



ABBF Spring Championship 2511

STARS IN STRIPES

Referees and Allied Rulekeepers Guild (RARG)

The Auckland Blood Bowl Franchise would like to offer a season for the mutual benefit of us all, and of course blood bowl. A season where the prestige and influence of your team is only matched by the size of your purse. While we don't officially condone the off field and on field antics of some teams and players bringing the game into disrepute, we feel that for this season, many such actions can be . . . mediated for an appropriate consideration.

The ABBF Spring session will last 15 weeks prior to selection of teams for the play offs. The top 8 ranked teams that have completed at least 10 league games will be selected for the play offs. A coach wanting to play more than 10 league games with a team prior to the playoffs may do so for the payment of GP100K per game, in advance.

Coaches may start the season with a new team with any TV up to = 100 as per LRB 6 or the LRB 6 new teams. Each team will also nominate a referee for the league pool with a hatred selected by the coach (see attached Stars in Stripes development rules).

The league commissioner will manage a pool of referees made up from those nominated from the coaches, and randomly generated by the league. These will progress or fail during the season. The highest skilled referees at the end of the season will adjudicate the league quarter, semi, and final games. Prior to the start of any match the players will randomly select a available referee from the League pool. If the Ref is "got" then another available referee is provided.

The coaches will also have access to the league Draft pool for match inducements. Please enquire with the league commissioners for a list of the players and their current cost. Any players dropped from a team, or any player killed in a game will be available in the league "draft". All players "revived" (at great expense) will still have all skills as off time of death, plus loner, random stat decrease, Niggle, and regeneration

Any Pre match negotiations with the officials for "considerations" (Bribes, GP100K) do not count towards the Team TV for calculation of inducements. These bribes may remain on team score sheet until "cashed in" with a Referee. Any bribes purchased as part of inducements still count their full value and only last for this game. A player may not use more than three bribes in any one game. A team with an assistant coach or a cheerleader on their team roster can nominate to take an extra bribe (for this game only) in addition to the three maximum per game, instead of taking an extra reroll for the appropriate kick off result.

Kickbacks, Sponsorships, and other tax free cash flows.

"It's not the result that matters; it's how you played the game". All end of match Winnings calculations should be modified with the following:

Stadium Owners Members Club Bonus payments:

- **Fans love a Close game:** Losing Team within 1 TD = + 30K
- **Fans love a Close game:** Winning Team within 1 TD = + 30K
- **Too Close to call:** Both teams receive +40K for a draw
- **Fans love blood:** Each player in the opposing team killed (by any means) at the end of the match = + 30K
- **Fans like pain:** Each player in the opposing team with a Serious injury (by any means) at the end of the game = + 20K
- **Fans Love/Hate relationship with Star players:** + 20K for each opposition star player who is CAS at the end of the game (CAS = badly hurt, Serious injury, Killed) and is accumulative with other payments.
- **Crowd involvement:** For each pitch invasion, riot, (Both teams) or throwing rock (victim) a team gets + 20K
- **Bums on seats:** A bonus of +20K for any team starting a game with Fan factor of 10 or more.

Concession Stand kickbacks

- **Punters queued up Six deep:** +10k per team per thousand total fans over 30K in attendance.
- **Longer game means more beer:** +10k per team playing more than 8 turns in a half.
- **Hotter game means more beer:** + 10k per team per half that include Sweltering heat weather.
- **Colder game means more club merchandise:** +10k per team per half that includes any blizzard weather.

Illegal procedures

The following events may be “over looked” for an appropriate fee (bribe).

