

TOJSCORY ©

LEAGUE MANAGER BB 2020

USER GUIDE



TojScory©

League Manager BB2020



Username:

Password:

If you are a new user, please [register a new account here](#).

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General Note: if there is an asterisk with any of the menu items, that means that the page does not exist or is only partially implemented.

1. User Menu

This is also the Homepage when clicking on "User Menu". You will see this page after login.

Please note, that on this page you will see information about page maintenance or updated. If you see a notification that certain parts of the website will be updated, please expect some errors happening if you still want to access these parts of the website.

1.1 Login

Once you have registered and are activated by the admin you can use your account by login in:

Username:

Password:

If you are a new user, please [register a new account here](#).

Once you are logged in, you'll see your username above the menu:

TojScory[©]
League Manager BB2020

Logged in as coach: vick_tojurub

[League Menu](#) [Statistics*](#) [Game Lists](#) [League History*](#)

1.2 Register

In order to create an account, you need to register by entering an email address (in case you need to be contacted), choose a Nickname (preferable a NAF-nickname) and you can choose your password.

You need to choose a league so that the Admin of the league can be contacted to activate your account. If your league is not listed, please contact Tojurub.

League:

E-Mail:

Nickname:

Your Password:

Repeat Password:

1.3 Create a New Team

One of the first things you want to do is to create your team.

Create a New Team

Team Creator

To create a new team, you need to pick a team roster, team name and in which League the team is supposed to play:

Team Roster:

Team Name:

League:

number of Players: 0 of 16

Position	MA	ST	AG	PA	AV	Skills & Traits	Prim.	Secd.	Cost	[max] Qty.	Sum
----------	----	----	----	----	----	-----------------	-------	-------	------	------------	-----

You need to choose the roster you want to play. All GW teams as well as Slann and Daemons of Khorne are available in the drop-down menu. After naming your team you also need to assign it to the correct league where the team will play in. This can be changed later by the admin. In case your league has conferences, these will be assigned by the admin after you have created the team.

Once you have picked a roster, you'll see the possible players and sideline staff stats and costs show up below.

Team Name:

League:

number of Players: 11 of 16

number of Big Guys: 1 of 1

Position	MA	ST	AG	PA	AV	Skills & Traits	Prim.	Secd.	Cost	[max] Qty.	Sum
Beastman Runner Lineman	6	3	3	4	9	Horns	GMS	AP	60,000 gp	[16] <input type="text" value="5"/>	360,000 gp
Chosen Blocker	5	4	3	5	10	None	GMS	A	100,000 gp	[4] <input type="text" value="4"/>	400,000 gp
Chaos Troll	4	5	5	5	10	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Loner (4+)	MS	AG	115,000 gp	[1] <input type="text" value="1"/>	115,000 gp
Chaos Ogre	5	5	4	5	10	Mighty Blow (+1), Thick Skull, Bone Head*, Throw Team-mate, Loner (4+)	MS	AG	140,000 gp	[1] <input type="text" value="0"/>	0 gp
Minotaur	5	5	4	-	9	Frenzy*, Horns, Mighty Blow (+1), Thick Skull, Unchanneled Fury*, Loner (4+)	MS	AG	150,000 gp	[1] <input type="text" value="0"/>	0 gp
						Re-Rolls			60,000 gp	[8] <input type="text" value="2"/>	120,000 gp
						ADDITIONAL dedicated Fans (first fan is for free)			10,000 gp	[+5] <input type="text" value="0"/>	0 gp
						Cheerleader			10,000 gp	[12] <input type="text" value="0"/>	0 gp
						Assistant Coaches			10,000 gp	[6] <input type="text" value="0"/>	0 gp
						Apothecary			50,000 gp	[1] <input type="text" value="0"/>	0 gp
						Treasury					5,000 gp
						Team Value (at time of hiring)					995,000 gp

The tool will let you know if you have exceeded a certain limit, if you have spent too much money or if you have not picked at least 11 players. If you have several Big Guys to choose from, it tells you now many you can pick. Once you are happy with your choice, press "Submit Team List" and you get to the next page. Please be aware that after submitting the team you will not be able to change any selections.

Chaos Allstars

Your new Chaos Chosen team is called Chaos Allstars and you compete in Open (Munich RumBBL) and you have 11 players.

You have **NOW** the chance to review your roster.

If you are happy, click to proceed to the next page where you can assign jersey numbers and player names.

In case you want to make any changes, please click on 'Start Over'.

Position	MA	ST	AG	PA	AV	Skills & Traits	COMP	DEFL	ICPT	CAS.	TD	MVP	XTRA	SPP	Player Value
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	60,000 gp
Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	100,000 gp
Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	100,000 gp
Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	100,000 gp
Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	100,000 gp
Chaos Troll	4	5	5+	5+	10+	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Loner (4+)	0	0	0	0	0	0	0	0	115,000 gp

Team Re-Rolls: 2 (each 60,000 gp)
 Dedicated Fans: 1
 Cheerleader: 0
 Assistant Coaches: 0
 Team Value: 995,000 gp
 Current Team Value: 995,000 gp
 Treasury: 5,000 gp

Save New Team List

Start Over

Please review the team list now and if you find any mistakes, click on "Start Over", or if you are happy with it, click on "Save New Team List".

