

Session Report - Jan-Feb 23 Season

By djakl

For this session report I created a copy of the *BzB_GameRecords Google Sheets* to record game data:

https://docs.google.com/spreadsheets/d/16kk6PgUFgOySdH82sta_SZXEmK_Nnp30CIxjXAppDD0/edit?usp=sharing

DATE OF GAMES:

24 Jan - 12 Feb 2023

SEASON FORMAT - OVERVIEW:

Teams:

- Dark Elf | Dwarf | Human | Ogre | Orc | Slaven

Pitches Used:

- Season 1, Season 3 (Do not currently have Season 2 pitches)

Regular Season Format:

- Single round-robin tournament (15 games total, 5 games per team)
- Teams randomized to go first or second (minimum at least two games going first per team)
- League Points assigned - 3 for a win, 1 for a tie
- Top four teams by League Points advance to playoffs
 - Tiebreaker #1: Head-to-Head; Tiebreaker #2: Points Differential
- Team selection: Coaches roll-off with D6 to decide which team to play (higher roll selects)
- Board selection: Coaches decide with rock-paper-scissors (best of one).
 - Winner rolls a D8 (1, 2 = S1S1 | 3, 4 = S1S2 | 5, 6 = S3S1 | 7, 8 = S3S2)

Playoffs Format:

- Single-elimination tournament with four teams
- Semifinals: Seed 1 vs. Seed 4; Seed 2 vs. Seed 3
 - Home Field Advantage: Better seed can choose to go first and can choose the pitch
- Finals
 - Neutral Field: Better seed can choose to go first, but pitch decided on a D8 roll

RULES:

- Blitz Bowl Ultimate Edition Rules
 - No games were played with special Blitz Bowl Arena rules or special balls from Season 2
 - Rookies to Watch used in two games with rookie coach (Games 5 and 6)
- All games were played with six endgame cards, though not all games reached the endgame!

REGULAR SEASON: SESSION REPORT

Table 1: Regular Season Game Results Table

Game Number	Game Date	Pitch (Season Side)	Team 1	Team 2	Final Score	Team 1 TD Scored	Team 2 TD Scored	Game Rating	Game Duration
1	24-Jan 23	3 2	Dark Elf	Dwarf	20 - 22	2	1	53.9	0:45:00
2	27-Jan 23	1 1	Skaven	Human	38 - 40	5	5	92.3	1:05:00
3	29-Jan 23	1 2	Ogre	Orc	8 - 18	1	1	34.0	1:12:21
4	29-Jan 23	1 1	Human	Ogre	18 - 8	2	0	25.5	1:07:56
5	29-Jan 23	3 1	Skaven	Dark Elf	17 - 28	2	4	43.7	1:33:02
6	29-Jan 23	3 2	Dwarf	Orc	27 - 38	3	2	63.1	1:05:30
7	29-Jan 23	1 2	Skaven	Ogre	12 - 22	1	0	32.8	1:19:01
8	4-Feb 23	1 2	Dwarf	Human	28 - 37	3	4	67.3	1:32:36
9	4-Feb 23	3 1	Dark Elf	Orc	20 - 10	3	1	20.7	0:33:44
10	4-Feb 23	1 2	Ogre	Dark Elf	10 - 22	0	1	42.4	0:37:41
11	4-Feb 23	1 1	Orc	Human	30 - 29	3	4	72.6	0:59:25
12	5-Feb 23	1 1	Skaven	Dwarf	38 - 28	6	2	64.9	1:13:13
13	6-Feb 23	1 1	Orc	Skaven	24 - 27	2	2	48.8	1:03:06
14	8-Feb 23	3 2	Dwarf	Ogre	33 - 21	2	2	69.5	0:55:36
15	10-Feb 23	3 2	Human	Dark Elf	16 - 27	1	4	46.8	0:39:03

For each game, after recording the **game data**, **Pitch**, **Team 1**, and **Team 2**, the rest of the table automatically populates!

Game Rating:

I decided to implement a **Game Rating** metric to gauge the excitement of the game to the observing fans in the stands:

$$\text{Game Rating} = 2TD + CC + 2CS + (20 - 2APD) + 2LC + 2CB$$

TD = # Touchdowns Scored

CC = # Challenge Cards Claimed

CS = # Clean Sweeps

APD = Average Point Differential (between teams after even-numbered turns and at end of game)

LC = # Lead Changes

CB = Size of Comeback by Winner

An average Game Rating seems to fall around the 40s - 60s, and exceptional ratings are 70+.

