

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 it is only partially implemented. **Changes since the last version are highlighted.**

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 how 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”.

On the next page, once you have saved your team list, you can change the names of your players and their jersey numbers.

Jersey numbers vs. Roster slots

In your team list you will see the jersey numbers, which you can assign between 0 and 99. The order your team will always be according to the roster slots, which were originally assigned to every player and can't be changed by the coach. The roster slot position will come into importance when you fill out the game report. More about this later.

Zonsies																				
#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	COMP	DEFL	ICPT	CAS	TD	MVP	XTRA	SPP	Injuries	Player Value	Temp Ret.	GP
71	Tina	Eagle Warrior Linewoman	6	3	4+	4+	8+	Dodge	0	0	0	0	0	0	0	0	0	50,000 gp	No	7
3	newbie	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge	0	0	0	0	0	0	0	0	0	50,000 gp	No	2
75	Tamara	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Block	0	0	0	0	0	1	0	1	14	60,000 gp	No	7
11	Britta Favre	Piranha Warrior	7	3	3+	5+	8+	Dodge, Jump Up, Hit and Run	0	0	0	0	1	0	0	0	3	90,000 gp	No	7
4	Tanya Brady	Piranha Warrior Blitzer	7	3	3+	5+	8+	Dodge, Jump Up, Hit and Run	0	0	0	1	1	1	0	0	9	90,000 gp	No	7
5	Arona Rodgers	Python Warrior Thrower	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	0	0	0	0	0	0	0	0	0	80,000 gp	No	7
6	Patty Manning	Python Warrior Thrower	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	0	0	0	0	1	0	0	0	3	80,000 gp	No	7
80	Dicke Berta	Jaguar Warrior Blocker	6	4	3+	5+	9+	Dodge, Defensive	0	0	0	0	0	0	0	0	0	110,000 gp	No	7
81	Dicke Anna	Jaguar Warrior Blocker	6	4	3+	5+	9+	Dodge, Defensive, Juggernaut, Mighty Blow (+1)	0	0	0	1	1	1	0	0	2	130,000 gp	No	7
12	Bad Girl	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Dirty Player (+1)	0	0	0	0	1	0	0	0	0	60,000 gp	No	5
17	Journeyman17	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Loner (4+)	0	0	0	0	0	0	0	0	0	50,000 gp	-	-
18	Journeyman18	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Loner (4+)	0	0	0	0	0	0	0	0	0	50,000 gp	-	-

Treasury: 80,000 gp
 Dedicated Fans: 3
 Re-Rolls (60,000 gp): 4
 Cheerleaders: 0
 Assistant Coaches: 0
 Apothecary: Yes

Team Value: 1,090,000 gp
 Current Team Value: 1,090,000 gp
 Redraft Value: 1,180,000 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!

In case you will have missing players or have journeymen, these players will be highlighted with special colors.

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. If you play in a league which has a schedule included by your admin matches are already pre-scheduled in the system and can’t be scheduled in this menu point.

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. **Keep in mind, if you pick “Friendly”, your players may collect Star Player Points, but the team itself will not gain any wins, ties, draws or league points, the game will also not add anything to the “Games played”.**

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

Deady McDeath vs. Zonsies

Testliga (Round OP)

1. The Fans		
	Deady McDeath	Zonsies
Dedicated Fans	3	2
Additional Fans (D3)		
5,000 excited fans		

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

3. Take on Journeymen		
	Deady McDeath	Zonsies
Available Players including Journeymen hired	11	17
	2	4
	<input type="text" value="0"/> Zombies	
	<input type="text" value="2"/> Skeletons	

4. Inducements						
	Deady McDeath			Zonsies		
Current Team Value	990,000			900,000		
Treasury	60,000 gp			275,000 gp		
Petty Cash	0 gp			90,000 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
Extra Team Training	<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"/>	0 gp	0 gp	<input type="text" value="0"/>	100,000 gp	0 gp
Mortuary Assistant	<input type="text" value="0"/>	100,000 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="-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

[Get Score Report Sheet \(Play now\)](#) | [Play Game at a later time \(Save Matchup\)](#)

[Open Game Report PDF](#) in separate window.










