



FORGE BREAKERS

SEASON 2 INFORMATION & RULES

This document outlines the key information and rules for the 2 competitions which will make up the **Forge Breakers Season 2**.

Season 2 will consist of:

LEAGUE SEASON 2



Seasons 2 of the league. Round robin league as per season 1. Full information from page 2.

THE F.B. CUP



The inaugural F.B. Cup is a concurrent knock-out competition involving randomly drawn groups and then knock out rounds. Full information from page 6.

General information- such as match organisation, entry fee, communications channels etc which cover both the League Season 2 and The F.B. Cup can be found on page 7.



LEAGUE SEASON 2

League formation and structure

League Season 2 will consist of **24** teams. These teams will be split into **3** leagues as follows:

1. Premier league (**8** teams)
2. Championship (**8** teams)
3. League 1 (**8** teams)

Coaches who participated in all 11 matches in Season 1 will have their league determined by their final Sonneborn-Berger score from Season 1 (this can be seen on Season 1 Tourplay standings table). Coaches who joined Season 1 and have less than 11 game will have their Sonneborn-Berger score extrapolated out for a full season. New coaches will be assigned a spot in League 1.

Each coach will play the other coaches within their league once. Tourplay will be used to administer League Season 2 and the scoring from season 1 will remain (3 points for a win, 1 point for a draw, 0 points for a loss). The draw for the Round 1 will occur on **26th May 2024**.

To ensure the above league structure, where necessary 'admin' teams will be included where appropriate. This is important to ensure play-offs, promotions and relegations operate as planned. This is covered later in this document under 'Drop-out and replacements'.

It's important to note, the structure for League Season 2 is different to Season 1 (where coaches were randomly drawn into either the 'North' or 'South' leagues). We feel it's important to provide coaches the opportunity to partake in matches, and wider league seasons, amongst coaches of a similar skill. Now we have a season's worth of experience and results data, improving on the format and increasing the likelihood of coaches experiencing competitive matches is an important step forward for the league.

The league commissioners have also taken on board feedback provided from Season 1. All sections of this document have been inspired by/checked against the feedback to ensure we align with coaches views.

TourPlay League Season 2 Link

TBC

Team Creation

There are 2 options available to coaches when drafting their League Season 2 roster. **New teams** or **Re-drafting**.

New teams

Coaches entering new teams in League Season 2 will have 1,100 TV (1,100,000 Gold Pieces) from which to form their starting roster.

This 1,100 TV (this TV cannot be used to purchase extra skills).

If a coach who played in League Season 1 wishes to draft a new team for League Season 2, they will have the opportunity to bring back their League Season 1 team further down the line (i.e. in Season 3 or 4 etc).

New team skill packs

New teams will receive the following skills, which are based off the GW tier list:

- Tier 1 teams: 4 skill points (up to 1 secondary).
- Tier 2 teams: 5 skill points (up to 2 secondary).
- Tier 3 teams: 6 skill points (up to 3 secondary).

Primary skills cost 1 skill point. Secondary skills cost 2 skill points. Skills can be repeated once.

No St 5+ player may be assigned a secondary skill unless they are on a tier 3 team. Stacking skills is allowed, but only once.

Re-drafting

Re-drafting of Season 1 teams will be allowed as per the rules (pages 99 and 100) of the Blood Bowl 2nd Season Rulebook with the following modifications:

- Coaches in the Premier League will have a re-drafting TV cap of 1,500 TV.
- Coaches in the Championship will have a re-drafting TV cap of 1,400 TV.
- Coaches in League 1 will have a re-drafting TV cap of 1,300 TV.

Re-drafted rosters must be reviewed and approved by a commissioner before Round 1 begins.

Round length and key dates

League rounds will be 3 weeks. Each round starts on a Wednesday and concludes on a Tuesday.

| Round number | Round start date | Round end date |
|------------------------|---------------------------------|---------------------------------|
| 1 | 29 th May 2024 | 18 th June 2024 |
| 2 | 19 th June 2024 | 9 th July 2024 |
| 3 | 10 th July 2024 | 30 th July 2024 |
| 4 | 31 st July 2024 | 20 th August 2024 |
| 5 | 21 st August 2024 | 10 th September 2024 |
| 6 | 11 th September 2024 | 1 st October 2024 |
| 7 | 2 nd October 2024 | 22 nd October 2024 |
| play-offs: Semi-finals | 23 rd October 2024 | 5 th November 2024 |
| play-offs: Finals | 6 th November 2024 | 20 th November 2024 |

End of season play-offs are covered in the next section. From a round length and dates perspective each round is 2 weeks.