During the regular season, two games reached the 70+ threshold, Game 2 and Game 11. I will summarize those games using their recorded game data:

Table 2: Game 2. Skaven 38, Human 40 | Game Rating 92.3

Game Number	Turn	Team 1 Score	Team 2 Score	Events
2	1	0	0	GS
2	2	0	0	-
2	3	4	0	TD
2	4	4	3	BSB
2	5	5	3	GT
2	6	5	9	SUAC TD SFTC MB
2	7	14	9	TD MTB TD
2	8	14	11	GM
2	9	14	11	-
2	10	14	17	GU TD
2	11	15	17	GTB
2	12	15	17	-
2	13	20	17	GU BSB
2	14	20	18	GTB
2	15	22	18	TTU
2	16	22	23	MTB TD
2	17	28	23	MART TD
2	18	28	30	TTD SFTC TD
2	19	31	30	TTD SO
2	20	31	32	SNF
2	21	32	32	SUAC
2	22	32	34	FUTB
2	23	38	34	STHID TD
2	24	38	40	LC TD PAAT
2	25	38	40	END

The Skaven and Human waged a magnificent battle in front of a boisterous crowd on the Season 1, Side 1 pitch. After a few back-and-forth turns, the Skaven jumped out to the 14 – 9 lead with early three touchdowns scored. The game slowed in the middle third as both teams caught their collective breaths before a frenzy of three touchdowns in three turns made the score 30 – 28, Human. While a late Skaven touchdown put them ahead 38 – 34, the Human team then responded with a 6-point turn as the crowd frothed with excitement!

Overall, there were 78 points and 10 touchdowns scored, along with 24 Challenge Cards claimed. With 12 lead changes, this was truly a game for the ages!

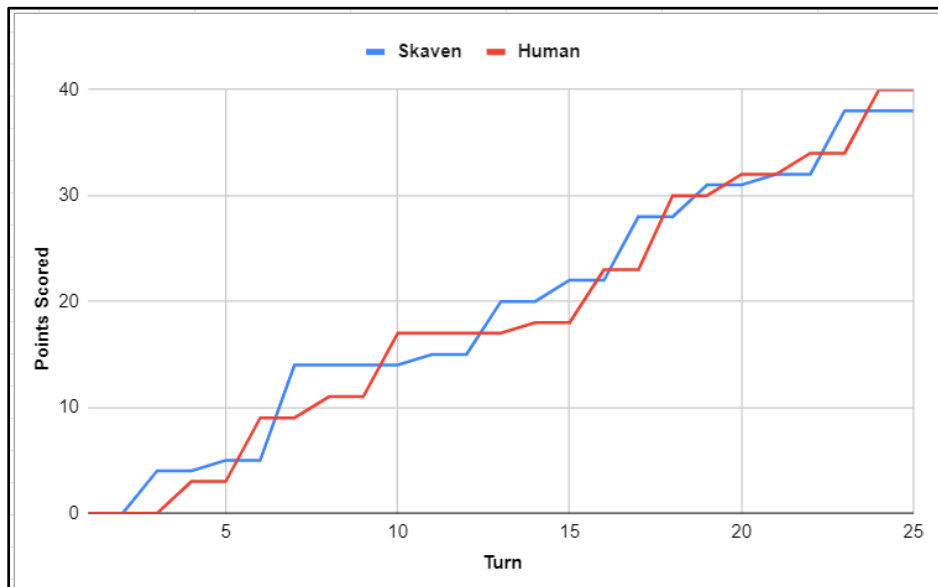


Table 3: Game 11: Orc 30, Human 29 | Game Rating 72.6

Game Number	Turn	Team 1 Score	Team 2 Score	Events
11	1	0	0	GS
11	2	0	0	-
11	3	2	0	TTU
11	4	2	1	SO
11	5	4	1	TTD
11	6	4	7	TTD TD
11	7	4	7	-
11	8	4	7	-
11	9	5	7	GTB
11	10	5	7	-
11	11	7	7	MTB SUAC
11	12	7	9	GM
11	13	15	9	TD SFTC BSB
11	14	15	13	TD
11	15	15	13	-
11	16	15	15	GU
11	17	15	15	-
11	18	15	17	GT GTB
11	19	19	17	TD
11	20	19	19	GM
11	21	21	19	TTU
11	22	21	19	-
11	23	21	19	-
11	24	21	23	TD
11	25	22	23	MTB
11	26	22	23	-
11	27	28	23	STHID TD
11	28	28	29	GD TD
11	29	30	29	STHID
11	30	30	29	END