You now can reassign the jersey numbers and names to your players. As of now **only jersey numbers 1-16 are allowed**. Also, as of now the tool does not check if you have assigned numbers more than once. Please be careful when you change the numbers and check everything before saving the team list. If numbers are assigned double, one of the players will not show up in the team list but is still present in the database. Do NOT create a second identical team list but contact the Admin to assist you with correcting the mistake.

Congratulations. Dataset created.

You have now the chance to rename your players and also assign the correct jersey number for each player (values 1-16).

DO NOT PRESS ENTER OR RELOAD THE PAGE

Just click in the next cell when you are done with one name or number.

[<<<- Back to List of teams](#)

Chaos Allstars

#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	COMP	DEFL	ICPT	CAS	TD	MVP	XTRA	SPP	Injuries	Player Value	Temp Ret.	GP
1	Anton	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
2	Bert	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
3	Curt	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
4	Det	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
5	Emil	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
6	Fritz	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	0
7	<input type="text" value="Don Carlos"/>	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	0
8	<input type="text" value="unnamed player"/>	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	0
9	<input type="text" value="unnamed player"/>	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	0
10	<input type="text" value="unnamed player"/>	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	0
11	<input type="text" value="unnamed player"/>	Chaos Troll	4	5	5+	5+	10+	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Loner (4+)	0	0	0	0	0	0	0	0	0	115,000 gp	No	0

Treasury: 5,000 gp
 Dedicated Fans: 1
 Re-Rolls: 2
 Cheerleaders: 0
 Assistant Coaches: 0

Team Value: 995,000 gp
 Current Team Value: 995,000 gp

Save Changes

NOTE: If you have multiple changes it may take some time to process. Please be patient. DO NOT PRESS THE CHANGE BUTTON AGAIN!

Once you have saved the team you will see your full team list, incl. Treasury, Re-Roll and Sideline Staff information as well as the (Current) Team Value. Your team is now in the system and ready for play. Nothing more to do here unless you want to create another team.

1.4 Schedule Match

At one point you probably want to play a league game of Blood Bowl. Before you can do this, you need to schedule a match. Before scheduling a match please make sure you have checked under “Upcoming Matches” that your opponent has not already scheduled your match.

Schedule Match

Choose your league/conference and select the teams:

League:

Your team	VS.	Opponent team
Your team: <input type="text" value="-select-"/>	VS.	Your team: <input type="text" value="-select-"/>

Round:

First you need to pick the league you want to play the game in. Once you have picked the league, the drop-down menus for your teams and your opponent teams will be filled with all possible teams. All teams are shown with the roster abbreviation, e.g. Norse is NO, Chaos Chosen is CC, etc. After picking a team, some quick info about the team will be given to make your decision a bit easier.

Choose your league/conference and select the teams:

League:

Your team	VS.	Opponent team
Your team: <input type="text" value="Chaos Allstars (CC)"/>	VS.	Your team: <input type="text" value="Norsca Bloodfest (NO)"/>
vick_tojurub Chaos Chosen 1 995,000 0	Coach Race Ded. Fans CTV League Pts	RumBBL_Dummy Norse 1 980,000 0

Round:

Before you Create the match, you need to pick the round you want to play in, for Open league free play, just pick “Friendly”, for scheduled leagues, pick the proper game day.

The next brings you to the Pre-Game Sequence page. If you just want to save the game, pick any Fans for both teams and scroll down and click on “Play Game at a later time (Save Matchup)”. Don’t worry about the fans, they will be reset once you re-load the match. Like you’, they just come back to the stadium once the game is taking place. In case you have selected anything else and only press on Save Matchup, all selections will be reset when you re-load the match.

Pre-Game Match Report Sheet

Chaos Allstars vs. Norsca Bloodfest

Open (Round OP)

1. The Fans		
	Chaos Allstars	Norsca Bloodfest
Dedicated Fans	1	1
Additional Fans (D3)	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/>	<input type="text" value="1"/> <input type="text" value="2"/> <input type="text" value="3"/>
2,000 excited fans		

2. The Weather					
Starting Weather:	2	3	4-10	11	12
	Swealting Heat 	Very Sunny 	Perfect Conditions 	Pouring Rain 	Blizzard

3. Take on Journeymen		
	Chaos Allstars	Norsca Bloodfest
Available Players	11	11
Journeymen hired	<input type="text" value="0"/>	<input type="text" value="0"/>

