YET ANOTHER REFERENCE SHEET FOR BB2020

(by Naytsythc 20210825)

Pre-Game (Page 37)

1.	Fans	Fan Factor = 1D3+Dedicated Fans
2.	Weather	2D6 (each coach 1D6)
3.-4.	3. Take Journeyman, 4. Buy Inducements Afterwards: Calculate CTV	
5.	Prayers of Nuffle Table	For each 50k CTV difference 1 Roll on table
6.	Determine Kicking Team	Coin flip or the like

Start of Drive (Page 40)

1.	Teams setup (Kicking/Defending team first)
2a.	Kicking/Defending team places the ball
2b.	Kick Deviation (Kicking/Defending rolls)
3a.	Kicking/Defending team rolls on the Kick-off table
3b.	Try to catch the ball; Bounce the ball; Touchback

End of Drive (Page 66)

1.	Deal with secret weapons
2.	D6 for each KO: 1-3: Stay KO 4-6: Put in Reserve

Injury Table

2D6	
2-7	Stunned
8-9	K.O.
10+	Casualty (roll on casualty table)

Stunty Injury Table

2D6	
2-6	Stunned
7-8	K.O.
9	Badly Hurt
10+	Casualty (roll on casualty table)

Casualty Table

D16		
1-6	**Badly Hurt**	Miss rest of game
7-9	**Seriously Hurt**	Miss next game (MNG)
10-12	**Serious Injury**	Niggling injury (NI) and MNG
13-14	**Lasting Injury**	Roll on lasting injury and MNG
15-16	**Dead**	Rest in peace

Weather

2D6		
2	**Sweltering Heat**	D3 Random players on pitch at end of drive miss next drive
3	**Very Sunny**	Pass -1
4-10	**Perfect**	No effects
11	**Pouring Rain**	-1 Pick up, -1 Catch, - 1 Interference
12	**Blizzard**	-1 on Rush, only quick and short passes

Lasting Injury Table

D6		
1-2	**Head Injury**	-1 AV
3	**Smashed Knee**	-1 MA
4	**Broken Arm**	+1 PA
5	**Neck Injury**	+1 AG
6	**Dislocated Shoulder**	-1 ST

1	
2	
3-4	
5	
6	

Passing Sequence (Page 48)

1.	**Declare Pass**	Measure range and declare target square	
2.	**Test for accuracy**	Natural 6 or PA+ **accurate** Result <= 1 **Wildly inaccurate**	PA not met **inaccurate** Natural 1 **fumbled**
3.	**Passing Interference**	If successful, try to convert deflection into interception	If int. fails, ball scatters from interceptor's square
4.	**Resolve pass action**	If on target, try to catch. Turnover, if ball on ground or caught by opponent	

Throw Team-Mate / Kick Team-Mate Sequence (Page 52)

0.	**Preparation**	a. Succeed Bone-Head or Really Stupid		b. Always Hungry: 1: Eat (1: dead; 2+ Fumble); 2+ Success			
1.	**Declare Throw**	Measure range and declare target square (only quick and short throws); throw always inaccurate at best					
2.	**Test for accuracy**	Natural 6 or PA+ **superb** Result <= 1 **terrible (deviates from thr.)**		PA not met **successful** Natural 1 **fumbled**			
3.	**Resolve Landing**	Successful throw or fumble	**-1**	terrible throw	**-2**	per landing marking pl.	**-1**

If landing square occupied: target knocked down. Turnover only on fail, if thrown player was carrying the ball or if some other own player is knocked down during TTM

Kick-Off Event (Page 41)

2D6		
2	**Get the Ref**	1 Free Bribe Inducement for each team until end of game
3	**Time-out**	Kicking team's turn marker on 6,7,8 for half: both marker move back, else both markers move forward
4	**Solid Defence**	D3+3 open players from kicking team may be newly set up (must still be valid)
5	**High Kick**	One open player on receiving team can be placed at square ball will land
6	**Cheering Fans**	D6+Cheerleaders. Coach with highest result: Roll on Prayers to Nuffle
7	**Brilliant Coaching**	D6+Assistant Coaches. Coach with highest result gains extra RR for drive
8	**Changing Weather**	New roll on weather table. If „Perfect", ball scatters before landing
9	**Quick Snap**	D3+3 open players on receiving team can each move 1 square in any direction
10	**Blitz**	D3+3 open players on kicking team may move. One Blitz action possible. No team turn!
11	**Officious Ref**	D6+Fan Factor. Coach with lowest result or both on tie: Randomly select player: D6 1: sent-off 2+: Stunned
12	**Pitch Invasion**	D6+Fan Factor. Coach with lowest result or both on tie: Randomly select D3 players: Stunned