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					
	Deady McDeath		Zonsies		
Dedicated Fans	3		2		
Additional Fans (D3)					
9,000 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 are assigned Journeymen. If you are playing Shambling Undead, the default Journeyman is a Skeleton. During this Pre-Game Step you can swap one or more Skeletons into Zombies by using the arrows in the box as shown below.

3. Take on Journeymen		
	Deady McDeath	Zonsies
Available Players	11	17
including Journeymen hired	2	4
	 1	
	 1	

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 **15+** (no Death Zone things visible here, even though they are already in the database).

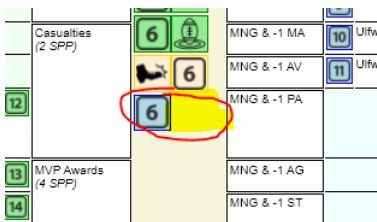
Note: Mercenaries are not implemented yet.

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.

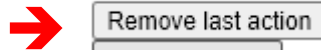
Pos	# - Player Name
1	-
2	-
3	-
4	-
5	75 - Tamara
6	-
7	4 - Tanya Brady
8	5 - Arona Rodgers
9	6 - Patty Manning
10	80 - Dicke Berta
11	81 - Dicke Anna
12	12 - Bad Girl

Please pay attention when dragging the player number, because it is not necessarily the number on the miniature, but it is the roster slot position. In the PDF Team list it is the number in the column "Pos" (see right circle on left side image). The player number is in the column with the player's name and must not be used for game reporting.

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. A caught foul can also be included in the report by clicking on the optional ref drop zone on the right side.



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 "C" 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.

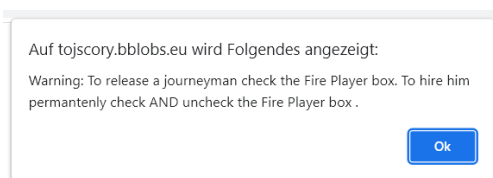
The Post Game Sequence must be made by both coaches separately. Until now one coach has done the Pre-Game and the Game recording for both coaches, but the Post Game must be done with each coach logged in as themselves and do it entirely.

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.

In case you had Journeymen in the game, TojScory will alert you about how to permanently hire the journeyman if you so desire.



The **Post-Game** Sequence is now on one page, but Step 4 and beyond will only be visible once you have completed Step 3. You can stop in between Steps and reload the page later, but it is advised to either not start a step or if you have completely finish it, otherwise you might got stuck (especially within Step 4, where you can do a lot of things).

Note: Every grey button marked with Step X must be clicked on during the process. Especially **Important:** Step 4A must be clicked before Step 4.

1. Record Outcome and Winnings

1. Record Outcome and Winnings		
	Deady McDeath	Zonsies
Touchdowns	2	1
Casualties	3	0
Total Attending Fans		9000
Winnings for	65,000gp	
Treasury after game	125,000gp	

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 3000

Roll for Dedicated Fans (D6)

1

2

3

4

5

6

Dedicated Fans after the game 4000

Your team has gained fans.

Step 2: Save Dedicated 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 Skill Advancement

Players in Training Camp:

5	unnamed player	Zombie Lineman	4 SPP unused of 4 SPP total	<input type="checkbox"/> take new skill
6	unnamed player	Ghoul Runner	13 SPP unused of 13 SPP total	<input type="checkbox"/> take new skill
11	unnamed player	Mummy	8 SPP unused of 8 SPP total	<input type="checkbox"/> take new skill

Player in Focus

Save Player(s)

Step 3: Finish Player Advancements

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. **If you choose that a player should get a skill or two, you check the box behind a player and a more detailed view of the player will appear.**

3. Player Skill Advancement

Players in Training Camp:

5	unnamed player	Zombie Lineman	4 SPP unused of 4 SPP total	<input type="checkbox"/> take new skill
6	unnamed player	Ghoul Runner	13 SPP unused of 13 SPP total	<input checked="" type="checkbox"/> take new skill
11	unnamed player	Mummy	8 SPP unused of 8 SPP total	<input type="checkbox"/> take new skill

