

## USING NAF OBBLM

Da Boyz Blood Bowl League document version 4/1/17

The NAF Online Blood Bowl League Manager system isn't always intuitive. However once you get the hang of the system it becomes pretty functional.

All league players must register on the NAF website and create a team in our league (Da Boyz Blood Bowl League.) You will create a team (under the User Menu tab) and track skill progression and game results on the website.

## EDITING YOUR TEAM

After you have created your team you can change players names and Numbers through your team page.

Under User Menu click Coaches Teams and select the team in question.

Your screen will look like this:

The screenshot shows a web browser window displaying the NAF OBBLM website. The page title is "Da Boyz Blood Bowl League". Below the header is a navigation menu with links: Home, User Menu, Admin, League Menu, League History, Statistics, Game Rules, and Find coach or team. The main content area is titled "All Hallows Hell" and shows a "Toggle roster view" link. Below this is a table titled "All Hallows Hell roster" with the following columns: #, Name, Position, Ma, St, Ag, Av, Skills, Injuries, Cp, Td, Int, Cas, MVP, SPP, and Value. The table contains 9 rows of player data.

#	Name	Position	Ma	St	Ag	Av	Skills	Injuries	Cp	Td	Int	Cas	MVP	SPP	Value
1	Unnamed	Zombie	4	3	2	8	Regeneration		1	0	0	2	0	5	40k
2	Unnamed	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40k
3	Unnamed	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40k
4	Unnamed	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40k
5	Unnamed	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40k
6	Unnamed	Zombie	4	3	2	8	Regeneration		0	0	0	0	0	0	40k
7	Unnamed	Ghoul	7	3	3	7	Dodge Block		0	2	0	0	2	16	70k
8	Unnamed	Ghoul	7	3	3	7	Dodge		0	0	0	0	0	0	70k
9	Unnamed	Wight	6	3	3	8	Block, Regeneration		0	0	0	1	0	2	90k

At the bottom of this screen will be a place that allows you to edit your players names and numbers under Team Management. For example to Renummer a player you would click the following selection

The screenshot shows a web browser window with the URL `thenaf.obblm.com/index.php?section=objhandler&type=1&obj=2&obj_id=1592`. The page displays a table of players and three main management panels.

Player ID	Name	Points	Star	Points	Star	Points	Star	Points	Star	Points	Star	Points	Star
10	Unnamed	Wight	6	3	3	8							90k
11	Unnamed	Flesh Golem	4	4	2	9							110k
12	Unnamed	Necromantic Werewolf	8	3	3	8							120k

The 'Team management - All Hallows Hell' panel shows a dropdown menu with 'Renumber player' selected. The 'Admin tools' panel shows 'Un-hire journeymen' selected.

If you wanted to renumber player 7 to 18 it would look like this:

This screenshot shows the same interface as above, but with the 'Renumber player' dropdown menu open. The 'Player' dropdown is set to '7 Unnamed' and the 'Number' input field is set to '18'. The 'Admin tools' panel remains the same.

It's important to at least get the numbers right as those numbers will be how star player points will be tracked in the future. Names however help avoid confusion as well and are just more fun!

You can print a very nice roster of your team to take to games by clicking the ROSTER button on the bottom right of your list of players and select PDF:

Sorted against: -mg, -name

Management & Stats | News | About | Recent & Coming Games | Star Hire History | Mercenary Hire History | Inducements try-out | Vis. stats | Cemetery | **Roster**

### Recent & Coming Games

PDF

Recent matches

Date played	League	Tournament	Round	Home	Away	Gate	Score	Result	Match
Set Apr 1 2017 13:26	Da Boyz Blood Bowl League	Bloodweiser Invitational	Round 1	Mordheim Marauders (gjnornh)	All Hallows Hell (Kerik12)	22k	0-0		View
Sun Mar 26 2017 23:22	Da Boyz Blood Bowl League	Bloodweiser Invitational	Round 1	Southshore Squirts (silksquid)	Mordheim Marauders (gjnornh)	18k	1-1		View

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Sorted against: -date played

Upcoming matches

Date created	League	Tournament	Round	Home	Away	Match
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Sorted against: +round, +date created