Prayers to Nuffle (Page 39) (Reroll if currently in effect)

Roll				End of
D8: Exhibition play	1	**Treacherous Trapdoor**	If trapdoor · D6 · 1: treat as if pushed into crowd	Half
	2	**Friends With The Ref**	Argue the call · 5-6: Success	Drive
	3	**Stiletto**	1 Random available player without Loner gets Stab	Drive
	4	**Iron Man**	1 Chosen available player without Loner gets AV+1 (Max. 11+)	Game
	5	**Knuckle Dusters**	1 Chosen available player without Loner gets Mighty Blow (+1)	Drive
	6	**Bad Habits**	D3 Random opposing players without Loner get Loner (2+)	Drive
	7	**Gready Cleats**	1 Random available opposing player gets MA-1	Drive
	8	**Blessed Statue Of Nuffle**	1 Chosen available player without Loner gets Pro	Game
D16: League play	9	**Moles Under The Pitch**	-1 on Rush (for each active roll)	Half
	10	**Perfect Passing**	Pass completion: 2 SSP (instead of 1)	Game
	11	**Fan Interaction**	Crowd push casualty: 2 SSP (instead of 0)	Drive
	12	**Necessary Violence**	Casualty: 3 SSP (instead of 2)	Drive
	13	**Fouling Frenzy**	Foul casualty: 2 SSP (instead of 0)	Drive
	14	**Throw A Rock**	If opp. player stalling, D6 at end of their turn 5+: player knocked down	Drive
	15	**Under Scrutiny**	Any opposing player will be seen by ref if committing a foul	Half
	16	**Intense Training**	1 Random available player without Loner: single chosen primary skill	Game

Argue the Call D6	
1	Lose argue the call; -1 on brilliant coach. rolls
2-5	No effect
6	Player not sent-off, but still a turnover

Deviate, Scatter, Bounce		
	Deviate	1x (D6 Fields in D8 Direction)
	Scatter	3x (1 Field in D8 Direction)
	Bounce	1x (1 Field in D8 Direction)

Inducements (Page 88)

Temp Agency Cheerleaders	0-4	20.000	Kick-Off effect
Part-Time Assistant Coaches	0-4	20.000	Kick-Off effect
Bloodweiser Kegs	0-2	50.000	+1 per Keg on all KO wake-up rolls
Wizard	0-1	150.000	Either Fireball or Zap!
Extra Team Training	0-8	100.000	Extra Reroll(s)
Mercenary Players	Tea m	Normal +30.000	Player has Loner (4+) May induce a primary skill for +50.000
Special Plays	0-5	100.000	See page 90 English Rule Book
Riotous Rookies	0-1	100.000	2D3+1 Journeymans for „Low cost Linemen"
Bribes	0-3	100.000	50k for „Bribery and Corruption". On ref-call, D6: 2+ ignore call
Halfling Master Chef	0-1	300.000	100k for „Halfling thimble cup" 3D6 on start of each half. Each 4+: +1 RR opposing -1 RR
Wandering Apothecary	0-2	100.000	Same as normal Apo. Available for teams with Apo.
Weather Mage	0-1	30.000	Once per game roll weather with chosen +2, +1, 0, -1, -2. Lasts until end of next opponents turn
Mortuary Assistant Plague Doctor	0-1	100.000	Like an Apo for „Sylvanian Spotlight"/„Favoured of Nurgle"
Biased Referee	0-1	120.000	80.000 for „Bribery and Corruption". +1 for argue the call; opp. fouls: D6 5+ sent-off

General Skills

Block	*Survive both downs*	**Pro**	Re-roll any roll (except armour, injury, casuality) on 3+
Dauntless	Roll D6 + own ST > oppST to block with equal strength for each block	***Shadow-ing***	*Roll D6 + own MA - oppMA >= 6 to follow opponent; may be used in own and opp. team turn*
Dirty Player (+x)	+x to fouls (armour or injury)	**Strip Ball**	Pushes dislodge ball
Fend	*Prevent follow up of attacker, may not be used when chain-pushed*	***Sure Hands***	*Re-roll pick ups; negates strip ball*
Frenzy*	Mandatory 2nd block on push, follow up mandatory	***Tackle***	*Negates dodge skill*
Kick	May halve (rounded down) kick scatter	***Wrestle***	*On both down, place both players prone, ignore block skill*

