



Glory, Gold and a Whole Lot o' Broken Bones!

RULEBOOK

Ahoy, ye scurvy landlubber and welcome to the Sea of Nyx League – where Football meets the high seas and the only thing sinkin’ faster than the ships be yer dreams of winnin’!

This ain’t no ordinary league. Nay, here ye’ll find orcs with peg legs, elves wearin’ eye patches and dwarfs with more rum than brains, all bashin’ each other senseless for glory, gold and a chance not to be shark bait. The pitches? Floatin’ arenas lashed to creakin’ warships, pitchin’ an’ rollin’ with every crashin’ wave. One wrong step and splash – ye’re feedin’ the fishes!

Yer mission? Score big, survive the carnage and look good doin’ it – even if half yer teeth be floatin’ by the end.

So muster yer crew, cobble together a team, sharpen yer blades (and yer elbows) and set sail fer the wildest gridiron this side o’ the seven seas.

Want glory? Want gold? Want chaos?

Hoist yer colors and send yer sign-up parchment to join@seaofnyx.com – or be walkin’ the plank watchin’ others take the glory!

1. Game Setup and Boarding

1.1. Introduction

Every scallywag joinin’ the Sea of Nyx League (from now on called SoN) be takin’ command of a crew as its Captain, arrr... or Manager, as the lubbers call it. He be handlin’ the booty, buyin’ an’ sellin’ players, responsible fer trainin’ his crew, an’ interactin’ with the other crews in one way or t’other. In this log, we’ll be callin’ him the “Manager”, whilst a “Player” be one o’ the scurvy dogs playin’ on his crew.

1.2. Game Duration

SoN be an “eternal” voyage, aye – no fixed end, no treasure chest o’ final victory to claim. A game only ends when the Captains lose their taste fer adventure or when the Game Master be no longer willin’ or able to keep the logs rollin’. A Captain may, dependin’ on the state of the League’s waters, build a whole new crew from scratch or take command of a crew left behind by a retired seadog.

1.3. Game Mode

SoN be played in Seasons, arrr. A Season be split into Rounds; with each turn-in date, one Round be resolved. Each Round follows a fixed series o' Phases where the different deeds o' the crews be carried out. Every Round, each crew usually plays one League match; in a Season, every crew battles every other crew o' the same League twice – once home, once away. The full map o' matches fer the whole Season be known at the start, savvy? Additionally, there be a Cup Competition, an' fer the Cup Champion, there be a fancy travelin' trophy to hoist high.

1.4. Buildin' a New Crew

When startin' a new voyage, each Captain be buildin' a brand-new crew. He must choose a crew name, a Captain name, an' the names o' the first 14 deckhands (players) aboard. The stats o' these 14 salty dogs be all the same to start with.

2. The Players

2.1. Basics

Each sea dog has three stats, visible only to the Captain hisself:

His Level, his Strength, his Age, and his current Value.

The startin' crew o' a team be at Level 0, with Strength 75, Age 1 and a Value o' 50, arrr.

2.2. A Player's Level

Each scallywag has a Level, normally between 0 and 6. Players above Level 6 can exist, but only in rare cases, arrr. The Level shows the experience and usually the strength o' the player. By gatherin' experience durin' matches, a player can climb the levels like a deckhand up the riggin'.

2.3. A Player's Strength

A player's Strength shows how good a sea dog truly is. It can be boosted with trainin', aye, but beware – age gnaws at it like rats on a rope, wearin' it down over time.

2.4. A Player's Age

Each matey has an Age, usually between 1 and 6. Age don't affect a player's Strength durin' a Season; but at the end o' the Season, it decides how strong the player will be in seasons to come.

2.5. A Player's Value

A player's Value be made up o' his traits, arrr. The higher his Level or his Strength, the higher his Value climbs. But as the years weigh on 'im, that Value drops like a chest o' gold overboard, savvy?

3. Playin' a Match

3.1. The Simulatin'

Each match be run through a simulation software – aye, no fancy A.I. sorcery fer the playin' itself. Afterwards, a clever A.I. scribes a match report, listin' all the important events o' the game, arrr.

3.2. The Results

Aside from describin' the clash o' the crews, the match report includes the final score, any injuries to the crew members, the experience points earned by the players, an' the loot (income) each team hauls in.

3.3. Example

Rum Looters vs. Skavern Scallywags

Aye, it be a sunny day, perfect weather fer a proper massacre on the planks. 8,000 Rum Looters fans brimming with hope, while 10,000 screechin' Skavern fanatics made the stands quake like a storm-tossed deck. With a razor-thin coin toss, GlueBeard claimed the Rum Looters would be takin' the first kick o' glory.