4. Inducements						
	Chaos Allstars			Norsca Bloodfest		
Current Team Value	995,000			980,000		
Treasury	5,000 gp			20,000 gp		
Petty Cash	0 gp			15,000 gp		
Total money spent on Inducements	0 gp			0 gp		
Temp Agency Cheerleader	<input type="text" value="0"/>	20,000 gp	0 gp	<input type="text" value="0"/>	20,000 gp	0 gp
Part-time Assistant Coach	<input type="text" value="0"/>	20,000 gp	0 gp	<input type="text" value="0"/>	20,000 gp	0 gp
Weather Mage	<input type="text" value="0"/>	30,000 gp	0 gp	<input type="text" value="0"/>	30,000 gp	0 gp
Bloodweiser Keg	<input type="text" value="0"/>	50,000 gp	0 gp	<input type="text" value="0"/>	50,000 gp	0 gp
Special Play	<input type="text" value="0"/>	100,000 gp	0 gp	<input type="text" value="0"/>	100,000 gp	0 gp
Bribe	<input type="text" value="0"/>	100,000 gp	0 gp	<input type="text" value="0"/>	100,000 gp	0 gp
Wandering Apothecary	<input type="text" value="0"/>	100,000 gp	0 gp	<input type="text" value="0"/>	100,000 gp	0 gp
Mortuary Assistant	<input type="text" value="0"/>	0 gp	0 gp	<input type="text" value="0"/>	0 gp	0 gp
Plague Doctor	<input type="text" value="0"/>	0 gp	0 gp	<input type="text" value="0"/>	0 gp	0 gp
Riotous Rookies	<input type="text" value="0"/>	0 gp	0 gp	<input type="text" value="0"/>	0 gp	0 gp
Halfling Master Chef	<input type="text" value="0"/>	300,000 gp	0 gp	<input type="text" value="0"/>	300,000 gp	0 gp
Mercenary Player						
Star Player	<input type="text" value="-select-"/>		0 gp	<input type="text" value="-select-"/>		0 gp
(In)famous Coaching Staff	<input type="text" value="-select-"/>		0 gp	<input type="text" value="-select-"/>		0 gp
Wizard	<input type="text" value="-no (in)famous staff-"/>		0 gp	<input type="text" value="-no (in)famous staff-"/>		0 gp
Wizard	<input type="text" value="-no wizard-"/>		0 gp	<input type="text" value="-no wizard-"/>		0 gp
Biased Referee	<input type="text" value="-no biased ref-"/>		0 gp	<input type="text" value="-no biased ref-"/>		0 gp








During **Pre-Game**, you follow the steps as mentioned in the rulebook.

1. The Fans

This is a mandatory click for both coaches, but only one coach can actually do this. If you have rolled real die, you just click on the number of the D3-Roll (e.g. 1-2=1, 3-4=2, 5-6=3). In case you forgot you can click on the dice-symbol and the computer will generate a random result for you, which cannot be changed.

2. The Weather

You can click here if you know the starting weather. This is a nice-to know feature with no real consequences in the system. It will also show up in the Score Sheet page.

1. The Fans					
	Chaos Allstars		Norsca Bloodfest		
Dedicated Fans	1		1		
Additional Fans (D3)	 1 2 3		 1 2 3		
6,000 excited fans					
2. The Weather					
Starting Weather:	2 Swealting Heat 	3 Very Sunny 	4-10 Perfect Conditions 	11 Pouring Rain 	12 Blizzard 

3. Take on Journeymen

If you have less than 11 players, you may choose to take Journeymen for your game. You can also pick Star Players if you have sufficient funds, but you need to have at least 11 players available at the start of the game. The system will let you know if you don't.

4. Inducements

First you will see what the Current Team Values both teams have and how much money is available to spend for Inducements, nicely split between Treasury and Petty Cash. The system will first use up all your Petty Cash before it will subtract the needed amount from the treasury. The system will check which Inducements are available for your teams. Also, only one coach can enter the things for both coaches. So it might be wise you write down everything on a piece of paper, play the game and then do the Pre-Game Tool afterwards.

You can pick up to 2 Star Players, the tool will automatically remove a Star from the list in the second drop-down to avoid double booking for one team (but both teams can pick the same star). If you have double-slot-Stars like the Swift-Twins the second slot will automatically filled. Please check with your commissioner which Inducements are allowed in your league. The tool only shows the ones, which are mentioned in the Official Rule book and Spike Journal 11+ (no Death Zone things visible here, even though they are already in the database).

Note: Mercenaries are not implemented yet.

Game Time!

The Game Record Sheet is designed as a Drag & Drop page, i.e., that currently this page does not work on any mobile devices (to be implemented at a later time).

Congratulations. Gameinfo stored for later use.

Game Record Sheet

Open (Round OP)



In the top part you can drag the kick-off result or the weather result to the respective grey box. This is a nice-to-know feature, but not relevant for recording the game. If you use it, it will show up in the game review page later (yet to be implemented).