Agility Skills

Catch	*Re-roll catches*	**Leap**	Jump over any adjacent square; reduces any negative modifier for jump by 1 to a minimum of -1
Diving Catch	*+1 to catch accurate passes; may catch a ball if landing in an adjacent square (not bounces)*	**Safe Pair of Hands**	If knock down or placed prone (not fall over), ball may be placed in unoccupied adjacent square
Diving Tackle	*-2 to dodge rolls; tackler placed prone in vacated square*	***Side Step***	*Choose any available square when pushed or knocked over*
Dodge	*Re-roll dodge rolls; survive defender stumbles*	**Sneaky Git**	Ignore doubles on unsuccessful foul armour rolls; may use rest movement after fouling
Defensive	*Negates Guard during opponents's team turn*	**Sprint**	Rush an extra square
Jump Up	No stand up penalty; may block from prone on an agility roll with +1 modifier	**Sure Feet**	Re-roll failed rush rolls

Strength Skills

Arm Bar	*If opp. falls over as result of dodge/jump/leap out, +1 to either armour or injury roll*	**Mighty Blow**	+1 to armour or injury roll
Brawler	On Block action (not Blitz): may re-roll a single both down result	**Multiple Block**	Block 2 players at same time, treat them as +2 ST each
Break Tackle	Once during activation after AG roll for dodge: ST <= 4: Dodge +1; ST >=5: Dodge +2	**Pile Driver**	If placed prone after successful block and if followed up may commit a free foul
Grab	Place opponent anywhere; negates side step	***Stand Firm***	*Resist pushes, even when knocked over*
Guard	*Always count as assisting*	**Strong Arm**	+1 to pass rolls for throw team mate
Jugger-naut	On blitz only; both down as push; negates stand firm, fend and wrestle	**Thick Skull**	KO only on 9; if stunty: KO only on 8

Passing Skills

Accurate	+1 to Quick or Short Passes	**Leader**	Extra re-roll per half as long as leader is on the pitch. Only one re-roll, even if more than one leader
Cannoneer	+1 to Long Passes or Long Bombs	**Nerves of Steel**	Ignore tackle zones for pass/catch/interfere rolls
Cloud Burster	May choose to let opposing coach re-roll on interfering with long pass or long bomb	***On the ball***	*May move up to 3 squares if opp. declares Pass. May also move up to 3 squares on receiving kick.*
Dump-Off	*May choose to make a quick pass when nominated as Blitz- or Block- or Skill-/Trait-Special Action target*	**Pass**	Re-roll failed passes
Fumble-rooskie	When moving or blocking while carrying ball, may place ball in any square player vacated; no turnover	**Running Pass**	If performing a Quick Pass, may use rest MA to move
Hail Mary Pass	PA test to pass anywhere; can't be interfered with; never accurate; not during Blizzard	**Safe Pass**	Ball is not dropped on fumbling

Traits

Animal Savagery*	2+(block/blitz), 4+; Fail: must knock down adj. own player or action and tackle zone lost.	**Decay***	+1 to all casualty rolls on Injury table
Animosity*	2+ to pass/hand ball to player from disliked type. Not to mercenaries/star players.	**Hypnotic Gaze**	Agility roll to hypnotize, -1 modifier per tackle zone that is not the target
Always Hungry*	2+ to attempt TTM; on 1, 2+ to avoid being eaten	**Kick Teammate**	May kick a Right stuff team mate. If fumbled: injury roll on target, at least K.O. - usage Mighty blow decided by opp.
Ball & Chain*	Throw-In-Template to move; auto block; must at least move all MA	**Loner (x+)***	x+ to use team rerolls (if fails: reroll used anyway)
Bomb-ardier	PA to throw. Each adjacent square hit on 4+. If caught 4+ explodes, otherwise may throw again	**No Hands***	No ball allowed (may cause turnover if trying to)
Bone Head*	2+ to act; if failed, tackle zone lost	**Plague Ridden**	Raise killed opponent (ST <=4) as a rotter once per game; may be hired in post game sequence
Chainsaw*	2+ to use chainsaw or hit self; on any hit armour roll +3;	**Pogo Stick**	Jump over any adjacent square; no negative modifiers from tackle zones