The Human team entered this game undefeated at 3 - 0, whereas the Orc team came in at 2 - 1, nursing a recent 20 - 10 beatdown by the Dark Elf squad. While the Humans jumped to an early 7 - 4 advantage following a touchdown, the Orc team punched back with a touchdown and Showboat for the Crowd. The crowd then roared with approval as the Orcs finished their turn by Breaking Some Bones! By the endgame, the match was near level at 23 - 22, Human. Both teams then traded touchdowns and the lead before the Orc team closed out the victory with a fortuitous Show Them How It's Done.

There were 69 points and 7 touchdowns scored in this game, along with 19 Challenge Cards claimed.

This game would later be instrumental in deciding seeding for the playoffs.

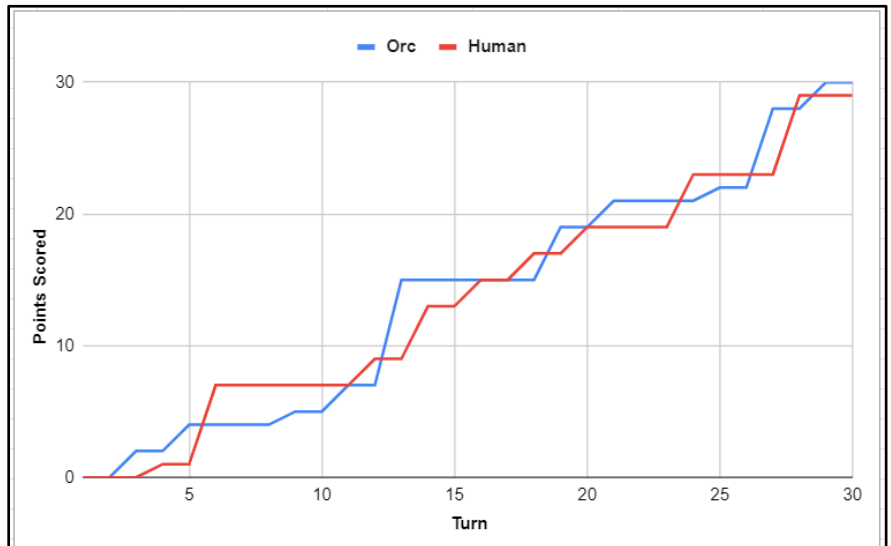


Table 4: Regular Season Standings

Blitz Bowl League Team	Games Played	Wins	Losses	Ties	Win Pct.	PPG	OPP PPG	+/-	TD Scored	TD Against	Avg. BDash Rating	Avg. Game Rating
Dark Elf	5	4	1	0	0.800	23.4	15.0	+8.4	14	5	+0.79	41.5
Dwarf	5	2	3	0	0.400	27.6	30.8	-3.2	11	16	+0.19	63.7
Human	5	3	2	0	0.600	28.0	26.2	+1.8	16	15	+0.58	60.9
Ogre	5	1	4	0	0.200	13.8	20.6	-6.8	3	7	-0.23	40.8
Orc	5	3	2	0	0.600	24.0	22.2	+1.8	9	13	+0.46	47.8
Skaven	5	2	3	0	0.400	26.4	28.4	-2.0	16	13	+0.71	56.5

Teams that made the playoffs (Record | Seed):

- Dark Elf (4 - 1 | 1)
- Orc (3 - 2 | 2)
- Human¹ (3 - 2 | 3)
- Skaven² (2 - 3 | 4)

¹ Orc received the 2nd seed given head-to-head tiebreaker over Human (Game 11)

²Skaven received the 4th seed given head-to-head tiebreaker over Dwarf (Game 12)

Teams that missed the playoffs

- Dwarf (2 - 3)
- Ogre (1 - 4)

The best team by far in the Regular Season was the Dark Elf squad (4 - 1), their only loss coming in a shocking upset to the Dwarf team in the first game of the season. They ran amok over the rest of their opponents, putting away Sudden Death victories as if they were hot cakes. Their +/- per game was an astonishing +8.4! However, given the lopsided nature of their games, fans began to tune out (Average Game Rating of 41.5).