The bottom part will record the event, which happen during the event

Game Record Sheet

Open (Round OP)

FANS
6.000 Fans

KICK-OFF EVENT

2 3 4 5 6 7 8 9 10 11 12

Kick-Off Events

WEATHER

2 3 4-10 11 12

Weather

Chaos Allstars (CC)				Events			Norsca Bloodfest (NO)					
Name	Skills	uuSPP	Position	#	SPP Events	Score Card	Injuries	#	Position	uuSPP	Skills	Name
Anton	Horns	0 / 3	Beastman Runner Lineman	1	Completions (1 SPP)		KO	1	Norse Lineman	0 / 3	Block	Gunnar
Bert	Horns	0 / 3	Beastman Runner Lineman	2				2	Norse Lineman	0 / 3	Block	Thorson
Curt	Horns	0 / 3	Beastman Runner Lineman	3	Deflections (1 SPP)		Keg	3	Norse Lineman	0 / 3	Block	Jonson
Det	Horns	0 / 3	Beastman Runner Lineman	4				4	Norse Lineman	0 / 3	Block	Sven
Emil	Horns	0 / 3	Beastman Runner Lineman	5	Interceptions (2 SPP)			5	Norse Lineman	0 / 3	Block	Lars
Fritz	Horns	0 / 3	Beastman Runner Lineman	6				6	Norse Thrower	0 / 3	Block, Pass	Peter
					Touchdowns (3 SPP)			7	Norse Catcher	0 / 3	None	Catch
								8	Norse Catcher	0 / 3	Block, Dauntless	Tackle
								9	Norse Berserker	0 / 3	Jump Up, Block, Frenzy*	Mr. Ice
					Casualties (2 SPP)			10	Ulfwerener	0 / 3	Frenzy*	Oolf
								11	Ulfwerener	0 / 3	Frenzy*	Ulf
Mr. Big	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Loner (4+)	0 / 3	Chaos Troll	12								
Don Carlos	None	0 / 3	Chosen Blocker	13	MVP Awards (4 SPP)							
Don Giovanni	None	0 / 3	Chosen Blocker	14								
Don Camillo	None	0 / 3	Chosen Blocker	15	Extra Points through Prayers							
Don Paolo	None	0 / 3	Chosen Blocker	16								

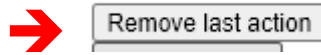
Remove last action
Submit Results

In order to record the event, just drag the number of a player the white and grey boxes next to the lime green box in the center. On the left side you see the SPP-relevant boxes, on the right side the Injury relevant boxes. Please be aware that all injuries must be recorded NOW by dragging the number of the injured player to the respective injury box.

All events will be shown in the center column and this will be the list of things where your SPP will be awarded for and injuries marked in the database. If you made a mistake, just click on "Remove last action" until you corrected the error. The order of events is irrelevant for the system but is another nice-to-know-feature. KO's and Keg usage are also a nice-to-know feature but are not relevant for the system.

	6		MNG & -1 MA	10	Ufrw
Casualties (2 SPP)		6	MNG & -1 AV	11	Ufrw
12	6		MNG & -1 PA		
MVP Awards (4 SPP)			MNG & -1 AG		
14			MNG & -1 ST		

In case only one symbol is visible in the center column, then something strange has happened during dropping the player number. Probably the drop happened too fast, or you caught the edge or the text in the box.



In such a case, click on the Remove last action button and try again.

In the unlikely case one of the coaches want to concede the game, there are two Coach buttons at the top. Just drag the Coach “C” to the Concede box. A pop-up window will tell you all about the consequences of conceding.

Please note, that almost all the effects of conceding must be done manually, i.e. any touchdowns of the team of the conceding coach must be removed (click on “Remove last action” if necessary) and the non-conceding coach can pick any player of his team to award a touchdown equal to the number of touchdowns the opposing team originally had, plus one additional touchdown. Also, the conceding coach is not allowed to award any MVP to a player, but the non-conceding coach may award 2 MVP awards (still randomly according to the rules for awarding a MVP). The winnings will be automatically given to the non-conceding coach, the loss of Designated fans will be adjusted in step 2 of the Post-Game sequence. The potential loss of players will be handled in step 4 of the Post-Game sequence.

Once you are done with everything, you click on “Submit Results”. This stores the game data and starts the Post Game sequence. If you want to do the Post Game later you can do so, but once you have started the Post Game sequence it must be finished until the end with Step 6 Prepare for Next Fixture.

The Post Game Sequence must be made by both coaches separately. Until now one coach has done the Pre-Game and the Game recording for both coaches, but the Post Game must be done with each coach logged in as themselves and do it entirely.

At the top of the page you can review the game by looking at the Game Report in a separate window. This is an important feature for the second coach who has not entered the results in the system to see if something was missing or wrongly entered. In such a case, contact the Admin immediately

Open Game Report in separate window.

The **Post-Game** Sequence is split into two pages. Steps 1-3 and steps 4-6.

