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:

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 Renumber a player you would click the following selection

NAF OBBLM   NAF OBBLM   Juno Message Center   NAF OBBLM   BloodBowl-Game-Summ

thenaf.obblm.com/index.php?section=objhandler&type=1&obj=2&obj_id=1592

Apps Dell Facebook links Financial sites Gary's sites Suzie's sites Mendon Center Eleme Bookmarks URMC intranet Inbox (220) - noronha

10	Unnamed	Wight	6	3	3	8	Block, Regeneration									90k
11	Unnamed	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull		0	0	0	0	0	0		110k
12	Unnamed	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration		0	0	0	0	0	0		120k

Sorted against: +nr, +name

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

Team info and statistics

Coach	Kenik12
Race	Necromantic
League	Da Boyz Blood Bowl League
Division	First Blood
Ready	Yes
TV	980k
Treasury	30k
Necromancer	Yes
Re-roll	2
Fan factor	5
Assistant Coach	0
Cheerleader	0
Played	2
WIN%	25.0%
ELO	190.00
W/L/D	0/1/1
W/L/D Streaks	0/1/1
Won tours	0
Latest tour	Bloodweiser Invitational
Tours played	Bloodweiser Invitational
Prizes	None
Is famous	No

Team management – All Hallows Hell

Hire player ▼
- Hire player
- Hire journeymen
- Fire player
- Un-hire player
- Rename player
- **Renumber player**
- Rename team
- Buy team goods
- Let go of team goods
- Set ready state
- Retire team
- Delete team

n is free, but only
sition on your team's
men.

Journeyman ?

Name:

OK

Admin tools

Un-hire journeymen ▼

Description:

Regret permanently hiring a journeyman.
This only works on players from a 0-16 allowed
position on your team's roster.

Player:
1 Unnamed ▼

OK

Ask me anything   9:46 AM 4/1/2017

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

Sorted against: +nr, +name

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

Team info and statistics

Coach	Kenik12
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Cheerleader	0
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ELO	190.00
W/L/D	0/1/1
W/L/D Streaks	0/1/1
Won tours	0
Latest tour	Bloodweiser Invitational
Tours played	Bloodweiser Invitational
Prizes	None
Is famous	No

Team management – All Hallows Hell

Renumber player ▼

Description:

Renumber a player.

Player:
7 Unnamed ▼

Number:
18 ▼

OK

Admin tools

Un-hire journeymen ▼

Description:

Regret permanently hiring a journeyman.
This only works on players from a 0-16 allowed
position on your team's roster.

Player:
1 Unnamed ▼

OK

[+/-] Extra stats

Ask me anything   9:48 AM 4/1/2017

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:

It will look like this:

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:
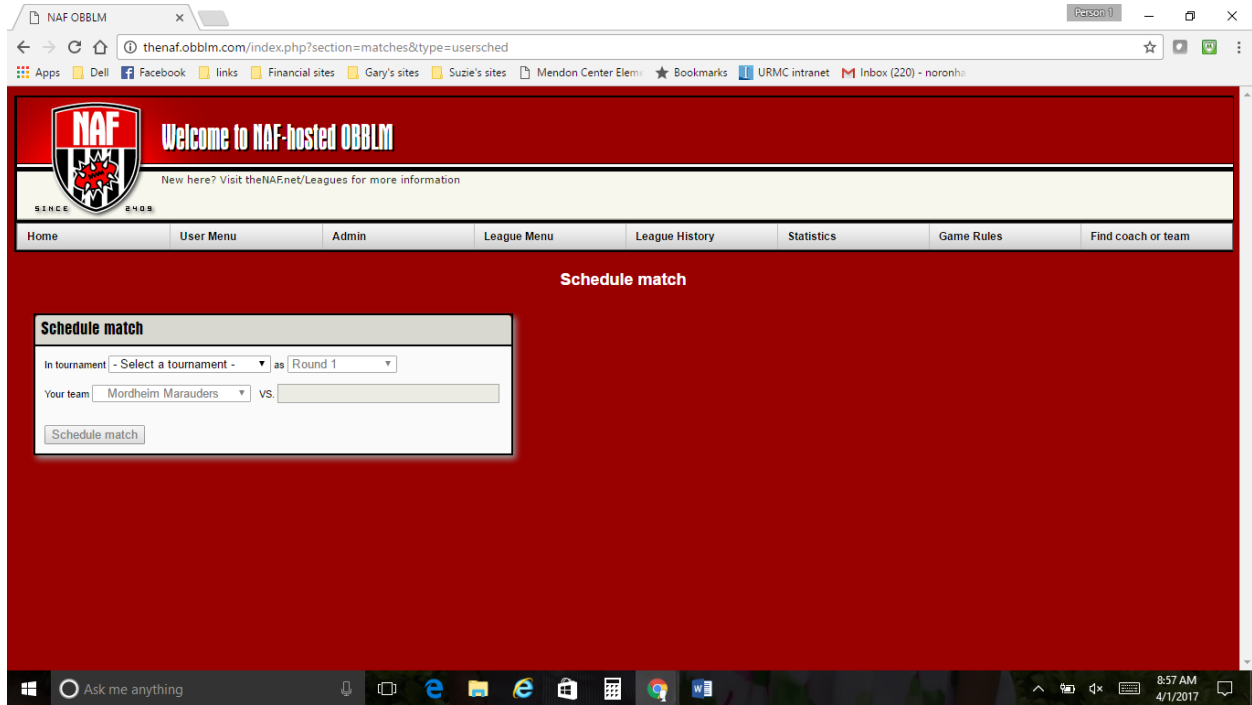

   Select our current season in the 'tournament' pull down box. As of April 2017 that is the "Bloodweiser Invitational."

