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BLOODSPORTS
ILLUSTRATED

Supplemental

DragonBBL SEASON I
A Statistical Review

With DragonBBL Season I over and the main prizes of the DragonBowl and the *Spike!* Magazine Trophy swept by Undead teams, Skaven and Lizardmen nipping at their heels, it is time to look back across the hard fought games of the first season and examine them in analytical detail. This article will represent a multipart look at the statistics that can be extracted from last season's game data. No humour will be found here... just the straight facts and the conclusions they support! Without further ado...

PART I: Global Stats

1.1 Overall Stats

24 teams in 3 conferences played 130 games in the regular season, scoring a total of 405 touchdowns and inflicting 500 casualties (*not counting casualties resulting from failed dodges, failed go for its, or injuries resulting from kickoff results*) resulting in 47 permanent deaths. 428 casualties were caused by legitimate blocks, leaving 72 casualties resulting from fouls or from being pushed into the stands. Of the 428 casualties caused by blocking, 220 were badly hurt, 145 seriously injured, and 63 dead, of which 29 were saved by the team apothecary or regenerated, resulting in 34 deaths to legitimate blocks. In addition, 4 players died due to failed dodges, 3 due to fouls, 4 were killed by the fans, and 1 was killed by Nobbla Blackwart's chainsaw. 6 players were raised from the dead by the undead teams who killed them, only one remains active, the rest having been retired. The League accumulated 55 niggling injuries over the course of the season, both from the 145 serious injuries and the effects of ageing.

Table 1: The following table illustrates the total number of games, touchdown, and casualties as well as the ratios for each Conference in the league separately.

CONF	TD	TD/GP	CS	CS/GP	RIP	RIP/GP	GP
Dragon	161	2.88	204	3.64	18	0.32	56
Frog	160	2.86	218	3.89	23	0.41	56
BuBBL	84	3.00	78	2.79	6	0.21	28

Passing wise, 285 completions were made, with 10 interceptions. 283 MVP awards were made during the season, and a total of 3791 Star Player Points were earned, of which 38 MVPs and 428 SPP were taken to the grave by slain players. 20 players were retired (including 5 raised zombies) to assistant coach status, taking 2 MVPs and 34 SPP with them.

1.2 Stats by Race

Although the sample size is not large enough to get a good general view of racial performance trends, we can see some good indicators by looks at some of the general statistics broken down by race. Table 2 shows us clearly what we already expected to see: Undead teams dominated the season in casualties (Chaos a distant second, and everyone else eating their dust), and second only to the Lizardmen in scoring, with the Skaven close by. Despite inflicting 21 casualties less than the Undead, the Chaos teams have shown a greater efficiency in butchering their opponents, the number of deaths inflicted by them being equal to that of the Undead. The gentlest race by a good margin were the Wood Elves, who despite their low inflicted casualty rate managed to wind up 4th overall in touchdowns/game as one might expect from such a speedy team.

Table 2: The following table illustrates touchdowns for and casualties/RIP divided by race.

RACE	TD/F	TD/GP	CS/F	CS/GP	RIP/F	RIP/GP	GP
Amazon	14	1.00	16	1.14	2	0.14	14
Chaos	28	0.80	84	2.40	9	0.26	35
Chaos Dwarf	9	0.64	29	2.07	3	0.21	14
Dark Elf	25	1.79	25	1.79	1	0.07	14
Dwarf	15	1.07	21	1.50	0	0.00	14
High Elf	20	1.43	19	1.36	0	0.00	14
Human	17	0.81	45	2.14	3	0.14	21
Lizardmen	44	2.10	36	1.71	5	0.24	21
Norse	26	1.24	34	1.62	3	0.14	21
Orc	8	0.57	21	1.50	2	0.14	14
Skaven	86	2.05	53	1.26	2	0.05	42
Undead	72	2.06	105	3.00	9	0.26	35
Wood Elf	41	1.95	12	0.57	0	0.00	21

Table 3 confirms what is already well know: AV7 teams suffer casualties at a rate that is prodigious when compared to AV8 and up teams. As expected the Dwarves had the lowest casualty rate against, the big surprises here being the Chaos Dwarves and High Elves, who both suffered disproportionately high casualties despite having quite good armor. The Undead come up as the defensive champions, allowing less than 1 touchdown against per game, the Dwarves close behind at 1 per game exactly.

