

## SCH.U.F.F.L.

The SCHUFFL (Schmee's Unofficial Fantasy Football League) is a Blood Bowl league of nine home-made teams. The league is played over nine rounds using the LRB6 rules. Any coach can take part, controlling any of the teams for one or more matches. At the end of the season, the top four teams go into a knockout tournament to decide a place in the final. League rules are given below.

The real purpose of the SCHUFFL is to play-test the house-rule teams (also known as fruity teams) over the course of a season. All of the teams have been tested in one-off tournament-style games but none has been played in a league.

### Format

Unlike a normal league, different coaches may take over a team to play each match. The idea is that the league will start with round 1. Two or more coaches will meet and pick any of the un-played fixtures in the current round, temporarily taking over the role of head coach for one of the teams. When all the fixtures in a round are completed, the league will move on to the next round.

### League rules

A team scores 3 points for a win and 1 for a draw. Teams on equal points are separated by TD difference then TDs scored. At the end of the season, 1st plays 4th and 2nd plays 3rd for a place in the final. As in most leagues, star players and mercenaries are not allowed in the knock-out stages.

### Models and rosters

If you do not have suitable models or proxies, Schmee has painted and converted figures for each of the teams. These models can be loaned from Pippy in South Shields [[brendanspencelayh@yahoo.co.uk](mailto:brendanspencelayh@yahoo.co.uk)]. Geoff has put the team rosters and rules for the extra skills on his website.

### Matches

Before each game, check the thread on the GBBL forum. This will give you the current roster of your chosen team. Pippy has selected nine starting rosters to begin with.

### Record keeping

After each game you must inform Schmee [[bmbmjs@yahoo.com](mailto:bmbmjs@yahoo.com)] or Pippy (email above) of the result, including details of any injuries, SPPs, skills, winnings and all of the other things you normally record at the end of a match. They will then update the league records and put the new team roster on the GBBL forum ready for the next round. One of them will also update the league table showing each team's position and mark off that fixture as having been played.

Any feedback or comments that coaches have about the teams ("Southlands are broke!") will be gratefully received by Schmee or Pippy, after all this one of the purposes of the league.

### Fixtures

Coaches who get together to play in the SCHUFFL should look at the remaining fixtures in the current round and decide which one they'd like to play. They each assume control of one of the teams and play the game, sending any results and feedback to Schmee or Pippy.

Example: Marley has taken the megabus to Ponteland where Jeeves is spending the weekend. It's the first round, so they look at the fixtures available. They decide to play Forest Folk vs. Robots, with Jeeves taking the fairies and Marley the other team. Looking on the GBBL forum they put together their team rosters. After a hard-fought contest Marley pulls off a one-turner to equalise the score. They pass on the results and feedback to Schmee that evening, who updates the rosters for the next round. Next weekend, Jeeves is visiting Pippy in Hartlepool to watch the Tall Ships race. On Sunday morning they decide to play a SCHUFFL game. Looking at the fixture list they choose the game between the Dwarf Guild and Nipponese. Pippy takes the Nippon team and Jeeves the Dwarfs, even though he played the Robots the previous weekend. After the game (Pippy thrashed 2-0 after a run of bad dice) they send the results back to Schmee as usual.

#### Round 1

Brettonnians vs. Thieves' Guild  
Dwarf Guild vs. Nipponese  
Wizards vs. Southlands  
Forest Folk vs. Robots

#### Round 2

Dwarf Guild vs. Daemons  
Forest Folk vs. Thieves' Guild  
Southlands vs. Nipponese  
Robots vs. Wizards

#### Round 3

Brettonnians vs. Daemons  
Wizards vs. Thieves' Guild  
Robots vs. Nipponese  
Dwarf Guild vs. Southlands

#### Round 4

Southlands vs. Daemons  
Nipponese vs. Thieves' Guild  
Dwarf Guild vs. Robots  
Brettonnians vs. Forest Folk

#### Round 5

Forest Folk vs. Daemons  
Dwarf Guild vs. Thieves' Guild  
Brettonnians vs. Wizards  
Southlands vs. Robots

#### Round 6

Robots vs. Daemons  
Southlands vs. Thieves' Guild  
Brettonnians vs. Nipponese  
Forest Folk vs. Wizards

#### Round 7

Wizards vs. Daemons  
Robots vs. Thieves' Guild  
Forest Folk vs. Nipponese  
Dwarf Guild vs. Brettonnians

#### Round 8

Thieves' Guild vs. Daemons  
Wizards vs. Nipponese  
Dwarf Guild vs. Forest Folk  
Brettonnians vs. Southlands

#### Round 9

Brettonnians vs. Robots  
Dwarf Guild vs. Wizards  
Nipponese vs. Daemons  
Forest Folk vs. Southlands