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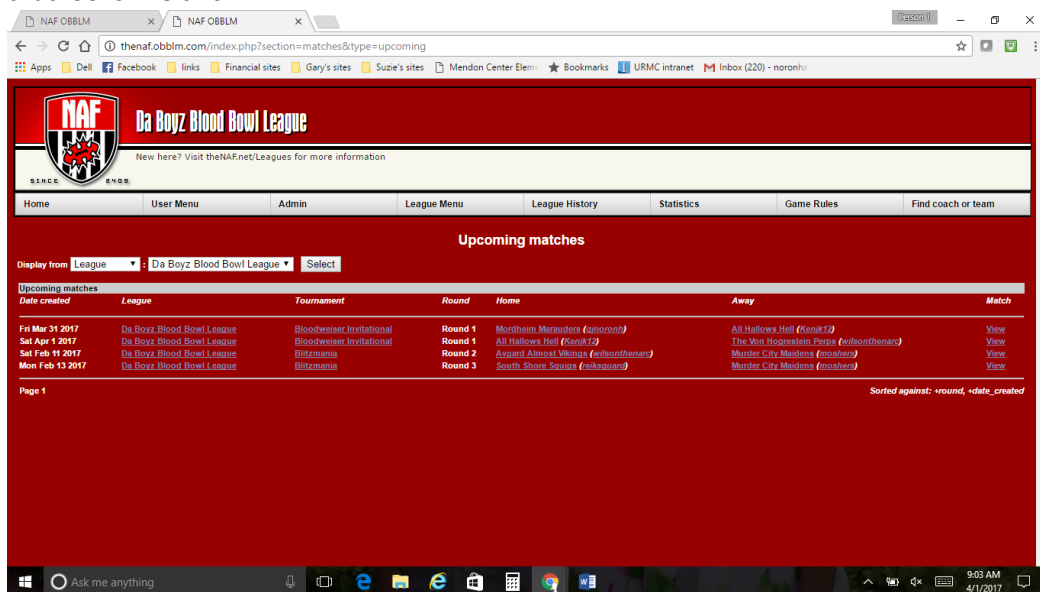
On the far right click "View" to see the match (and to enter results after the game) you will have a screen like this:

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

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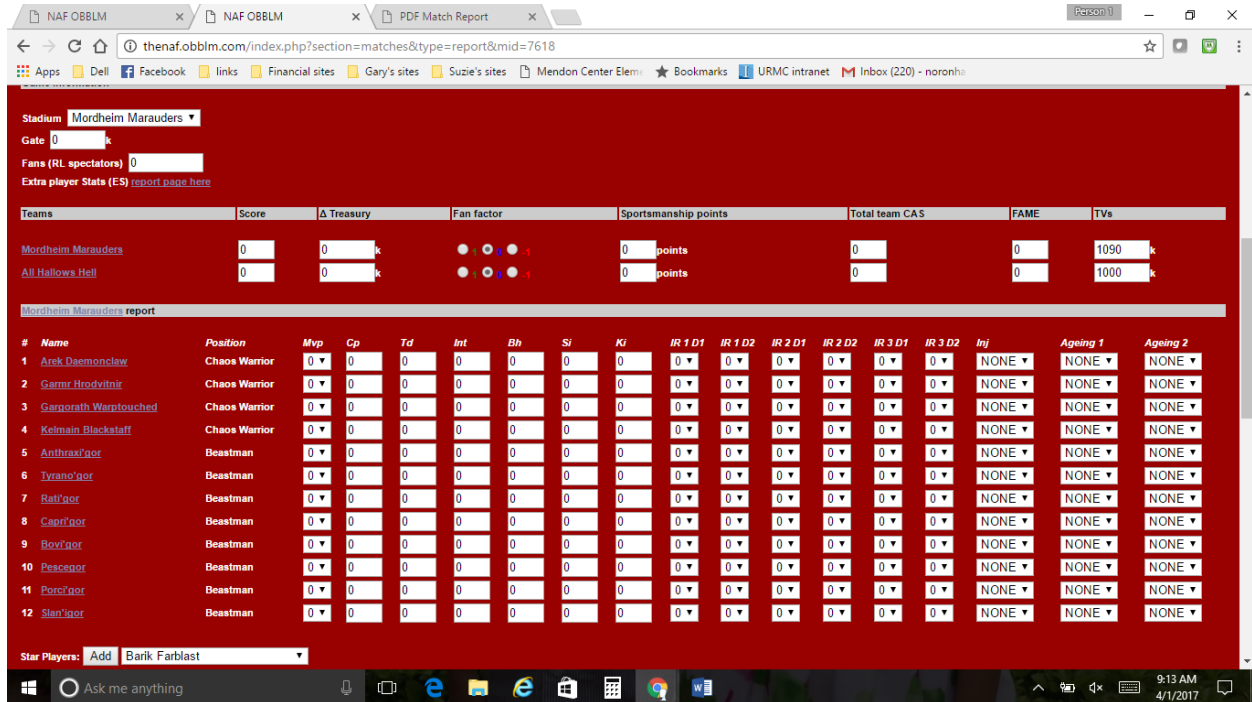
There are several columns we don't use for example Sportsmanship Points, RL (real life) spectators, ageing, and I don't think you need to record individual injury rolls just the final results.

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.