End of season play-offs, promotion and relegation

Following the completion of all 9 league rounds, the season enters the 'play-off' phase. This phase resolves the overall champion, and which teams are promoted and relegated.

As per League Season 1, the preliminary play-off round (semi-finals) will be organised by the involved coaches as per a regular season match. Coaches have 2 weeks to organise their matches. The 'final' match from the play-offs will be scheduled to occur between 6th November 2024 and 20th November. The final matches must occur on a Wednesday at Bargammons within this window. Efforts will be made closer to the time to synchronise the finals on 1 day.

CHAMPIONSHIP play-offs

The top 4 coaches in the FIRST DIVISION at the end of the regular season are drawn into a knock-out semi-final with the winners battling it out for the Forge Breaker League Season 2 trophy.

If any coach cannot partake in the end of season play-off events, the next ranked coach will be invited to participate. For example, if the coach who finished 3rd in the FIRST DIVISION cannot attend, the 5th placed coach takes their place.

Promotion and relegation play-offs

Promotion from either the SECOND DIVISION or THIRD DIVISION can be achieved in 2 ways:

- Finish the regular season in 1st place.
- Via the end of season play-offs.

Relegation from either the FIRST DIVISION or SECOND DIVISION occurs in either 2 ways:

- Finish the regular season in bottom place.
- Via the end of the season play-offs.

The end of season play-offs pits the coaches who finish 2nd, 3rd and 4th, along with the 7th placed coach from the above league, in a semi-final/final knockout series of matches. The winner of this play-off series is promoted (or they retain their place if the 7th placed team wins).

Generally, the 7th ranked coach will only ever be part of a relegation play-off. However (whilst unlikely) it's worth noting a coach ranked 7th in either the FIRST DIVISION or the SECOND DIVISION may be required to play in BOTH a promotion and relegation playoff. If such a scenario occurs the following rule is used:

- The coach draw against the coach in the impacted promotion play-off receives a bye into the final (because there's no other available coach for them to play).
- If the 7th ranked coach does not play their relegation semi-final, the next highest ranked coach from the lower league is included in the promotion play-off.

Friendly and exhibition matches

'Friendly' are deemed *'matches which take place between coaches using their league team roster – and which are impacted by the 'friendly' match events/outcomes. (i.e. injuries/MVP awards etc)'*. In League Season 2, friendly matches using this definition are not permitted. This aligns with League Season 1 rules.

'Exhibition' matches (i.e. using rosters independent from League Season 2 teams) are encouraged and can be played as often as coaches want.

Inducements

Tourplay will be set up as follows:

Inducements

- ☐ 0-5 Special Play (cards)
- ☒ 0+ Mercenaries
- ☐ 0-3 Mercenaries (Death Zone)
- ☒ 0-2 Star Players
- ☒ 0-2 (In)Famous Coaching Staff
- ☒ 0-1 Wizards
- ☒ 0-1 Biased Referee
- ☒ 0-1 Giant Mercenary

Prize giving and awards

Season 2 will conclude with a prize giving and social event on Friday 29th November 2024. Date and details are TBC but the commissioners are thinking along the lines of reserving a space at a venue in Chippenham, giving out the awards (listed below), laying on some food and drink... and having a great time!

The following awards will be presented at the conclusion of League Season 2:

- Premier League Champion trophy.
- Premier League runner-up.
- Championship Champion.
- League 1 Champion.
- Wooden Spoon – lowest placed team in League 1.

The swag to accompany these awards is TBC.



THE (INAUGURAL) F.B. CUP

A new addition for Season 2, the F.B. Cup will pit coaches against each other in a knock-out competition which will run concurrently to the league.

All coaches part of League Season 2 will be entered into the competition. Coaches who aren't part of League Season 2 may also enter the competition (for £10).

For coaches part of League Season 2, their FB Cup roster will be locked in per their League Season 2 roster at the commencement of League round 1. For coaches entering the F.B. Cup but who aren't part of the League Season 2, teams are created to 1,100 TV and follow the same skill pack rules already described under League Season 2 new teams. From the point of all teams first FB Cup match, their FB Cup rosters are treated as 'resurrection' rosters for all further FB Cup matches.