It will look like this:

PDF Roster for Mordheim Marauders 1 / 1

**Mordheim Marauders** Race: Chaos Head Coach: gjnornh

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
1	Arek Daemondaw	Chaos Warrior	5	4	3	9	Claw					1	1	7	120 000
2	Garmr Hrodvitnir	Chaos Warrior	5	4	3	9						1	1	7	100 000
3	Gargorath Warptouched	Chaos Warrior	5	4	3	9	Block								120 000
4	Kelmain Blackstaff	Chaos Warrior	5	4	3	9									100 000
5	Anthrax'gor	Beastman	6	3	3	8	Horns								60 000
6	Tyrano'gor	Beastman	6	3	3	8	Horns		1		1			5	60 000
7	Rati'gor	Beastman	6	3	3	8	Horns		1					3	60 000
8	Capri'gor	Beastman	6	3	3	8	Horns								60 000
9	Bovi'gor	Beastman	6	3	3	8	Horns								60 000
10	Pescegor	Beastman	6	3	3	8	Horns								60 000
11	Porc'gor	Beastman	6	3	3	8	Horns								60 000
12	Stan'igor	Beastman	6	3	3	8	Horns	MNG							60 000
13	Unnamed	Beastman	6	3	3	8	Horns								60 000

Total number of players next game: 12/13

Totals (excl TV for MNG players): 0 2 0 3 2 22 920 000

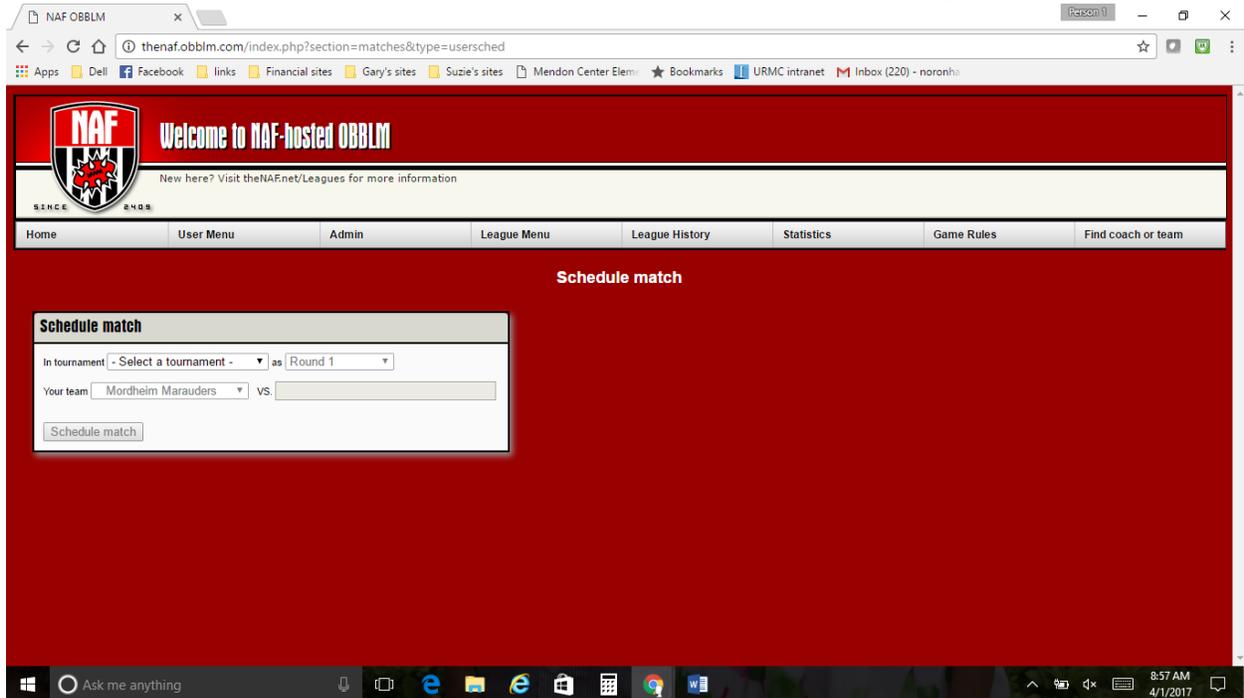
Induced Stars and Mercenaries MA ST AG AV Skills CP TD Int Cas MVP SPP Value

As nice as it is I think it's better to track results of games on a Match Report which is described in the section on ARRANGING AND RECORDING GAMES.

