduced by more than 2 points and no attribute can fall below 1. Any injuries that reduce it further are ignored, though the player must still miss the rest of the game AND the next game.

6. LEVELING PLAYERS

Players are leveled by gaining STAR PLAYER POINTS (SPP).

These are the ways to gain SPP:

1. Completion. If a player throws an ACCURATE pass that is caught by the receiver in the targeted square, the THROWER gains 1 SPP. No points for the catcher of the pass.
2. Touchdown: A player earns 3 SPP for a touchdown.
3. Interception: A player earns 2 SPP for intercepting a pass.
4. Casualty: If armor is broken from a block, NOT A FOUL, and the injury roll results in a casualty (10-12 on the injury table), the blocking player receives 2 SPP. The use of secret weapons never awards SPP.
5. If a player successfully pushes another player off the pitch, they are awarded 1 SPP, regardless of the injury roll from the fans.
6. Most Valuable Player: At the end of every game, the coaches will select three players from their team. It can be any three the coach desires. The coach then rolls a D3 (with each candidate player assigned a number) and the corresponding player is named the team's MVP for the game. Being an MVP awards 5 SPP. Note, both the winning and losing teams award MVPS.

LEVELING TABLE

The following is the leveling table for players:

0-5 SPP: Rookie

6-15 SPP: Experienced

16-30 SPP: Veteran

31-50 SPP: Emerging Star

51-75 SPP: Star

76-175 SPP: Superstar

176+ SPP: Legend

As the chart above shows, you will see that the most skills/attribute increases any player can ever have is SIX.

IMPROVEMENT TABLE

When a player levels, the coach will roll 2D6 and consult the table below:

2-9: Give the player a new skill

10: Give the player a new skill OR increase the player's MA or AV by 1

11: Give the player a new skill OR increase the player's AG by 1

12: Give the player a new skill OR increase the player's ST by 1

SKILLS

There are five categories of skills:

General (G)

Passing (P)

Agility (A)

Strength (S)

Mutations (M)

Each team has a list of skills each player has access to when leveling up. When leveling up, you can give any of the appropriate skills to the player. However, if the roll is a double, the coach may choose from the skills listed in the "DOUBLES" column of the team stat sheet. In the case of rolling doubles, the coach may still opt to give a normal skill or stat increase per the table above. It is the coach's decision whether to take or pass on a doubles skill when doubles are rolled.

NOTE: No characteristic (MA, ST, AG, AV) can ever be increased by 2 points over its starting value or to a value greater than 10.

LEVELING UP AND TEAM VALUE

Every new skill or attribute adds a set amount to the the price of the player and therefore, your team value. The values are as follows:

New Skill from the Normal Column: \$20,000

New Skill from the Doubles Column: \$30,000

+1 MA or +1 AV: \$30,000

+1 AG: \$40,000

+1 STR: \$50,000