#	Player name	Player in Focus Position	MA	ST	AG	PA	AV
6	unnamed player	Ghoul Runner	7	3	3+	4+	8+

Skills: Dodge

13 unused SPP

RANDOM

Primary Skill -- randomly select primary skill -- ▼

Secondary Skill - randomly select secondary skill - ▼

Statistic Increase -randomly select characteristic increase- ▼

added value: 0

CHOSEN

----- choose primary skill ----- ▼

--- choose secondary skill --- ▼

Save Player(s)

Step 3: Finish Player Advancements

Once you have chosen a skill, even randomly chosen if you so wish, the new skill appears in the list of skills, the added value will be shown. All you have to do now is to press "Save Player(s)" to save it into the database.

Version: 28.05.2023

Internal

#	Player name	Position	MA	ST	AG	PA	AV
6	unnamed player	Ghoul Runner	7	3	3+	4+	8+

Skills: Dodge, Block

7 unused SPP

added value: +20,000 gp

RANDOM

Primary Skill -- randomly select primary skill --

CHOSEN

Block

If the player has enough SPP left, you can assign another skill to him.

If you want to pick a randomly chosen skill, you use the left column. If you have forgotten to roll the dice right after the game, TojScory can roll the dice for you. All you have to do is to pick the Category, e.g. ---A--- as shown in the sample below, and then press the dice button right next to it.

7 unused SPP	added value: 0	3 unused SPP	added value: +10,000 gp
Primary Skill ---A---	RANDOM	Primary Skill AH6 - Sure Feet	RANDOM
Secondary Skill - randomly select secondary skill -		Secondary Skill - randomly select secondary skill -	
Statistic Increase - randomly select characteristic increase -		Statistic Increase - randomly select characteristic increase -	

Once you have saved all the players, you need to press "Step 3: Finish Player Advancements".

Now the Step 4-6 part will appear in the window.

4. Hiring, Firing and Temporarily Retiring

4. Hiring, Firing and Temporarily Retiring														
RS	JN	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	SPP	Injuries	Player Value	Temp Ret.	Fire Player
1	1	unnamed player	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0	(MNG)	40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
2	2	unnamed player	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0		40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
3	3	unnamed player	Zombie Lineman	4	3	4+	-	9+	Regeneration	0	(MNG)	40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
4	4	unnamed player	Zombie Lineman	4	3	4+	-	9+	Regeneration	0		40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
5	5	unnamed player	Zombie Lineman	4	3	4+	-	9+	Regeneration	4		40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
6	6	unnamed player	Ghoul Runner	7	3	3+	4+	8+	Dodge, Block	7		95,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
7	7	unnamed player	Ghoul Runner	7	3	3+	4+	8+	Dodge	0		75,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
8	8	unnamed player	Wight Blitzter	6	3	3+	5+	9+	Block, Regeneration	0		90,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
9	9	unnamed player	Wight Blitzter	6	3	3+	5+	9+	Block, Regeneration	0		90,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
10	10	unnamed player	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	0		125,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
11	11	unnamed player	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	8		125,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
12		empty slot												
13		empty slot												
14		empty slot												
15		empty slot												
16		empty slot												
17	17	Journeyman17	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration, Loner (4+)	0		40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
18	18	Journeyman18	Zombie Lineman	5	3	4+	-	9+	Regeneration, Loner (4+)	0		40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>

NOTE: In order to permanently hire a journeyman you must first check the *Fire Player* box and then uncheck the box.

Step 4A:

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

This part 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. If (MNG) is in parenthesis, the player will be back after this game. Journeyman will be visible in pink. If you want to

fire a journeyman or any other player, you need to check the box behind him. If you want to permanently hire a journeyman, you need to check AND uncheck the box and he will appear with a white background.

12	12	Journeyman17	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration, Loner (4+)	0	40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
18	18	Journeyman18	Zombie Lineman	5	3	4+	-	9+	Regeneration, Loner (4+)	0	40,000 gp	<input checked="" type="checkbox"/>	<input type="checkbox"/>

NOTE:In order to permanently hire a journeyman you must first check the *Fire Player* box and then uncheck the box.