The Skavern's kick soared with a wild wind gust – sendin' the crowd into roarin' cheers. Cabin Boy Richard snatched the ball clean and set sail to be the day's hero... at least 'til he remembered no hero lasts long in this cursed league.

Right from the get-go, both crews showed what this bloody sport be all about: Wayne the Insane flattened Barnacle Gnawpaw, while Cheeserip Clawhand, in proper Skavern fashion, tried hackin' down anythin' smellin' of rum and peg-legs. But the Looters struck back – Sally Storm-Melons sent Blackwhisker to the deck, showin' that lassies swing a mean cutlass too! Then came the first grand uproar: Cheeserip Clawhand clobbered the legendary Manny Maroonbritches so hard the poor sod left not only the pitch, but the realm o' the livin'. Manny, ye be a legend no more – just another ghostly captain sailin' the underworld seas.

Barely had the Skavern's cheer died when Clawhand tripped on his own cursed paws and knocked himself out cold in the dirt. Karma? The fans be shoutin': "Aye, most definitely!"

Second half opened with rain pourin' down – perfect weather fer sewer-born Skavern rats. Scrimshaw Skitter snapped Jolly Roger Rumrooter's arm (crowd gasped like a sinking ship), while Kenny Crow Nest remodeled Blackwhisker's jaw – teeth collectin' included.

The match grew messier, the crowd louder, and the coaches more desperate than a drunk sailor outta coin. Balls were dropped like hot cannonballs, and players tumbled stem to

stern. Licebeard Larry ended Timbershiver Tim's day with a brutal strike – no blood, no points, but fame enough fer Larry.

In the end, it weren't no match fer ball artists, but a feast fer bone breakers and undertakers.

Result

Rum Looters – VS – Skavern Scallywags

0 : 0

Casualties

Manny Maroonbritches (Rum Looters) – Killed (RIP, matey)

Jolly Roger Rumrooter (Rum Looters) – Broken arm (out fer next game)

Bilgerat Blackwhisker (Skavern Scallywags) – Broken jaw (out fer next game)

Timbershiver Tim (Rum Looters) – Battered but breathin' (will recover)

Experience Earned

Cheeserip Clawhand (Skavern Scallywags): 2 points (fer killin' Manny)

Scrimshaw Skitter (Skavern Scallywags): 2 points (fer Rumrooter's arm)

Kenny Crow Nest (Rum Looters): 2 points (fer Blackwhisker's jaw)

Licebeard Larry (Skavern Scallywags): 2 points (fer clobberin' Tim)

Income

Rum Looters: 8 Gold

Skavern Scallywags: 10 Gold

4. Trainin'

Each Round, a Captain has the chance to train his crew – providin' he's got enough gold in his chest, arrr.

Trainin' Type	Cost (Gold)	Strength Gain
Standard	60 Gold	+1
Run Trainin'	120 Gold	+3
Hardiness	120 Gold	+3
Ball Feel	160 Gold	+5
Fightin' Power	200 Gold	+6

For each Level a player has, the cost drops by 10 Gold – but never below half the original cost. Trainin' Fightin' Power always costs at least 100 Gold, savvy?

Each trainin' type can only be done once per Round, no matter how eager yer crew be.

If a Captain pays for no trainin' in a Round, then one random crew member who ain't had any trainin' yet gets a Standard Trainin' fer free, arrr.

5. Talent Scout

Fer 50 Gold, ye can hire yerself a Talent Scout, arrr.

Three Rounds later, a fresh talent be joinin' yer crew. This swabbie starts at Level 0, with Strength 65, Age 0 and no Value to his name. This talent can't be trained at first. After playin' 6 matches, he automatically rises to Level 2, gains Strength 76, Age 1 and a proper Value.

From that day on, the young buck can be trained like the rest o' the crew, savvy?

Only three Talent Scouts may be hired in one Season, no more.

6. Finances an' Player Trades

6.1. Basics

The one true, indivisible currency fer all dealings in SoN be Gold – aye, shiny Gold!

At the start o' a voyage, every crew begins with 300 Gold in their chest.

Fer crews built anew in later seasons, the Game Master sets the startin' stash, arrr.

6.2. Fixed an' Variable Income

At the end o' each Round, every crew earns income dependin' on their success in the last match.