Structure

Knock-out competitions, by their nature, must be structured to facilitate x coaches per round to allow the competitions progression through to a 'final' between 2 coaches. i.e. each round further away from the final doubles the number of teams required (i.e. 4, 8, 16, 32).

Once final entry numbers are understood, a 'Qualifying' round will occur if signs up don't match the required levels for a round. To ensure the numbers balance out, if necessary, a set of higher seeded teams (based on calculations from League Season 1 final standings) will not participate in the Qualifying round. The following round will introduce these teams, along with the winners from the Qualifying round. Matches will be randomly drawn.

The F.B. Cup will align to the same 3-week round schedule defined as part of League Season 2. Matches pertaining to each state of the F.B. Cup must be complete by:

- Qualifying Round will take place in Round 1 and 2.
- Round of 16 will take place in Round 3 and 4.
- Quarter finals in Rounds 5 and 6.
- Semi-finals in Round 7.
- Final will occur alongside the League Season 2 semi-finals and final.

| Round number | Round start date | Round end date |
|-------------------------|---------------------------------|---------------------------------|
| 1 | 29 th May 2024 | 18 th June 2024 |
| 2 | 19 th June 2024 | 9 th July 2024 |
| 3 | 10 th July 2024 | 30 th July 2024 |
| 4 | 31 st July 2024 | 20 th August 2024 |
| 5 | 21 st August 2024 | 10 th September 2024 |
| 6 | 11 th September 2024 | 1 st October 2024 |
| 7 | 2 nd October 2024 | 22 nd October 2024 |
| End of season play-offs | 23 rd October 2024 | 20 th November 2024 |

This schedule is based on the estimated number of coaches who are likely to sign up for the F.B. Cup.

Awards

The winner of the final will receive the F.B. Cup! And a set of 5 heavy stainless-steel dice (3 x block dice, 2 x D6). These dice sets will only ever be awarded to competition winners so will be rather rare!

GENERAL INFORMATION AND GUIDELINES

This section covers rules and guidelines which cover all Season 2 competitions.

Match organisation

Matches should be played in Chippenham by preference. Players can agree to play elsewhere, but a coaches wish to play in Chippenham trumps other locations.

All matches should be arranged via the [#match-scheduling](#) channel on Discord. If a coach experiences difficulty arranging a game with their opponent, please consult the [Coaches information](#) table here for alternative contact details.

Wednesday will continue as the 'main' day of the week to play matches. Various venues in Chippenham are happy for us to play. Here's a list:

- Bargammons Boardgame Tavern
- Rivo Lounge
- *new* Prince of Wales pub (formerly Ashoka Indian restaurant).

Bargammons table booking process will continue as per season 1 via the [Bargammons Table Booking](#) spreadsheet. The spreadsheet goes into more details around its use.

Playing ahead

Playing matches ahead (i.e. before a round has 'officially' begun) is allowed provided both coaches have played the same number of matches.

Extensions

Extensions (i.e. playing a match after the end of a round pertaining to the game in question) generally not permitted. Extension may be allowed **only** with express permission from the league commissioners.

Coaches should not rely on the availability of an extension. Permission will not be granted lightly. In League Season 1 the only instance in which an extension was granted related to a coach dropping out of the league 3 days before the end of a round. A replacement coach was quickly found but, considering the timeframe involved, a small extension was permitted.

The priority is always for matches to occur between coaches. A pro-active approach to match organisation in the context of a 3-week round length, ability to play matches ahead of the current round and a defined method for match organisation (Discord #match-scheduling) provides coaches with the necessary tools to ensure matches are played. Feedback received from Season 1 indicates coaches are happy with these tools. League Season 2 round schedule is published as part of this document so coaches are fore armed with an understanding of when their matches must be played.

The commissioners appreciate judgement is involved in any extension requests. All will be treated on a case by case basis, but details will be shared and recorded so coaches can understand the decision-making process.

