



- The 'Regular Season' will consist of 9 rounds.
- Each round of the will be played within a two week window and will consist of 4 fixtures.
- One team each round will be on a 'bye' and will not have a fixture.
- 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
 - **Third Place Playoff** - Loser Semi Final One vs Loser Semi Final Two
 - **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

- Gorgoth Grinders - *Desolate Wasteland weather table*
- Stirland Stalkers - *Graveyard weather table*
- Foul Peak Frighteners - *Subterranean weather table*
- Da Kunnin Bukkaneerz - *Coastal weather table*
- Black Arc Buccaneers - *Coastal weather table*
- Ellyrian Eagles - *Spring weather table*
- Treehill Ravens - *Autumn weather table*
- Khorneflake Athletic - *Desolate Wasteland weather table*
- Bash Street Blorcs - *Mountainous weather table*