1. Record Outcome and Winnings

Congratulations. Game sequence stored for now.
 Congratulations. Team has been updated.
 Congratulations. Team has been updated.


Team of coach: Chaos Allstars

Final Score		
	Chaos Allstars	Norsca Bloodfest
Touchdowns	2	1
Casualties	2	1
Total Attending Fans		6000

1. Record Outcome and Winnings	
Winnings	50,000gp
Treasury after game	55,000gp

The Final Score is show, the attending fans and the winnings for YOUR team are calculated automatically based on outcome of the game, so therefore step 1 is easy.

2. Update Dedicated Fans

2. Update Dedicated Fans	
Dedicated Fans before the game	1000
Roll for Dedicated Fans (D6)	
Dedicated Fans after the game	2000
Your team has gained fans.	

If you have rolled the die, you just click on the number you have rolled, if you forgot, you click on the dice-symbol and the computer will do it for you. The system also tells you immediately if your fans have changed or not.

3. Player Advancement

3. Player Advancement

#	Name	Position	MA	ST	AG	PA	AV	Skills & Traits
5	Emil	Beastman Runner Lineman	6	3	3+	4+	9+	Horns, Frenzy*
	1	GL5 - Frenzy*						3 SPP
	unused SPP	-choose primary skill -						6 SPP
	added player value:	-randomly select secondary skill -						6 SPP
	+10,000 gp	-choose secondary skill -						12 SPP
	<input type="checkbox"/> No skill	-randomly select characteristic increas						18 SPP
6	Fritz	Beastman Runner Lineman	6	3	3+	4+	9+	Horns
	3	-randomly select primary skill -						3 SPP
	unused SPP	-choose primary skill -						6 SPP
	added player value:	-randomly select secondary skill -						6 SPP
	0	-choose secondary skill -						12 SPP
	<input type="checkbox"/> No skill	-randomly select characteristic increas						18 SPP
13	Don Carlos	Chosen Blocker	5	4	3+	5+	10+	None
	3	-randomly select primary skill -						3 SPP
	unused SPP	-choose primary skill -						6 SPP
	added player value:	-randomly select secondary skill -						6 SPP
	0	-choose secondary skill -						12 SPP
	<input type="checkbox"/> No skill	-randomly select characteristic increas						18 SPP

The system shows you the players, which are eligible for an upgrade based on the SPP they have. The minimum threshold is a random primary skill. On the right side it will tell you the cost of each category. The more SPP they have the more options will be activated. The second and fourth category row are skills you can choose directly. For Random Selection (rows 1, 3 and 5) you can either choose the skill/stat directly if you have rolled the die already. If you have forgotten to roll the die, pick a category, e.g. marked as ---G--- in the drop-down list for General category, and then click on the dice-symbol right of the row you want to randomly want to pick a skill from. Once you have rolled the dice or you have picked a skill all rows will be deactivated. So, no re-rolls possible. On the left side you will see how many unused SPP the player has (before and after) and how much his/her value has increased. The "No skill" checkbox is not working other than telling you that this player does not want to get a skill. No system function implemented.

Once you are done with all skills, you click on the big button on the bottom of the page:

Proceed to step 4
of the Post Game
sequence

4. Hiring, Firing and Temporarily Retiring

Congratulations. Game sequence stored for now.
 Congratulations. Team has been updated.

4. Hiring, Firing and Temporarily Retiring																				
#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	COMP	DEFL	ICPT	CAS	TD	MVP	XTRA	SPP	Injuries	Player Value	Temp Ret.	Fire Player
1	Anton	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
2	Bert	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
3	Curt	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	1	0	0	0	2	0	60,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
4	Det	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
5	Emil	Beastman Runner Lineman	6	3	3+	4+	9+	Frenzy*, Horns	0	0	0	0	0	1	0	1	0	70,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
6	Fritz	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	1	0	0	3	0	60,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
7		empty slot																		
8		empty slot																		
9		empty slot																		
10		empty slot																		
11		empty slot																		
12	Mr. Big	Chaos Troll	4	5	5+	5+	10+	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Team-mate, Loner (4+)	0	0	0	1	0	0	0	2	0	115,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
13	Don Carlos	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	1	0	0	3	0	100,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
14	Don Giovanni	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
15	Don Camillo	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
16	Don Paolo	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	<input type="checkbox"/>	<input type="checkbox"/>

Update Roster
Temp. Retire and/or Fire Player(s)

Currently there are 11 players on your roster. You have 5 open slots available.

This page is bit more complex. The first thing you see is your team list. All skills and injuries are listed. If your player is missing a game or has injuries, they will show up there and the Player Value may be in parenthesis and grey, which means that his/her Current Player Value is 0 gp.

On the right side you see two check boxes for each player. The first one you check if you want to temporarily retire your player, the second box if you want fire your player. If you are 100% sure you want to retire/fire and player (or want to remove a dead player) click on the red button below. Please be aware that there is no changing your mind after you have clicked the button!