BDash Rating:

I wanted to capture each team’s play style, so I came up with a **Bash/Dash Rating** following the idea put forward one of The Crush podcast episodes.

$$BD = \frac{2(DC - BC + 4TD)}{PT}$$

BD = Bash/Dash Rating

DC = # of Dash Challenge Cards Points

BC = # of Bash Points

TD = # of TDs Scored

PT = # of Total Points Scored

In the formula, dash cards and touchdowns are given a positive value, bash cards are given a negative value, and positional cards are given value of 0. I multiplied the resultant value by two to get a better magnitude of spread between teams. I figure this is somewhat of a rough equation, but a decent place to start.

The values make some sense to me, with the following teams lined up from bash to dash:

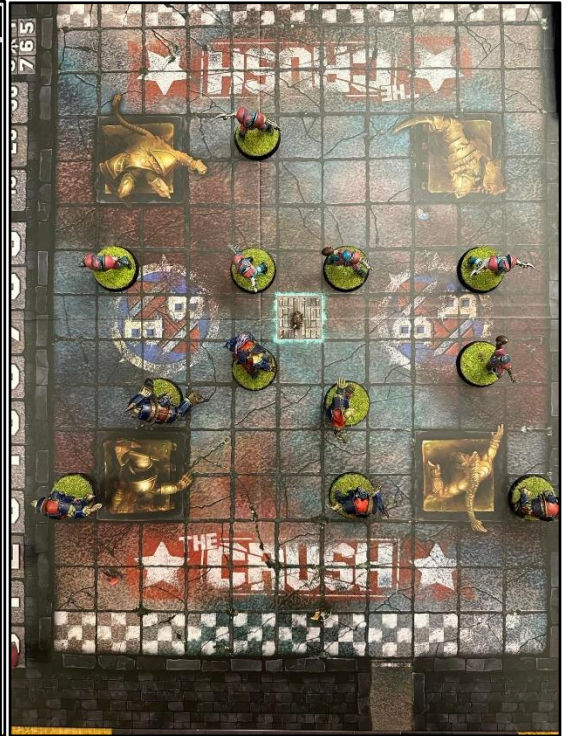
- Ogre (-0.23), Dwarf (+0.19), and Orc (+0.46), Human (+0.58), Skaven (+0.71), Dark Elf (+0.79)

PLAYOFFS: SESSION REPORT

We played the last three games on Super Bowl Sunday to great satisfaction.

Table 5: Semifinal 1 (Game 16): Orc (2) 34, Human (3) 30 | Game Rating 75.5

Game Number	Turn	Team 1 Score	Team 2 Score	Events
16	1	0	0	GS
16	2	0	0	-
16	3	2	0	GM
16	4	2	3	SO GM
16	5	2	3	-
16	6	2	3	-
16	7	4	3	FUTB
16	8	4	3	-
16	9	7	3	BSB
16	10	7	3	-
16	11	9	3	GU
16	12	9	4	MTB
16	13	13	4	TTU SNF
16	14	13	12	TTD TTU TD
16	15	15	12	GU
16	16	15	15	FUTB GTB
16	17	15	15	-
16	18	15	22	BSB TD
16	19	22	22	GU TTD SUAC CS
16	20	22	24	STHID
16	21	27	24	MTB TD
16	22	27	24	-
16	23	29	24	PAAT
16	24	29	30	GD TD
16	25	34	30	TD LU END



The Orc team selected the Bash-favoring Season 1, Side 2 pitch and gradually built up a 13 - 4 lead through ball control and breaking bones. The Humans, looking to avenge their loss in the Regular Season, stormed back, tying the game before extending their lead to 22 - 15 upon injuring an Orc Lineman and scoring a touchdown. The green skins would not roll over in defeat, however, instead opting for punches and brawling tactics to force their way to a score to reclaim the lead, 27 - 24. With one last hurrah for the crowd, the Humans scored on their final turn to retake the lead, 30 - 29, but with the Human players all but depleted in the dugout, the Orc team marched their way to the endzone with the walk-off score!