- **“He fell on my boot...sir”:** A player sent off for a foul. On a +2 the player is not detected and remains on the pitch, No turnover.
- **“Honest...It’s only a toy”:** At the end of a drive, on a +2 a player is not detected with secret weapon and therefore not ejected from the game.
- **False start:** A player (from either team) throwing a punch (Block action) before the kick off is resolved. On a +2 the offending player is NOT sent to the Sin (KO) bin.
- **Twelfth man:** A coach starting a drive with 12 players on the pitch. On a +2 one random player from the offending team are NOT sent to the Sin (KO) bin.
- **“Oh Ref ...Come On”:** A coach using a second reroll in a turn. On a +2 the reroll is allowed to play, on a “1” the bribe fails and the reroll is given to the opposition.
- **Injury time:** On a +2 the bribe ensures that “injury time” is added to the half; both teams get an extra turn at the end of the half. On a “1”, the bribe will only allow the opposition team gets an extra turn.
- **“I’ve got my eye on you”:** On a +2 the Ref will follow a nominated player in the opposition team and ensure that he does not get to use a team reroll for this drive. On a “1” the opposition gets to nominate one of your players to go without a team reroll.
- **Random Drug test:** On a +2 the coach can get officials to implement “instant drug screening” on the opposition team. Prior to kick off, one random member of the opposition team set up on the field is sent to the KO bin for a drug test. On a “1” it’s a random member from your team. Any player found to not have drugs in their system will receive medical advice on the latest performance enhancement techniques to improve their game.
- **Argue the bounce:** On a +2 the coach’s argument with the ref allows any ball that has come to rest after a random movement to bounce another D3 random events. On a “1” the distraction of the Ref allows the opposition to place the ball anywhere within D3squares of its resting place (Occupied or not).

Stars in Strips Rules

They are the true heroes of Blood Bowl. With less armour than a Halfling, and without the support of a dozen homicidal teammates, they take the field with at least twice as many opponents as the normal Blood Bowl team. Often ex-players themselves, it's a dangerous game for any Blood Bowl referee (unless you count refereeing in the Moot Minor League, and even then the little guys can get quite uppity).

There follows a set of optional rules for running referees in league play. According to these guidelines, referees gain SPPs themselves, and advance in order to become mighty refereeing legends in their own time. Of course, they also suffer the threat of injury, retirement, and, not least of all, death. There are several ways to include referees in your league, and the league commissioner should decide upon which style suits the league best. The first option, best when you are running an open style league where you don't know how many players will turn up for a session, or a very small league, is to keep the referees under the control of the league commissioner. The second option, best in a league with regular fixtures or regular numbers of players, is to allow each team to "sponsor" a referee. The coach gets no direct influence on how a referee acts in a match, but he decides how the referee advances, and if he is lucky, the ref will occasionally preside over his own team's matches. Both options are discussed below.

Whichever method you choose, there should be about as many referees in the league as there are teams. This allows for some spare every week (or whenever your fixtures/games are spaced) to step in for "Got" referees, or to stand in for injured ones. Each referee should have his own name and individual race, chosen from the Blood Bowl races. Every week, you then allocate a referee randomly for each game out of all those available (players missing that week's fixtures due to injury do not count as available).

The referee then behaves as normal throughout the match, with any modifications as determined by the advances he may have made.

LEAGUE-CONTROLLED REFEREES

The league commissioner should start with an appropriate number of referees, each with a different name and varying race. He should try to ensure that there is a good mix of races out there, and if possible, that he has models to represent each referee. Every time a referee gains an advance, (see below), the commissioner should randomly generate which advance he receives. The league commissioner may choose to retire or add new referees at any time, but should ensure that there are always at least as many referees in the league as there are teams, and never less than four (even in a two team league!).

TEAM-SPONSORED REFEREES

Each coach is allowed to choose a name and a race (usually from the races available to the team, but not necessarily) and provide a model for one referee. When the referee gains enough SPPs for an advance, then the sponsoring coach may choose the skill taken (including choosing a racial group if the skill of Hatred is chosen). The coach is free to retire the referee at any time, and may then begin with a new referee. Note that if there are only a few teams in the league (a good bench-mark is less than six), and then the league commissioner should also run a couple of referees as described above.

REF ADVANCEMENT

Referees gain 2 SPPs for every sending off (fouls, Sin bin, KO bin, Drug tests) that occurs during a game while they are presiding and 1 SPP for each 100,000 gp that they receive.