Hire new players										
#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	Player Cost	
00	unnamed player	no player							Hire Player	
Treasury:		55,000 gp								
Dedicated Fans:		2								
Current Re-Rolls:	2	Buy additional Re-Rolls (120,000 gp):	+	-	0					You will spend this much on your new staff/ re-rolls:
Current Cheerleaders	0	Hire or fire Cheerleaders (10,000 gp):	+	-	0					0 gp
Current Assistant Coaches	0	Hire or Fire Assistant Coaches (10,000 gp):	+	-	0					Hire Staff
Apothecary	No	Apothecary cost (50,000 gp):	+							0
Team Value:	1,005,000 gp	Current Team Value:	1,005,000 gp							

A little bit further down you could hire journeyman, if you had any during the game (not shown above) and/or you can hire brand new players. The dropdown menu will fill with player types, which

have not exceeded their limit. Journeyman will automatically receive the lowest possible jersey number (can be changed later), but for new players you need to give them an available jersey number between 1-16 and you should give them a name.

You can also buy or remove any sideline staff or re-rolls. The cost and the current head count are show as well as the Team Value and the Current Team Value.

5. Expensive Mistakes

5. Expensive Mistakes

Roll for Expensive Mistakes (D6)  1 2 3 4 5 6

D6	Up to 195,000 gold pieces	200,000 to 295,000 gold pieces	300,000 to 395,000 gold pieces	400,000 to 495,000 gold pieces	500,000 to 595,000 gold pieces	600,000+ to gold pieces
1	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe	Catastrophe
2	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Major Incident	Catastrophe
3	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident	Major Incident
4	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident	Major Incident
5	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident	Minor Incident
6	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Crisis Averted	Minor Incident

CRISIS AVERTED: Thanks to some careful management, your team behaves itself for once!

The Treasury category is shown and you can either click on the dice-number if you have already rolled the dice yourself, or if you forgot, let the system do it for you by clicking on the dice-symbol. If you are misfortunate enough to have certain incidences, you will see more die-rolling options below the table.

6. Prepare for Next Fixture

6. Prepare for Next Fixture

Prepare for Next Fixture

If you are done with everything, just click on the green button and your team is set to be ready for the next game.....but first you need to wait for your opponent to also finish the post-game sequence.

On the next page you will see your team as it is waiting for the next opponent. In the meantime, you can re-assign jersey numbers or change the names of your players, e.g. of newly hired journeymen.

Compared to the old OBBLM it is not possible to change anything else on your team list.

Congratulations. Team has been updated.

Chaos Allstars

#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	COMP	DEFL	ICPT	CAS	TD	MVP	XTRA	SPP	Injuries	Player Value	Temp Ret.	Games played
1	Anton	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	1
2	Bert	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	1
3	Curt	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	1	0	0	0	2	0	60,000 gp	No	1
4	Det	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	0	0	0	0	0	60,000 gp	No	1
5	Emil	Beastman Runner Lineman	6	3	3+	4+	9+	Frenzy*, Horns	0	0	0	0	0	1	0	1	0	70,000 gp	No	1
6	Fritz	Beastman Runner Lineman	6	3	3+	4+	9+	Horns	0	0	0	0	1	0	0	3	0	60,000 gp	No	1
12	Mr. Big	Chaos Troll	4	5	5+	5+	10+	Mighty Blow (+1), Always Hungry*, Projectile Vomit, Really Stupid*, Regeneration, Throw Teammate, Loner (4+)	0	0	0	1	0	0	0	2	0	115,000 gp	No	1
13	Don Carlos	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	1	0	0	3	0	100,000 gp	No	1
14	Don Giovanni	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	1
15	Don Camillo	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	1
16	Don Paolo	Chosen Blocker	5	4	3+	5+	10+	None	0	0	0	0	0	0	0	0	0	100,000 gp	No	1

Treasury: 55,000 gp
 Dedicated Fans: 2
 Re-Rolls: 2
 Cheerleaders: 0
 Assistant Coaches: 0
 Apothecary: No

Team Value: 1,005,000 gp
 Current Team Value: 1,005,000 gp

Save Changes

1.5 Coaches Corner

Coaches Corner

[Home](#) [Change Password](#) [View Your Teams](#)

Welcome Coach vick_tojurub

This page is still under construction. Green and Orange buttons are already fully implemented. If there is a red button, please to not press it, since the subpage is under construction and may cause crashes.

Currently, you will only be able to change your password and review your teams. Additional features will come at a later point of time

Change Password

Current Password:

New Password:

Repeat New Password:

Your Teams

ID	Teamname	Teamroster	CTV	TV	DF	LP	League
13 Lindau Lakers Union		Elven Union	980,000	980,000	1	0	Rookie Division (Munich RumBBL)
24 Icehouse Freezers		Norse	990,000	990,000	1	0	Open (Munich RumBBL)
65 Chaos Allstars		Chaos Chosen	995,000	995,000	2	3	Open (Munich RumBBL)

1.6 Logout

As the name suggests, you can log out from the tool when you click on the Logout menu item.