Projectile Vomit	2+ to succeed. Armour roll on hit player.	**Swarming**	After step 2 start of drive: D3 extra players may be set-up
Really Stupid*	4+ to act. 2+ if non-stupid assist. If failed, tackle zone lost	**Swoop**	Thrown player moves 3 squares using throw-in template (no scatter)
Regen-eration	Heal on 4+	**Take Root***	2+ to avoid take root; on 1, stuck until end of drive or if knocked over
Right Stuff*	Can be thrown	**Titchy***	+1 to dodges; no -1 modifier to opposing dodges
Secret Weapon*	Banned after a drive the player took part on the pitch	**Throw Teammate**	Only quick or short pass; -1 modifier; no turnover on fumble
Stab	Armour roll instead of block dice; injury roll ignores niggles	**Timmm-Ber!**	+1 for each adjacent open player on stand up attempts
Stunty*	Ignore tackle zone on dodging; opponent gets +1 on interfere	**Unchann. Fury***	4+ to act. 2+ if block or blitz

Mutations

Big Hand	Ignore tackle zones and rain for pick up rolls	**Iron hard skin**	Negates Claws
Claws	Treat opponents as 8+ before applying any modifiers	**Monstrous Mouth**	Negates Strip Ball, may reroll failed catches
Disturbing Presence*	-1 to pass/throw team mate/throw bomb/interfere/catch rolls within 3 squares	***Prehensile Tail***	*-1 to players dodging out*
Extra Arms	+1 to pick up, catch, and intercept rolls	***Tentacles***	*D6 + ST - oppST >= 6 to hold opponent*
Foul Ap-pearance*	2+ roll required before performin a block or blitz action	**Two Heads**	+1 to dodge rolls
Horns	+1 to strength on blitzes	**Very Long Legs**	Reduces any neg. mod. on jump by 1 (not <-1). +2 interfere; ignore Cloud Burster

Passing Template and PA Rolls

	0	1	2	3	4	5	6	7	8	9	10	11	12	13
13	B	B	B											
12	B	B	B	B	B									
11	B	B	B	B	B	B	B							
10	L	L	L	B	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B				
8	L	L	L	L	L	L	L	B	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B			
6	S	S	S	S	L	L	L	L	L	B	B	B		
5	S	S	S	S	S	L	L	L	L	B	B	B		
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	B
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B

Long Bomb	-3
Long Pass	-2
Short Pass	-1
Quick Pass	0

Common AG Rolls

Interfere accurate pass	-3
Interfere inaccurate pass	-2
Interfere wildly inaccurate pass	-1
Convert deflection -> interception	-1
Jumping over Stunned/Prone	0
Catch bounce, throw-in, scatter or deviation	-1
Catch Hand-Off or Catch Accurate Pass	0
Pick-Up Ball/Dodge	0
Per marking player	-1

Post-Game Sequence (Page 68)				
0.	MVP award to a random player that was eligible to play this game (no mercanaries, star players or died players)			
1.	**Record outcome and winnings**	Fan attendance = Sum of Fan Factor's of teams. Winnings: (Fan attendance/2 + Scored TD) x 10.000; if one team conceded, all fan attendance to other team		
2.	**Dedicated fans (DF)**	**Won**	D6 >= current DF	DF + 1
		Lost	D6 < current DF	DF -1
		Draw	no effect	
3.	**Player advancements**			
4.	**Hiring, firing and temporarily retiring**			
5.	**Expensive mistakes**			
6.	**Prepare for next fixture**			

Skill Costs (Page 71)					
	Level	Random Primary	Chosen primary or random secondary	Chosen Secondary	Characterstic or chosen secondary
I	Experienced	3	6	12	18
II	Veteran	4	8	14	20
III	Emerging Star	6	12	18	24
IV	Star	8	16	22	28
V	Super Star	10	20	26	32
VI	Legend	15	30	40	50

Achievment (Page 70)	SSP
Accurate pass completion	1
Superb throw completion	1
Successful deflection (no interception)	1
Successful interception (deflection not counted)	2
Casualty from Block action	2
Touchdown	3
Most valuable Player (MVP)	4

D16	Characteristic Improvement Table (Page 71)
1-7	+1 MA or +1 AV
8-13	+1 MA or +1 AV or -1 PA
14	-1 AG or -1 PA
15	-1 AG or +1 ST
16	+1 MA or +1 AV or +1 ST or -1 AG or -1 PA

Characteristic improvement max. twice and to maximum value only. If characteristic can not be improved or not wished to improve, choose secondary skill.