Table 3: The following table illustrates touchdowns against and casualties/RIP against divided by race.

RACE	TD/A	TD/GP	CS/A	CS/GP	RIP/A	RIP/GP	GP
Amazon	24	1.71	32	2.29	6	0.43	14
Chaos	62	1.77	58	1.66	3	0.09	35
Chaos Dwarf	24	1.71	30	2.14	2	0.14	14
Dark Elf	19	1.36	24	1.71	1	0.07	14
Dwarf	14	1.00	14	1.00	2	0.14	14
High Elf	23	1.64	31	2.21	3	0.21	14
Human	35	1.67	34	1.62	4	0.19	21
Lizardmen	26	1.24	32	1.52	2	0.10	21
Norse	32	1.52	44	2.10	7	0.33	21
Orc	22	1.57	26	1.86	1	0.07	14
Skaven	60	1.43	77	1.83	7	0.17	42
Undead	30	0.86	52	1.49	2	0.06	35
Wood Elf	34	1.62	46	2.19	7	0.33	21

Lastly, table 4 gives us the overall touchdown (for:against), casualty (for:against), and league point ratios (points:total possible) scored by each race as a whole. Even more clearly, the Undead teams dominated on the pitch.

Table 4: The for:against ratios for touchdowns and casualties and the WTL points ratio.

RACE	TD	CS	WTL	GP
Amazon	0.58	0.50	0.31	14
Chaos	0.45	1.45	0.23	35
Chaos Dwarf	0.38	0.97	0.31	14
Dark Elf	1.32	1.04	0.52	14
Dwarf	1.07	1.50	0.52	14
High Elf	0.87	0.61	0.43	14
Human	0.49	1.32	0.27	21
Lizardmen	1.69	1.13	0.65	21
Norse	0.81	0.77	0.43	21
Orc	0.36	0.81	0.19	14
Skaven	1.43	0.69	0.60	42
Undead	2.40	2.02	0.75	35
Wood Elf	1.21	0.26	0.48	21

1.3 Kickoffs and Weather

A total of 621 kickoff rolls were made in the regular season over the course of 128 recorded games (2 replays being unavailable), an average of 4.85 per game. This gives us a nice large sample size, and, as expected the actual distribution falls tolerably close to the expected.

Table 5: Kickoff Rolls

ROLL	RESULT	Exp. %	#	Act. %
2	Riot	2.78	17	2.74
3	Get the Ref!	5.56	35	5.64
4	Perfect Defence	8.33	52	8.37
5	Cheering Fans	11.11	72	11.59
6	Bad Kick	13.89	74	11.92
7	Changing Weather	16.67	106	17.07
8	Quick Snap!	13.89	91	14.65
9	Brilliant Coaching	11.11	60	9.66
10	Blitz!	8.33	52	8.37
11	Throw a Rock	5.56	40	6.44
12	Field Invasion	2.78	22	3.54

Pitch invasions and thrown rocks were slightly more frequent than would normally be expected last season, indicating a more rambunctious than usual fan base.

The weather was predominantly fine, and indeed the distribution of weather rolls was quite close to the expected results.

Table 6: Weather Rolls

ROLL	RESULT	Exp. %	#	Act. %
2	Sweltering Heat	2.78	7	2.93
3	Very Sunny	5.56	12	5.02
4-10	Nice	83.33	197	82.43
11	Pouring Rain	5.56	15	6.28
12	Blizzard	2.78	8	3.35

That's it for Part I. In Part II we will be examining the teams and the trends that shape their careers.