6.3. Loan Shark

A crew may borrow up to 100 Gold from a fearsome Loan Shark. These loans must be repaid every Round with interest – 10% o' the borrowed amount plus 10% interest. So borrowin' 100 Gold means payin' back 10 Gold plus 1 Gold in interest each Round. The repayment be automatically taken out o' yer income, savvy?

6.4. Player Broker

A Captain may sell any player through the Player Broker, receivin' the player's full Value minus a 20% broker's fee.

6.5. Transfer List – Offerin' Players

A Captain may place up to 3 players on the Transfer List. All o' the player's stats be made public, and the Captain sets a minimum price he'll take fer the swabbie. While on the Transfer List, that player can't be fielded in matches, arrr.

6.6. Transfer List – New Players

Each Round, the Game Master offers a batch o' players with set stats on the Transfer List, just waitin' fer bidders.

6.7. Transfer List – Buyin' Players

Each Round, all players listed the previous Round be auctioned off in the listed order among all crews in the League. Each Captain may place one bid per offered player and the highest bidder gets the player at their bid price.

6.8. Private Trade

Two Captains may make a private deal, tradin' players and/or Gold for players and/or Gold. At least one player must change hands in such a deal. Captains be warned to keep the trade values balanced, lest the Game Master cry foul and scuttle the trade entirely, arrr!

6.9. Special Cases in Player Transfers

If several crews bid the same amount for the same player, the player joins the crew with the better league position. The rankin' from the previous Round be used; in Round 1, the rankin' from the last Season counts. If several newly built crews be tied, the lot decides, matey. A crew may never drop below 11 available players through sales or by placin' too many players on the Transfer List. A crew may never exceed 20 players through trades or talent scouting, else ye risk mutiny!

7. Glory

The more successful – or maybe just the more spectacular – a crew be, the more fans flock to watch their battles on the pitch, arrr! This be represented by the Glory Value, which starts at 0 fer a new crew. The higher this value climbs, the more fans fill the stands and the more booty (income) a crew hauls in each match, savvy?

8. Espionage an' Sabotage

Each Round, a Captain may order an Espionage/Sabotage mission against another crew. A random comparison determines if the mission succeeds or fails. Fer every extra 10 Gold spent, ye gain a +1 bonus on the mission roll, arrr.

8.1. Security Contract

Fer 20 Gold each, a Captain may buy a +1 defense bonus for one Round.

This bonus is against all espionage or sabotage attempts made against yer crew in that Round.

8.2. Roster Spyin'

Cost: 20 Gold

If successful, ye get a full player list with all stats o' the spied-on crew.

If ye fail, ye pay a 10 Gold penalty.

8.3. Theft

Cost: 10 Gold

If successful, ye steal 4 to 24 Gold from the enemy's coffers.

If ye fail, ye pay a 10 Gold penalty, and the victim's security rises by +1 fer the rest o' the Round.

8.4. Trainin' Sabotage

Cost: 20 Gold

If successful, the target crew can't train this Round – not even their free trainin', arrr.

If ye fail, ye pay a 10 Gold penalty, and ye lose yer own free trainin' fer the Round.

8.5. Take Out a Player

Cost: 40 Gold (defenders get an automatic +1 bonus)

If successful, the target player can't be fielded fer the next 2 matches.

If ye fail, ye pay a 20 Gold penalty, and yer own Glory Value drops by 1.

8.6. Counterstrike

If a crew be targeted by espionage or sabotage and the attack fails, the victim may launch an immediate mission of their own at a 10 Gold discount.

If they choose not to, they gain a +1 defense bonus fer the next Round instead.

9. Addons

9.1. Medic

Fer 50 Gold, ye can hire a Medic who can heal one injured player after each match.

The Medic costs 1 Gold upkeep per Round, arrr.

9.2. Insurance

Fer 1 Gold per player per Round, up to 5 players can be insured.

If one o' these insured dogs dies, the insurance pays 50 Gold compensation.

9.3. Sponsor Contracts

Dependin' on the crew's success, a sponsor may offer a contract.

These always include a set prize and certain conditions fer claimin' that booty.

9.4. Hire a Bard

Fer 50 Gold, ye can hire a Bard to spread glorious tales o' yer crew's exploits.

After 8 Rounds, this automatically increases yer Glory Value by 1.

A Bard may only be hired once per Season.

9.5. Shady Contacts

Fer 50 Gold, ye can forge ties with some rather unsavory folks, aye.

This gives ye a permanent +1 bonus on all espionage and sabotage missions.

These rules be still takin' shape, arrr, and will surely see a tweak or two down the line.

Got questions, ideas, or suggestions? Send me a message in a bottle... or just an e-mail to stefan@seaofnyx.com.