



Regular Season

- The 'Regular Season' will consist of 9 rounds.
- Each round will be played within a two week window and will consist of 4 fixtures.
- Each round one team will be on a bye. Players who are MNG will recover if their team is on a bye.
- During the 'Regular Season' each team will play each other once.

Play offs

- On completion of the 'Regular Season', the top six teams will enter the play offs.
- The play offs will be as follows:
 - **Quarter Final One** - 3rd placed team vs 6th placed team
 - **Quarter Final Two** - 4th placed team vs 5th placed team
 - **Semi Final One** - 1st placed team vs winner Quarter Final Two
 - **Semi Final Two** - 2nd placed team vs winner Quarter Final One
 - **Final** - Winner Semi Final One vs Winner Semi Final Two

Rules

- The first named team in the fixture is playing at home.
- The weather table appropriate for the home team (see below) will be used for the fixture. These tables can be found in the Death Zone supplement.
- 3 points will be awarded for a win.
- 1 point will be awarded to each team for a draw.
- No points will be awarded for a loss.
- Regardless of the result, 1 point will be awarded for scoring 3 or more touchdowns.
- Regardless of the result, 1 point will be awarded for inflicting 3 or more casualties.
- Regardless of the result, 1 point will be awarded for conceding no touchdowns.
- League position will be decided by; Points, TD difference, TDs scored, TDs conceded, Total Bonus Points.
- MVP - Pick three players and select one based on the roll of a D3.

Weather tables

- *Stepsons of Roland* - Subterranean Weather
- *Moonlight Death Runners* - Graveyard Weather
- *Red Zharr-Hellgrade* - Desolate Wasteland Weather
- *Da Skull Smasha Savages* - Mountainous Weather
- *The Bad Moon Bouncers* - Mountainous Weather
- *The Royal Sceptres* - Spring Weather
- *Cueyatl Crusaders* - Primordial Rainforest Weather
- *Talabheim Terrors* - Graveyard Weather
- *Under Duress* - Subterranean Weather