They advance at the same rate as normal players, so 1 advance at 6 pts, and so on. Whenever they gain an advance, they may randomly generate (if league controlled) or pick (if team sponsored) one skill from the following selection:

2D6 Skills

2	<i>Stubborn</i>
3	<i>Bias</i>
5	<i>Fearless</i>
6	<i>Corrupt</i>
7	<i>Hatred</i>
8	<i>Traditional</i>
9	<i>Crowd-killer</i>
10-11	<i>Stickler</i>
12	<i>Psycho</i>

If randomly generating referee skills, then re-roll any result other than Hatred or Corrupt if the referee already has that skill. The Hatred and Corrupt skills can be taken more than once.

SKILL DESCRIPTIONS

Stubborn

This referee's decision is final – coaches may never argue the call with this referee. All Bribes fail.

Bias

Home advantage: The Ref, while never admitting any bias, will allow any team of the same race as him +1 bribe attempt's for as long as he officiates the game.

Corrupt

The referee is not averse to a little... persuasion – coaches get more for their money. For each Corruption skill that the REF has, a coach will get +1 bribe attempts for each bribe he has paid for. Example: If a coach buys a 100,000 Gp bribe then a Corrupt REF will allow two “bribe” attempts for the 100,000 payment. (no refunds for unused bribe attempts)

Fearless

Whenever this referee comes on as a replacement due to a Get the Ref! result, he will not be intimidated by the fate of his predecessor. Ignore the effects of the Get the Ref! result.

Hatred

Randomly generate (or pick if team sponsored) style of play that they hate from the following list:

D10 Style of play group

- 1 “**Those who don’t stand and fight**”, Anyone with dodge skill
- 2 “**Those who don’t measure up**”, anyone with stunty skill
- 3 “**Mean bullies**”, anyone with Block skill
- 4 “**Big Guys**”, anyone Strength 5 or greater
- 5 “**Those too scared to hold the ball**”, anyone with pass or catch skill
- 6 “**Not real men**”, anyone in armour 9 or more
- 7 “**Bloodly fast bastards**”, anyone with movement 7 or greater
- 8 “**Dirty bastards**”, Anyone with a mutation
- 9 “**Inappropriate affection**”, anyone with tackle skill
- 10 “**Wimps**”, anyone with strength 2 or less.

The referee will turn a blind eye to fouls made against a player he hates. So, he will not send an offending player detected of committing the foul unless the victims is CASed.

Traditional

The referee is especially stringent about the use of illegal weapons – the referee gets a -1 on all bribe rolls to “not spot secret weapons”. Coaches now need +3 result to successfully use a bribe to allow a player with secret weapons to return for another drive.

Crowd-Killer

Whenever this referee suffers a “Get the Ref!” result, the offending fans get more than they bargained for, and often suffer horrendous casualties in the process; as a result, both teams suffer a -1 Fan factor due to casualties (down to zero). Also, roll a d6 - on a 6, the referee's defence is so potent that the “Get the Ref!” attempt fails, and the result is ignored. + 3 SPP for the REF

Stickler

This referee has a fierce reputation to maintain – the referee will award penalties for all fouls committed on a + 5 on D6 instead of on Doubles rolled on armour/ injury. Roll a D6 for each armour and injury roll.

Psycho

As well as sending a player off, this referee dispenses summary justice with the aid of secret weapons, mates, or sheer brutality. Whenever a player is sent off by this referee, also make an injury roll for that player, all usual effects apply. Coaches selecting this skill for a team-sponsored referee should beware - it's truly horrible for any coach to suffer a death at the hands of a referee!

REF INJURIES

A referee that suffers a “Get the Ref!” result must be replaced by another available referee, as well as both teams receiving a Bribe. The new REF may use all skills, but will not award penalties against the kicking team that Got the (last) Ref for the rest of the half (unless the replacement is Fearless – see above).

You must also make an Injury roll for a referee every time a “Get the Ref!” result comes up on the kick off table. Badly Hurt referees suffer no additional penalties, Seriously Injured referees are not available for the next game (see below) and also pick up a niggling injury on a D6 roll of 4-6, and dead referees are, well, dead.