Random Skill Table (Reroll Skills, the player has already or is not allowed to have)						
1st D6	**2nd D6**	**Agility**	**General**	**Mutations**	**Passing**	**Strength**
1-3	**1**	*Catch*	*Block*	Big Hand	Accurate	*Arm Bar*
	2	*Diving Catch*	Dauntless	Claws	Cannoneer	Brawler
	3	*Diving Tackle*	Dirty Player (+1)	Disturbing Presence*	Cloud Burster	Break Tackle
	4	*Dodge*	*Fend*	Extra Arms	*Dump-off*	Grab
	5	*Defensive*	Frenzy*	Foul Appearance*	Fumblerooskie	*Guard*
	6	Jump Up	Kick	Horns	Hail Mary Pass	Juggernaut
4-6	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	*Shadowing*	Monstrous Mouth	Nerves of Steel	Multiple Block
	3	*Sidestep*	Strip Ball	*Prehensile Tail*	*On the ball*	Pile Driver
	4	Sneaky Git	*Sure Hands*	*Tentacles*	Pass	*Stand Firm*
	5	Sprint	*Tackle*	Two Heads	Running Pass	Strong Arm
	6	Sure Feet	*Wrestle*	Very long legs	Safe Pass	Thick Skull
Illegal Skill/Trait combi-nations		Frenzy + Grab	Ball & Chain + Diving Tackle	Ball & Chain + Leap	Ball & Chain + On the ball	Ball & Chain + Grab
		Leap + Pogo Stick	Ball & Chain + Frenzy	Ball & Chain + Multiple Block	Ball & Chain + Shadowing	Strong Arm without Throw-Team-Mate

Max/Min Characteristic					
	MA	**ST**	**AG**	**PA**	**AV**
Max	9	8	1+	1+	11+
Min	1	1	6+	6+	3+

Expensive Mistakes (Page 73)						
D6	**100.000-195.000**	**200.000-295.000**	**300.000-395.000**	**400.000-495.000**	**500.000-595.000**	**600.000+**
1	Minor Incident	Minor Incident	Major Incident	Major Incident	Cata-strophe	Cata-strophe
2	Crisis averted	Minor Incident	Minor Incident	Major Incident	Major Incident	Cata-strophe
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
Effects	**Crisis averted**	No consequences		**Major incident**	Gold/2 (rounded down to nearest 5.000)	
	Minor incident	Team loses D3 x 10.000		**Cata-strophe**	Team loses all gold except 2D6 x 10.000	

Value increase (Page 72)	
Improvement	Value increase
Random Primary Skill	+10.000
Chosen Primary	+20.000
Random Secondary Skill	+20.000
Chosen Secondary	+40.000
AV Improvement	+10.000
MA or PA Improvement	+20.000
AG Improvement	+40.000
ST Improvement	+80.000

General Rules / Gameplay	
Blitz	Blitz-target must be declared before starting the movement and may not be changed afterwards. The player does not need to move to target and does not need to block.
Jump over prone or stunned players	The negative modifier is calculated by counting all marking players in starting square and counting all marking players in landing square. The highest modifier is used.
Com-pulsary Skills	On Skill page, some Skills are marked with a *. Those skill must always be used.
Skills	*Italic Skills* can not be used if player lost tackle zone
Rerolls	Team Rerolls may only be used during a team's turn, so no RR allowed during Blitz-Event or while using „On the ball". Same applies to Skill-RR's like Dodge, ...

Armour break probabilities

2D6	2	3	4	5	6	7	8	9	10	11	12
Possible Results	1	2	3	4	5	6	5	4	3	2	1
Probability	3%	6%	8%	11%	14%	17%	14%	11%	8%	6%	3%
AV	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+
Success probability	100%	97%	92%	83%	72%	58%	42%	28%	17%	8%	3%

Removal probabilities

AV	*2+*	*3+*	*4+*	*5+*	*6+*	*7+*	*8+*	*9+*	*10+*
Chance AV Break	100%	97%	92%	83%	72%	58%	42%	28%	17%
Chance KO	25%	24%	23%	21%	18%	15%	10%	7%	4%
Chance Injury	17%	16%	15%	14%	12%	10%	7%	5%	3%
Chance Removal	42%	41%	38%	35%	30%	24%	17%	12%	7%