2. League Menu

2.1 League Rules

At one point the local league House rules will be presented here.

2.2 League Tables

On this page you can view the current ranking in your league(s). Choose from the Dropdown menu, which league you want to look at. The little Up and Down arrows let you sort the league table according to the category you have chosen. The green arrow marks the default sort order (Current League Points Descending Order)

League Tables

Ranking of Munich RumBBL

Please choose the league and the conference you want to look at

League:

League Table of Open

#	Team	Coach	Current League Ranking						
			Points	TDF	TDa	CASf	CASa	GP	W/T/L
1	Uzkulak Earthshakers	Bartek	4	2	1	4	2	2	1/1/0
2	KiSibbi	Sigaro	4	2	2	2	6	3	1/1/1
3	Valkiriya Vinland 2020	rola	3	3	0	3	2	1	1/0/0
4	Chaos Allstars	vick_tojurub	3	2	1	2	1	1	1/0/0
5	Icehouse Freezers	vick_tojurub	0	0	0	0	0	0	0/0/0
6	Virgin Island Painkillers	Lichemaster	0	0	0	0	0	0	0/0/0
7	Stars and Spikes	rola	0	0	0	0	0	0	0/0/0
8	Alestorm Buccaneers	Adam	0	0	1	2	0	1	0/0/1
9	Korvosa Devilfish	rola	0	0	0	0	0	0	0/0/0
10	Tainted Temple Zealots	Bartek	0	0	0	0	0	0	0/0/0
11	Acheburg Hedo-Nights	Elkantar	0	0	3	2	3	1	0/0/1
12	Norsca Bloodfest	Mr_Rumbbl	0	0	0	0	0	0	0/0/0

2.3 Teams

In this menu section you can take a look at all teams in your league. It tells you the name of the team, the roster, by whom it is coached and some other simple statistics. When you click on the ID or the Teamname, a link will lead you to that particular Team list. If you click on the Teamroster, it will give you an overview of the roster possibilities of that team.

Teams in League

ID	Teamname	Teamroster	coached by	CTV	TV	DF	LP	League
1	Obskure Obermolche	Lizardmen	Anraton	1,000,000	1,000,000	3	6	Oberliga (BBLOBS)
2	Stirb langsam Elf.Null	Elven Union	tojurub	1,100,000	1,100,000	3	6	Oberliga (BBLOBS)
3	Orkboyz of Clan Carnage	Black Orc	ghento	1,075,000	1,075,000	2	3	Oberliga (BBLOBS)
4	Bad Fellas	Dark Elf	Bolk	1,000,000	1,000,000	1	0	Oberliga (BBLOBS)
5	Die fast veganen Kloakentaucher	Lizardmen	Khorne	980,000	980,000	0	3	Oberliga (BBLOBS)
6	Eiterdorn Ratskinz	Skaven	FetterHobbit	955,000	1,005,000	2	3	Oberliga (BBLOBS)
7	Meteors	Human	picksix	940,000	990,000	1	0	Oberliga (BBLOBS)
8	Die schwarzen Blaumeisen	Old World Alliance	Armöö	985,000	985,000	1	0	Oberliga (BBLOBS)
19	Mean Green	Orc	tojurub	1,045,000	1,045,000	1	1	Regionalliga (BBLOBS)
20	Cold Steel	Norse	FetterHobbit	1,000,000	1,000,000	1	1	Regionalliga (BBLOBS)

2.4 Coaches

Here you will see the list of coaches in your league with some smaller statistics, like how many teams a coach has, how many games he/she has played, his win percentage, etc.

2.5 Last Matches

All the finished games are listed in here in timely reverse order, i.e. the latest played match will be listed on top, the oldest game at the bottom of the list.

Last Games Played

Game ID	Home team (coached by)	Away team (coached by)	Score (TD)	Score (CAS)	Status	League [Conference] Round
74	Valkiriya Vinland 2020 (rola)	Acheburg Hedon-Nights (Elkantar)	3 0	3 2	Played on 27 Aug 21	Munich RumBBL [Open] OP
73	Neck Warpers (Topas)	Pale Actors (Early)	2 1	0 1	Played on 19 Aug 21	Munich RumBBL [Rookie Division] R1
72	Slippery When Wet (Sambre)	Chicago Chaos Cubs (sami)	1 1	1 6	Played on 18 Aug 21	Munich RumBBL [Rookie Division] R1
66	KiSibbi (Sigaro)	Alestorm Bucaneers (Adam)	1 0	0 2	Played on 13 Aug 21	Munich RumBBL [Open] OP
60	KiSibbi (Sigaro)	Uzkulak Earthshakers (Bartek)	0 1	1 3	Played on 9 Aug 21	Munich RumBBL [Open] OP
52	Bite me (Candlejack)	Clemsondorf Tigers (biggels)	0 2	1 5	Played on 7 Aug 21	Munich RumBBL [Rookie Division] R1
42	KiSibbi (Sigaro)	Uzkulak Earthshakers (Bartek)	1 1	1 1	Played on 5 Aug 21	Munich RumBBL [Open] OP
32	Reikland Reavers (Elkantar)	Family Affairs (Seelenhaendler)	1 0	1 2	Played on 10 Aug 21	Munich RumBBL [Rookie Division] R1

2.6 Upcoming Matches

The title might be a bit misleading, here are all games listed, which have been scheduled (Pregame ready) or have been played and are currently in the Postgame sequence.