64 points and 5 touchdowns were scored, and 22 Challenge Cards were claimed. The Human team failed to avenge their defeat and finished at 3 - 3 to end their season, while the Orc team improved to 4 - 2.

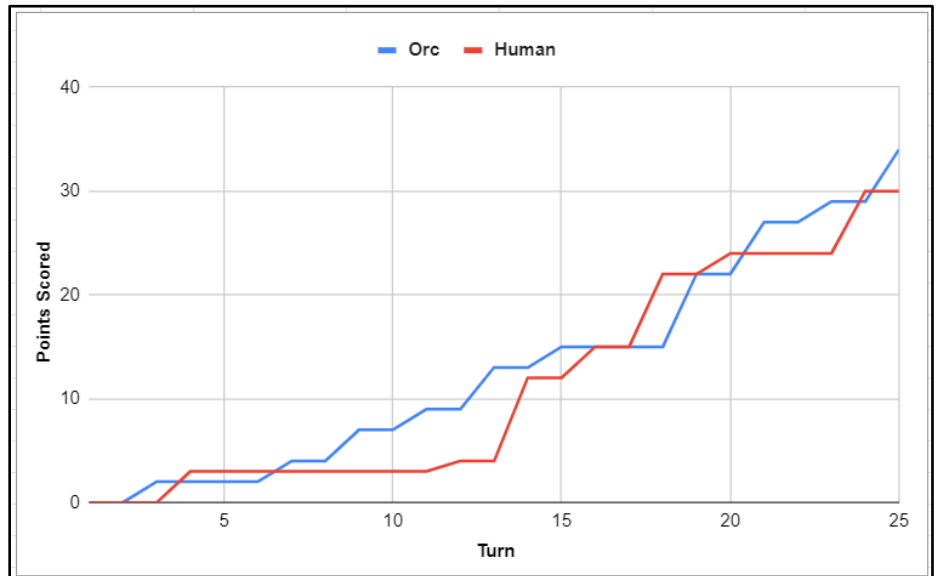


Table 6: Semifinal 2 (Game 17): Dark Elf (1) 28 , Skaven (4) 25 | Game Rating 72.5

Game Number	Turn	Team 1 Score	Team 2 Score	Events
17	1	0	0	GS
17	2	0	0	-
17	3	1	0	SO
17	4	1	2	GU
17	5	1	2	-
17	6	1	3	GTB
17	7	3	3	GM
17	8	3	5	TTD
17	9	4	5	GT
17	10	4	7	GM
17	11	4	7	-
17	12	4	9	TTD
17	13	4	9	-
17	14	4	14	TD SFTC MB
17	15	11	14	FUTB GTB TD
17	16	11	14	-
17	17	15	14	TD
17	18	15	14	-
17	19	18	14	BSB
17	20	18	14	-
17	21	18	14	-
17	22	18	14	-
17	23	18	14	-
17	24	18	19	SNF BSB
17	25	22	19	TD
17	26	22	21	PO NB
17	27	24	21	PO
17	28	24	23	GU
17	29	24	23	-
17	30	24	23	-
17	31	28	23	TD
17	32	28	23	-
17	33	28	23	-
17	34	28	25	GD END

The tournament-favorite Dark Elf team surprised many by selecting the Season 3, Side 2 pitch, hoping perhaps to prevent the fast-running Skaven from running amok up and down the pitch. After botching an early tackle-attempt in the opponent’s touchdown zone, the Dark Elves lost ball control and quickly found themselves in peril of the Sudden Death rule, down 14 - 4 after a Skaven scramble to the end zone. That touchdown, however, triggered a Multiball event which led to an impressive 7-point turn by the Dark Elf to stave off defeat. The tackling skills of the vermin began to break down, and as the game tightened, the crowd noise elevated in anticipation of a great finish. A late touchdown pushed the Dark Elf lead to 28 - 23, and the Skaven could only limp to the finish and close the margin to three points.

A total of 53 points and 5 touchdowns were scored along with 18 Challenge Cards claimed. The Skaven, who hold the record of touchdowns scored in a game (6), could only manage one touchdown in this game (-0.56 BDash Rating) as they played out of their element. They finished the season with a record of 2 - 4 while the Dark Elf team improved to 5 - 1.