## ARRANGING AND RECORDING GAMES

When you have arranged a game against an opponent you will:

1. To Schedule a Match. Under the User Menu tab click Schedule Match you will get a screen that looks like this:

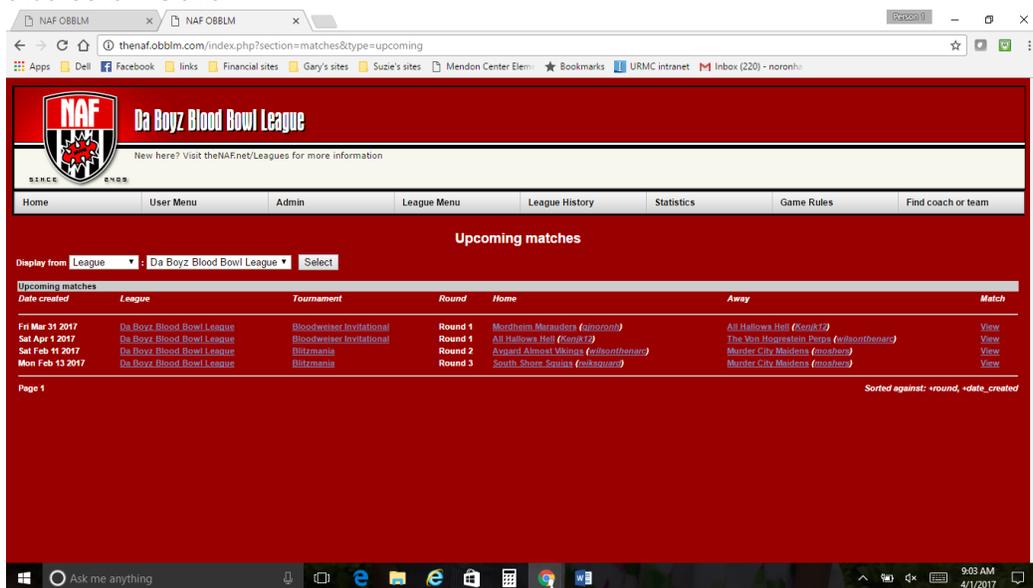


Select our current season in the 'tournament' pull down box. As of April 2017 that is the "Bloodweiser Invitational."

Put your opponents team name in the versus section. It should autofill the entry as you enter their team's name. You can open a second NAF tab in your browser if you need to look up your opponents team name as you are doing this.

Click Schedule Match.

2. You should then print a match report that is very handy for tracking what happens during the game to make it easier to enter on the website later. Under the League Menu tab click Upcoming Matches you will get a screen that looks like this:



On the far right click "View" to see the match (and to enter results after the game) you will have a screen like this:

The screenshot shows the NAF OBBLM website interface. At the top, there's a navigation menu with links like Home, User Menu, Admin, League Menu, League History, Statistics, Game Rules, and Find coach or team. The main content area displays match details for "Mordheim Marauders - All Hallows Hell". It includes information about teams, coaches, races, league, division, tournament, rounds, date played, match report (with a "Download PDF report" link), and admin options. There are also input fields for stadium, gate, and fans. At the bottom, there's a summary bar with various statistics like Teams, Score, Treasury, Fan factor, Sportsmanship points, Total team CAS, FAME, and TVs.