Once you click “Step 4A: Update Roster” all changes will be permanent, fired players will disappear, newly hired journeymen will appear in the lowest roster slot possible.

11	11	unnamed player	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	8	125,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
12	12	Journeyman17	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0	40,000 gp	<input type="checkbox"/>	<input type="checkbox"/>
13	empty slot												
14	empty slot												
15	empty slot												
16	empty slot												
17	empty slot												

NOTE:In order to permanently hire a journeyman you must first check the *Fire Player* box and then uncheck the box.

Dead players are automatically removed from the roster.

Hire new players

#	Player Name	Position	MA	ST	AG	PA	AV	Skills & Traits	Player Cost
00	unnamed player	no player	▼						Hire Player
Treasury:		85,000 gp							
Dedicated Fans:		3							
Current Re-Rolls:		3	Buy additional Re-Rolls (140,000 gp):			+	-	0	You will spend this much on your new staff/ re-rolls:
Current Cheerleaders:		0	Hire or fire Cheerleaders (10,000 gp):			+	-	0	
Current Assistant Coaches:		0	Hire or Fire Assistant Coaches (10,000 gp):			+	-	0	
Team Value:		1,050,000 gp		Current Team Value:		1,050,000 gp			

Step 4: Finish Hire & Fire Players & Staff

To buy new players, you just choose the right one from the dropdown menu, assign him a roster slot 1-16. **Note:** here the roster slot is used, you can change his jersey number later to a number 0-99. Afterwards click on “Hire Player”. 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. Accordingly, after adding/removing sideline staff or rerolls, click in “Hire Staff”.

Once all team list changes are complete, click on “Step 4: Finish Hire & Fire Player & Staff”. **Note:** It is important that you already have clicked on “Step 4A” even if you haven’t done any roster changes.

5. Expensive Mistakes

5. Expensive Mistakes

Roll for Expensive Mistakes (D6)



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 unfortunate 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, you MUST click on the green button and your team is set to be ready for the next game.

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.

Deady McDeath

#	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	Ann Boney	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0	0	0	0	0	0	0	0	0	40,000 gp	No	2
2	Bee Boney	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0	0	0	0	0	0	0	0	0	40,000 gp	No	2
3	Walking Det	Zombie Lineman	4	3	4+	-	9+	Regeneration	0	0	0	0	0	0	0	0	0	40,000 gp	No	2
4	Walking Dad	Zombie Lineman	4	3	4+	-	9+	Regeneration	0	0	0	0	0	0	0	0	0	40,000 gp	No	2
5	Walking Dad	Zombie Lineman	4	3	4+	-	9+	Regeneration	0	0	0	0	0	1	0	4	0	40,000 gp	No	2
34	Heidi K.	Ghoul Runner	7	3	3+	4+	8+	Dodge, Block	0	0	0	0	3	1	0	7	0	95,000 gp	No	2
32	Cindy C.	Ghoul Runner	7	3	3+	4+	8+	Dodge	0	0	0	0	0	0	0	0	0	75,000 gp	No	2
21	Sam	Wight Blitzzer	6	3	3+	5+	9+	Block, Regeneration	0	0	0	0	0	0	0	0	0	90,000 gp	No	2
22	John	Wight Blitzzer	6	3	3+	5+	9+	Block, Regeneration	0	0	0	0	0	0	0	0	0	90,000 gp	No	2
98	Ram Tun Mose	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	0	0	0	0	0	0	0	0	0	125,000 gp	No	2
99	Ran As Mose	Mummy	3	5	5+	-	10+	Mighty Blow (+1), Regeneration	0	0	0	4	0	0	0	0	8	125,000 gp	No	2
12	Journeyman17	Skeleton Lineman	5	3	4+	6+	8+	Thick Skull, Regeneration	0	0	0	0	0	0	0	0	0	40,000 gp	No	1

Treasury: 85,000 gp
Dedicated Fans: 3
Re-Rolls: 3 (210,000 gp)
Cheerleaders: 0 (0 gp)
Assistant Coaches: 0 (0 gp)

Team Value: 1,050,000 gp
Current Team Value: 1,050,000 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

If the league commissioner has provided a HTML file about the league rules to the Admin, the rules can be viewed here.