Blocking probabilities (success: defender down, no turnover)

	No Skills					Block					Dodge					Block+Dodge				
	-3D	*-2D*	*1D*	*2D*	*3D*	*-3D*	*-2D*	*1D*	*2D*	*3D*	*-3D*	*-2D*	*1D*	*2D*	*3D*	*-3D*	*-2D*	*1D*	*2D*	*3D*
No Skills	4%	11%	33%	56%	70%	4%	11%	33%	56%	70%	0,5%	3%	17%	31%	42%	0,5%	3%	17%	31%	42%
Tackle											4%	11%	33%	56%	70%	4%	11%	33%	56%	70%
Block	12%	25%	50%	75%	87%						0,5%	3%	17%	31%	42%					
Block+ Tackle											12%	25%	50%	75%	87%	4%	11%	33%	56%	70%

Injury Probabilities

	2D6	%
Stunned	2-7	58%
K.O.	8-9	25%
Injured	10-12	17%

Surfing chances and risks

	Will be pushed		*With K.O./Injury*		Risk Turnover without Block/Wrestle					Risk Turnover with Block/Wrestle				
					and Self down	and own Removal				and Self down	and own Removal			
	no RR	*with RR*	*no RR*	*with RR*		*7+*	*8+*	*9+*	*10+*		*7+*	*8+*	*9+*	*10+*
3D	96%	99%	16%	17%	0.1%	0.1%	0.1%	0.1%	0.1%	0.5%	0.1%	0.1%	0.1%	0.1%
2D	89%	98%	15%	16%	11%	1%	1%	0.1%	0.1%	3%	1%	1%	0.1%	0.1%
1D	67%	89%	11%	15%	33%	4%	3%	2%	1%	17%	4%	3%	2%	1%
-2D	44%	69%	7%	12%	56%	8%	5%	4%	2%	31%	8%	5%	4%	2%
-3D	29%	51%	5%	9%	71%	10%	7%	5%	3%	42%	10%	7%	5%	3%

Passing probabilities

		Catch									
		2+		3+		4+		5+		6+	
Pass			**RR**		**RR**		**RR**		**RR**		**RR**
2+		69%	81%	56%	74%	42%	63%	28%	46%	14%	25%
	RR	81%	95%	65%	86%	49%	73%	32%	54%	16%	30%
3+		56%	65%	44%	59%	33%	50%	22%	37%	11%	20%
	RR	74%	86%	59%	79%	44%	67%	30%	49%	15%	27%
4+		42%	49%	33%	44%	25%	38%	17%	28%	8%	15%
	RR	63%	73%	50%	67%	38%	56%	25%	42%	13%	23%
5+		28%	32%	22%	30%	17%	25%	11%	19%	6%	10%
	RR	46%	54%	37%	49%	28%	42%	19%	31%	9%	17%
6+		14%	16%	11%	15%	8%	13%	6%	9%	3%	5%
	RR	25%	30%	20%	27%	15%	23%	10%	17%	5%	9%

Dodge/Rush probabilities

	Needed result	Chance		Risk Turnover and own Removal			
				7+	*8+*	*9+*	*10+*
Dodge/ Rush	*2+*	83%	17%	4%	3%	2%	1%
	3+	67%	33%	8%	6%	4%	2%
	4+	50%	50%	12%	9%	6%	3%
	5+	33%	67%	16%	12%	8%	5%
	6+	17%	83%	20%	14%	10%	6%
Dodge/ Rush with Reroll	*2+*	97%	3%	1%	0%	0%	0%
	3+	89%	11%	3%	2%	1%	1%
	4+	75%	25%	6%	4%	3%	2%
	5+	56%	44%	11%	8%	5%	3%
	6+	31%	69%	17%	12%	8%	5%

Probablities of some example sequences

	Success Chance	Risk Turnover					
			and Self down	and own Removal			
				7+	8+	9+	10+
2+ Pickup, 2+ Rush, 2+ Pass 2+ Catch without Rerolls	48%	52%	14%	3%	2%	2%	1%
2+ Pickup, 3+ Pass, 2+ Catch without Rerolls	46%	54%	0%	0%	0%	0%	0%
2+ Rush, 2+ Rush, 2+ Catch with 1 Team Reroll	87%	13%	7%	2%	1%	1%	1%
3+ Pass, 2+ Catch with 1 Team Reroll	83%	17%	0%	0%	0%	0%	0%