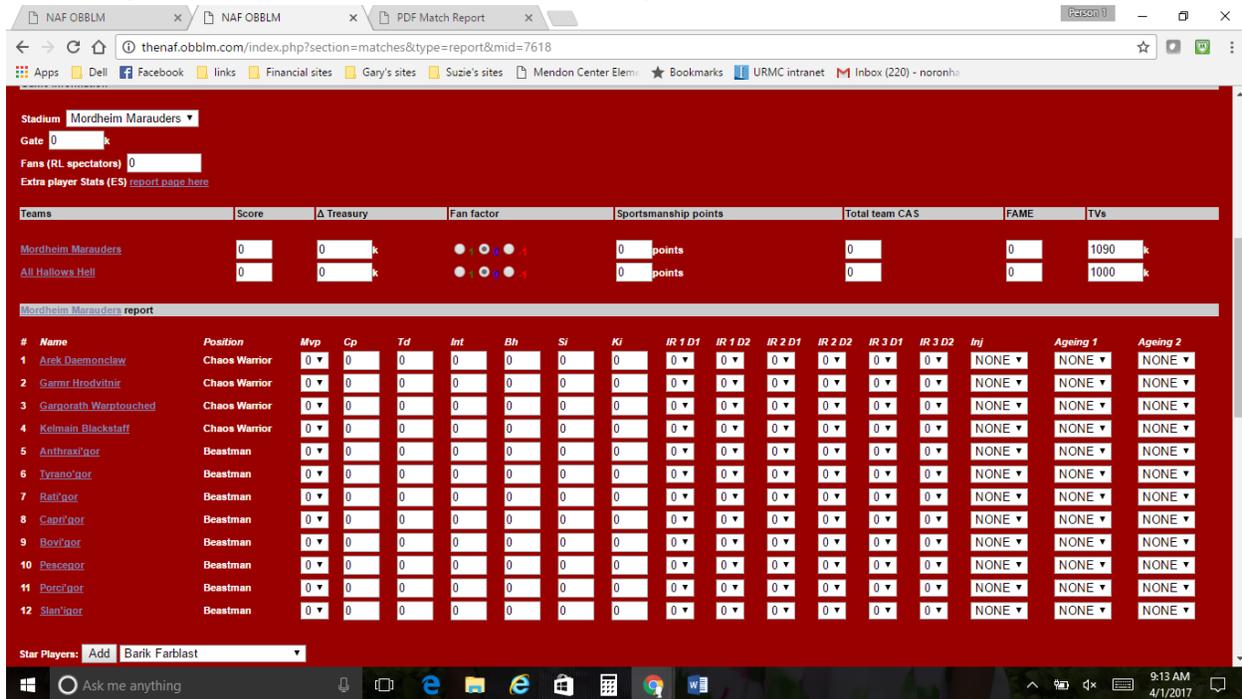
You will see hyperlink that says "Download PDF report" Click this button and you will open a very handy "match report" that allows you to track Star Player Points, gate and other things during the game. See below for an example

The screenshot shows the "OBBLM Match Report" page. It features two main tables, one for "Mordheim Marauders" and one for "All Hallows Hell". Each table has columns for player number, position, MA, ST, AG, AV, Skills, SPP, MVP, Cp, Td, Int, BH, SI, Ki, and Inj. The Mordheim Marauders table shows 12 players, mostly Chaos Warriors and Beastmen. The All Hallows Hell table shows 8 players, mostly Zombies and Ghouls. Above the tables, there are summary statistics for each team, including Win/Loss/Draw records, Fan Factor, Assistant Coaches, Cheerleaders, Played, Win pct., ELO, and CAS inflicted.

You can use this to enter most of the events during the game. This includes score, Star player point generation. CP is completed pass, BH is injuries, SI is serious injury (41 – 58 on cas table) and Ki is Kill. Inj is for Injuries that the player suffers themselves.

**PLEASE NOTE** There are some important game outcomes that don't appear to have slots. You will have to roll and record Gold generated, Fan Factor changes, Injuries to your players, new skills acquired to be able to submit them later (some coaches chose to enter new skills after the match if so the opposing coach should make sure the skill entered matches the roll witnessed.)

3. After the game you will go back to Upcoming Matches, Click View your match and then use the same screen to enter the game results. Below is a screen shot of that portion of the View match screen:



There are several columns we don't use for example Sportsmanship Points, RL (real life) spectators, ageing, and I don't think you need to record individual injury rolls just the final results.

Make sure you click SAVE at the bottom!

While one coach will likely enter the results their opponent should double check that it went in correct.

Each participating coach will need to go to their team screen to record any skills/upgrades they have selected. Opposing coaches should keep an eye on what their opponents recorded to make sure it matches as mistakes do happen.