2.2 League Schedules

A league can have a fixed schedule and if the commissioner has created such a schedule with TojScory© all games for the season (current or past) will be listed here and are pre-scheduled. At first, you have to choose the league/conference and then the season you want to view.

Choose a League you want to see the schedule

League: pick Season:

League Schedule

League Game #	Game ID	Home team (coached by)	Away team (coached by)	Result TD (CAS)	
Gameday 1					
46		Reikland Reavers (Elkantar)	Family Affears (Seelenhaendler)	1:0	(1:2)
47		Flying Bats Bloodgrad (rola)	Pussy Galore's Flying Circus (SirTwist)	1:1	(3:1)
48		Rotten Raiders (Bartek)	Allingham 49ers (Schlachtenlenker)	3:1	(2:4)
49		Borg Down Brawlers (dieter)	Riemer Revenants (Querras)	2:0	(2:0)
50		Slippery When Wet (Sambre)	Chicago Chaos Cubs (sami)	1:1	(1:6)
Gameday 7					
76		Riemer Revenants (Querras)	Family Affears (Seelenhaendler)	--	(--)
77		Rotten Raiders (Bartek)	Chicago Chaos Cubs (sami)	--	(--)
78		Pussy Galore's Flying Circus (SirTwist)	Slippery When Wet (Sambre)	--	(--)
79		Virgin Island Painkillers (Lichemaster)	Reikland Reavers (Elkantar)	2:2	(2:2)
80		Flying Bats Bloodgrad (rola)	Allingham 49ers (Schlachtenlenker)	--	(--)
Gameday 8					

Every game of the season is listed and sorted by gameday. If a game has been played already, an eye-symbol will lead you to the game report and the result will be stated in the list. If a game has been scheduled script-symbol will lead you to the list of "Upcoming Matches/ Post Game" page. Any games, which are still open can be scheduled by the participating coaches by clicking on the calendar-symbol and the game will then be listed on the "Upcoming Matches/ Post Game" page.

2.3 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). The table will be created based on the tiebreakers set by the commissioner, incl. the option of head-to-head-tiebreaker for 2 or more teams with the same points.

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							W/T/L
			Points	TDf	TDa	CASf	CASa	GP		
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 Alistars	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	

2.4 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 the Teamname, a link will lead you to that particular Team list. For a PDF printable team list, you need to click on the ID of the respective team. 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)

2.5 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.

2.6 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. **If you click on the Game ID you can see the game report of this game.**

Last Games Played

Game ID	Home team (coached by)	Away team (coached by)	Score (TD)	Score (CAS)	Status	League [Conference] Round
524	Deady McDeath (testy)	Zonsies (tojurub)	2 1	3 0	in Postgame	BBLOBS [Testliga] OP
522	Rotties (testy)	Zonsies (tojurub)	0 0	1 1	Played on 29 May 23	BBLOBS [Testliga] OP
521	Zonsies (tojurub)	Beer Heaven (testy)	0 0	0 2	Played on 29 May 23	BBLOBS [Testliga] OP
520	Zonsies (tojurub)	Rotties (testy)	0 0	1 2	Played on 29 May 23	BBLOBS [Testliga] OP
518	Deady McDeath (testy)	Zonsies (tojurub)	1 0	1 2	Played on 28 May 23	BBLOBS [Testliga] OP
517	Zonsies (tojurub)	Beer Heaven (testy)	0 0	0 1	Played on 27 May 23	BBLOBS [Testliga] OP
516	Zonsies (tojurub)	Beer Heaven (testy)	1 0	1 1	Played on 27 May 23	BBLOBS [Testliga] OP

2.7 Upcoming Matches/Post Game

Here all games are 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 Guide

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 Catoher	6	3	3	5	8	Catch, Dodge	GA	S	75,000 gp	2
Koka Kalim Blitzzer	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 Sant-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