Concessions

Coaches will be allowed to concede **1** match in League Season 2. It's the interested coaches' responsibility to ensure their match is played, but if this isn't possible in the first instance the official BB rules are followed for concessions. The interested coaches agree who is conceding between them (i.e. who is most at fault for the match being unable to occur). Concessions are processed within TourPlay whereby the match is started as normal (weather, fans, inducements are completed as normal), but the conceding coach then chooses the 'concede match' option. For scenarios where the interested coaches have been unable to resolve the concession, a league commissioner will 'suspend' the match and apply the appropriate measures deemed applicable for the specifics of the scenario leading to the match being suspended. If a coach concedes more than 1 game within the league season, that coach forfeits their place and entry fee in the current league season.

Concessions aren't permitted for F.B. Cup matches. Any coach deemed most at fault for a match not occurring (as per above process) forfeits the game, with their opponent progressing on to the next round.

Alternative platforms

League Season 2 is a Blood Bowl 2020 tabletop league, however, in extreme circumstances FUMBBL may be permitted **only** with **both** express permission of the league commissioners **and** agreement from both coaches related to the match in question. If "Coach B" doesn't want to use FUMBBL, their veto is final.

All other digital alternatives (i.e. Blood Bowl 2, Blood Bowl 3, Tabletop Simulator) for playing a match are forbidden.

As per match extensions, permission for matches to take place via FUMBBL will not be granted lightly. In regard to a coach who does not wish for their match to occur via FUMBBL, this 'veto' will not impact any judgement around concessions and who is deemed most at fault for the match not taking place.

Entry Fee and breakdown

Entry fee will be **£10** for teams joining Season 2 from Round 1. Any coaches who join the later (i.e. as replacements for coaches who drop out) will pay a proportion of this entry fee on a case-by-case basis. Coaches who drop out forfeit their entry fee.

The £10 entry fee covers the costs of Tourplay, which has a monthly subscription fee based on the number of registered players/administrators attached to a league. Full details can be found here - [TourPlay Prices](#)

The remaining portion of a coaches entry fee goes into prize support (i.e. resin for 3d printing teams/star players/trophies).

Commissioners will publish full details of ongoing costs as the season progresses. This subject will also be covered more extensively elsewhere.

Drop-out and replacements

In scenarios where a coach is either removed from the league or they've stepped down, a replacement will be sought by the league commissioners. Priority/first refusal is given to coaches who have been part of the community for a longer period of time.

If suitable replacements cannot be found, 'admin' teams will be drafted in as required. An 'admin' team is a 2nd team entered into the relevant competition, coached by a commissioner (or other designated coach).

It's important to recognise how the 'seeded' structure of League Season 2 introduces complexity to replacements not applicable to League Season 1. i.e. if a coach in the Championship drops out, how is a suitable coach identified in the context of ensuring competitive matches occur?

There is no exact science to this, and commissioners will work together with replacement coaches to best ensure the desired outcomes are achieved. We may have scenarios where 'admin' teams based on the team they are replacing are drafting in.

Unless in extreme scenarios, the replacement of a coach will not have any impact on future seasons. Life happens!

Communication channels

All coaches should be registered on the Forge Breaker Discord server - <https://discord.gg/at3JJpw7JA>

Discord is the primary communications channel for match organisation, league announcements, rules queries and other general BB/hobby chat.

Match reports

An area we'd like to improve for Season 2, coaches are encouraged to write-up a short post-match summary after each game and share on Discord. It's fun to share the latest goings on, tell stories and generate engagement.

Models and equipment

Each coach should ensure prior to a match that a pitch, dice (2D6, 3 block dice, D8, D16), the rulebook and access to Tourplay (via a phone or laptop) will be available for their game.

All models should be recognizable and distinguishable. If you are using proxies, please ensure your opponent is aware of this.

All teams playing in the end of season playoffs should be painted to a 3-colour minimum standard.

Ruleset

Forge Breakers Season 2 will use the Blood Bowl 2020 ruleset (with any amendments covered in this document) and team rosters. If a new ruleset is released in 2024 or new teams/rules are released, we will stick with what we begin the League with per 29th May 2024.

Queries

In the event of rules queries during a match, please post these to the [rules-queries](#) channel in Discord and we will try and get an answer as fast as possible. More experienced players can be asked to referee matches between less experienced players, if desired.

Signing up

Sign-ups are accepted up to **Wednesday 22nd May 2024**. At which point the formation of the leagues will occur and rosters locked in.

Please send £10 via 'friends and family' paypal to admin@forgebreakers.co.uk

Include the following reference 'FBS2 – [you Tourplay name]'