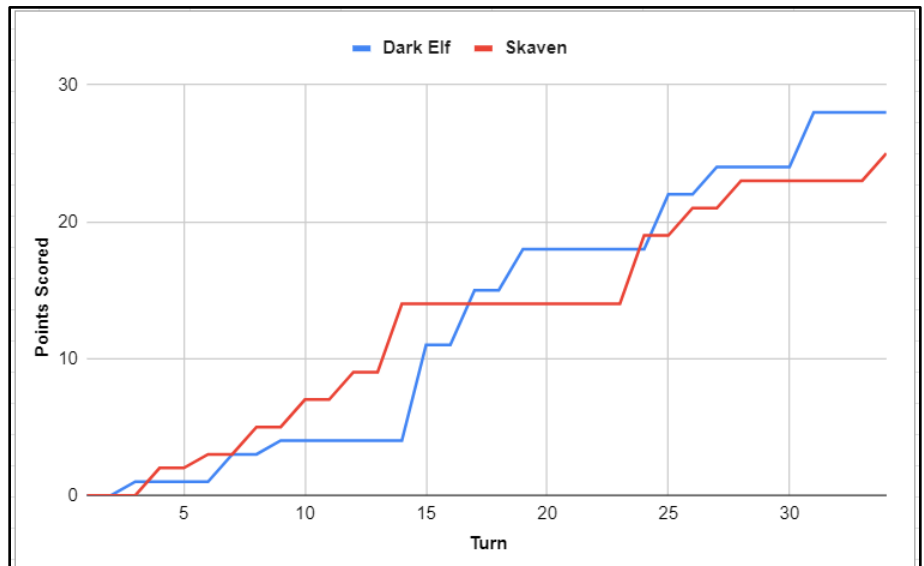


Table 7: Final (Game 18): Dark Elf (1) 28, Orc (2) 24 | Game Rating 64.1

Game Number	Turn	Team 1 Score	Team 2 Score	Events
18	1	0	0	GS
18	2	0	0	-
18	3	2	0	GU
18	4	2	2	GM
18	5	3	2	SO
18	6	3	7	SNF BSB
18	7	5	7	TTU
18	8	5	11	GU TTD
18	9	7	11	FUTB
18	10	7	14	TTU GTB
18	11	7	14	-
18	12	7	15	MTB
18	13	7	15	-
18	14	7	15	-
18	15	9	15	TTD
18	16	9	18	BSB
18	17	10	18	GTB
18	18	10	20	FUTB
18	19	12	20	GM
18	20	12	20	-
18	21	22	20	TD SFTC MB TD SFTC
18	22	22	20	-
18	23	22	20	-
18	24	22	20	-
18	25	24	20	STHID
18	26	24	24	TD
18	27	28	24	TD END



The Orc team looked to avenge their Regular Season defeat against the Dark Elf juggernaut – a game in which the Orcs were steamrolled 20 – 10 in the shortest and lowest-rated match of the season. Teeth-gnashing and limbs shaking in fury, the Orcs planned to gouge eyes and fracture limbs on the bloody Season 3, Side 2 pitch. Claiming two Break Some Bones, a Gang Up, and a Take Them Down challenge, the Orcs stomped to a 20 – 10 lead. By this time, some of the crowd began to throw debris and hurl insults at the underperforming Dark Elf squad, accusing them of throwing the match.

Right on cue, the Dark Elf team produced a magnificent turn to flip the game on end: two touchdowns and two Showboat for the Crowds to take the lead 22 – 20. Wild thoughts of “Where have you been?” crossed the incredulous mind of one Orc Lineman before those neuronal connections were interrupted by a beatdown to the hard pitch surface. Nevertheless, the Orcs fought back with a last-turn touchdown to tie up the game 24 apiece. Not to be deterred, the Dark Elves coolly picked up the new ball from the trapdoor on the ensuing turn and ran it in for the winner!

In the Final, 56 points and 4 touchdowns were scored along with 19 Challenge Cards claimed. The runner-up Orc team fell to 4 – 3. Once again, the Dark Elf team came back from 10 points down, finishing their championship run with a record of 6 – 1.