Next Scheduled Games

Game ID	Home team (coached by)	Away team (coached by)	League Round
31	Flying Bats Bloodgrad (rola)	Pussy Galore's Flying Circus (SirTwist)	Rookie Division R1

Games waiting for Postgame Sequence

Game ID	Home team (coached by)	Away team (coached by)	League Round
77	Chaos Allstars (vick_tojurub)	Norsca Bloodfest (Mr_Rumbbl)	OP

3. Statistics [not yet available]

3.1 Tables

3.2 Player Ranking

3.3 Coach Ranking

3.4 Team Roster Ranking

3.5 Starplayer Ranking

4. Game Lists

4.1 User Manual

You will get to the document, which you are reading right now.

4.2 Score Sheet Template

For assistance during the game itself you can download a template for recording all game events. That way you won't be forgetting anything. There is also an example sheet to see how the intention of the author on how to record the game.

4.3 Rules

At one point the game rules will be shown here.

4.4 List of Rosters

All available rosters can be viewed here, including explanation of the team's special rules.

List of Team Rosters

To see the roster information about a particular team, choose one from the dropdown list

Team Roster:

Amazon

Position	MA	ST	AG	PA	AV	Skills & Traits	Prim.	Secd.	Cost	max Qty.
Tribal Linewoman	6	3	3	4	8	Dodge	G	AS	50,000 gp	16
Eagle Warrior Thrower	6	3	3	3	8	Dodge, Pass	GP	AS	75,000 gp	2
Piranha Warrior Catcher	6	3	3	5	8	Catch, Dodge	GA	S	75,000 gp	2
Koka Kalim Blitzer	6	3	3	5	8	Dodge, Block	GS	A	90,000 gp	4
Special Rules: Lustrian Superleague							Tier			1
							Re-Roll cost		50,000 gp	
							Apothecary		YES	

4.5 List of Starplayers

A complete list of Star players can be found here. You can either look at the full list, or you can filter for team related Star players as well as Star payers, which can be induced via sideline staff.

List of Starplayers

To see the Starplayer information about a particular team, choose one from the dropdown list

Team Roster:

Name	MA	ST	AG	PA	AV	Skills & Traits	Special Rule	Cost
Josef Bugman	5	3	3+	6+	9+	Tackle, Wrestle, Thick Skull, Loner (5+)	KEEN PLAYER: If Bugman's team cannot set up 11 players at the start of the drive, Bugman may decide to join in himself! When the drive ends, Bugman is Sent-Off for committing a Foul and has no further effect on the game - he cannot be used in a later drive.	100,000 gp
Kari Coldsteel	6	2	3+	5+	8+	Block, Dauntless, Frenzy*, Loner (4+)	IF YOU WANT A JOB DONE...: Kari counts as two Temp Agency Cheerleaders. In addition, if her team cannot set up 11 players at the start of a drive, Kari may decide to "show 'em how it's done!". Her team's coach can choose to set her up as part of the team [...]	50,000 gp

4.6 List of Inducements

A quick overview of the available inducements from the official rule book or the Death Zone supplementary. It is still to be finalized with the description of the inducements.

List of Inducements

To see the Starplayer information about a particular team, choose one from the dropdown list

Team Roster:

Inducement Name	max.	Full Cost	Reduced Cost	Regional Rule	Special Rule	Rules Book
Temp Agency Cheerleader [.]	4	20000	20000	nosr	nosr	BB
Part-time Assistant Coach [.]	3	20000	20000	nosr	nosr	BB
Weather Mage [.]	1	30000	30000	nosr	nosr	BB
Bloodweiser Keg [.]	2	50000	50000	nosr	nosr	BB
Special Play [.]	5	100000	100000	nosr	nosr	BB
Bribe [.]	3	100000	50000	tr=B	tr=B	BB
Wandering Apothecary [.]	2	0	100000	apo=1	apo=1	BB
Medicine Assistant [.]	4	0	100000	---	---	BB

5. League History [not yet available]

5.1 Bounties

5.2 Prizes

5.3 Hall of Fame

5.4 Famous Teams

5.5 Memorable Matches

6. Tournament Manager [not yet available]

6.1 Tourney Info

6.2 TO Admin Room

6.3 Registered Coaches

6.4 Ranking

6.5 Matches

6.6 Current Round