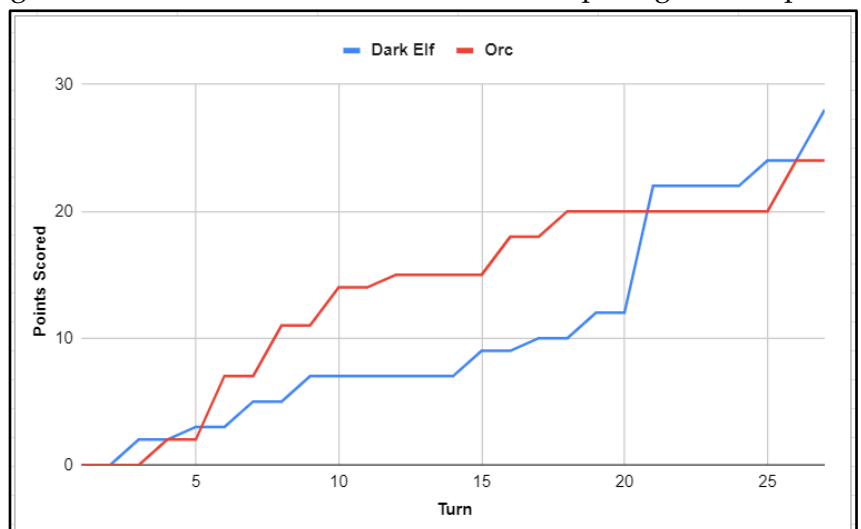


Table 8: Playoffs Game Results Table

Game Number	Game Date	Pitch (Season Side)	Team 1	Team 2	Final Score	Team 1 TD Scored	Team 2 TD Scored	Game Rating	Game Duration
16	12-Feb 23	1 2	Orc	Human	34 - 30	2	3	75.5	0:54:44
17	12-Feb 23	3 2	Dark Elf	Skaven	28 - 25	4	1	72.5	1:14:40
18	12-Feb 23	3 2	Dark Elf	Orc	28 - 24	3	1	64.1	0:49:12

I was the losing coach in both Semifinal 2 and the Finals – blowing a ten-point lead in back-to-back games was not very fun, I will admit... congratulations to Coach JW for her victories playing Dark Elf in the playoffs and winning Coach of the Season honors!

Table 9: Final Season Standings Table

Blitz Bowl League Team	Games Played	Wins	Losses	Ties	Win Pct.	PPG	OPP PPG	+/-	TD Scored	TD Against	Avg. B/Dash Rating	Avg. Game Rating
Dark Elf	7	6	1	0	0.857	24.7	17.7	+7.0	21	7	+0.78	49.2
Dwarf	5	2	3	0	0.400	27.6	30.8	-3.2	11	16	+0.19	63.7
Human	6	3	3	0	0.500	28.3	27.5	+0.8	19	17	+0.58	63.3
Ogre	5	1	4	0	0.200	13.8	20.6	-6.8	3	7	-0.23	40.8
Orc	7	4	3	0	0.571	25.4	24.1	+1.3	12	19	+0.23	54.1
Skaven	6	2	4	0	0.333	26.2	28.3	-2.2	17	17	+0.50	59.2

Surprisingly, of the 18 games played, the first team only won eight of them, though all three playoff games were won by the first team. Here are some additional data on a per game basis across all 18 games:

- Points scored: 49.2 ± 15.4 | Touchdowns scored: 4.6 ± 2.4
- Challenge Cards claimed: 17.5 ± 4.6 | B/Dash Rating: 0.37 ± 0.61

Table 10: BzB Records Table

Blitz Bowl Record			Held By	Comparison Team
				Human
Aggregate Records	Games Won	6	Dark Elf	3
	Games Lost	4	Ogre Skaven	3
	Games Played	7	Dark Elf Orc	6
	Highest Win Pct.	0.857	Dark Elf	0.500
	+/- Per Game	+7.0	Dark Elf	+0.8
Single Game Records	Points	40	Human	40
	Touchdowns	6	Skaven	5
	Cards Claimed	15	Orc	13
	Largest Comeback	10	Dark Elf	5
	Longest Game	1:33:02	Skaven vs. Dark Elf	1:32:36
	Shortest Game	0:33:44	Dark Elf vs. Orc	0:39:03

Hope you enjoyed the session report writeup! I was very pleased with how smoothly the data collection went. It would be neat to collect, on aggregate, a whole bunch of community logged games to see general trends among teams. I may explore additional features to add to the BzB spreadsheet such as coach names and Elo ratings if folks are interested.

-djaki