CREATING AND RE-RATING FICTIONAL CAREER SKATERS FOR ROLLER RUMBLE ROLLER DERBY BOARD GAME

These rules were used to create and run the Regional Roller Rumble League, a fictional league whose history has been chronicled in the PLAAY.com Board Game Forum. - Mike (novaria08)

I. Creating Skaters for the Inaugural Season

Creating Skaters: Positions

Use 2d10 or a random number generator to create positions for skaters on each team: first roll for eight women on a team at a time and then eight men. Rolling on the **Player Position Table: Inaugural Season** should provide a fairly accurate distribution of positions of skaters in the league when it is first formed.

Player Position Table: Inaugural Season	Range
jammer	1-24
blocker	25-55
pivot	56-61
pivot ● blocker ● jammer	62-63
jammer ● blocker	64-69
jammer ● pivot	70-82
pivot ● blocker	83-100

Creating Skaters: Qualities

Then determine how many qualities each skater will have.

Number of Qualities Table	1	2	3	4	5
Range	1-9	10-40	41-78	79-95	96-100

Roll as often as needed on the **Quality by Position Table** to determine which qualities the skater has according to his positions(s). Ignore the same quality rolled repeatedly.

Quality by Position Table	Agile	Fast	Smart	Big	Powerful	Star	Cheat	Mean
jammer	1-30	31-60	61-81	82-83	84-85	86-94	95-96	97-100
blocker	1-6	7-12	13-28	29-58	59-78	79-81	82-85	86-100
pivot	1-9	10-23	24-46	47-55	56-73	74-91	92-96	97-100
pivot●blocker●jammer	1-45	46-67	68-90	91-92	93-94	95-96	97-98	99-100
jammer ●blocker	1-14	15-35	36-63	64	65-78	79	80-86	87-100
jammer●pivot	1-21	22-42	43-63	64-66	67-78	79-92	93-95	96-100
pivot ●blocker	1-10	11-19	20-30	31-51	52-68	69-72	73-83	84-100

Creating Skaters: Starred Qualities*

Determine how starred qualities* the skater has on the **Number of * Table**. If the skater rolls more * than qualities that he/she actually has, ignore them.

Note: Roll again on the **Quality by Position** Table to determine *which quality* is starred*.

Number of * Table	0	1	2	3
Range	1-14	15-79	80-97	98-100

Creating Skaters: TV Ratings

Roll on the **TV Rating Table** to determine the skater's TV rating; this depends on the number of qualities the skater has.

TV Rating Table		AA	A	B	C	D
# of qualities						
1					1-11	12-100
2			1-3	4-10	11-77	78-100
3			1-20	21-78	79-100	
4		1-12	13-81	82-100		
5		1-60	61-100			

All of the above tables are based on my analysis of the skater cards in Keith Avallone's Roller America Derby Set published by PLAAY.com)

Creating Skaters: Age

Roll 2d10 on table below for each rookie entering the league.

Age Table (All Skaters)

17	1-4
18	5-14
19	15-27
20	28-40
21	41-48
22	49-52
23	53-60
24	61-70
25	71-87
26	88-89
27	90-91
28	92-97
29	98-100

Creating Skaters: Height and Weight

To determine weight and height of each skater, first roll 2d10 on the women's or men's **Height & Weight Table** and read down. Once you have the height, roll 2d10 and read (roll) across for the weight.

Height & Weight Table (Women Skaters)

Women Height?	Roll for height	Weight? Roll for weight
4'11"	1-3	(1-50) 95 (51-90) 100 (91-100) 105
5'	4-6	(1-50) 100 (51-91) 105 (91-100) 110
5'1"	7-12	(1-50) 105 (51-90) 110 (91-100) 115
5'2"	13-34	(1-25) 110 (26-50) 115 (51-65) 125 (66-81) 135 (82-95) 140 (96-100) 155
5'3"	35-43	(1-50) 115 (51-75) 120 (76-95) 125 (96-100) 135
5'4"	43-46	(1-50) 120 (51-75) 125 (76-90) 130 (91-100) 135
5'5"	47-62	(1-10) 115 (11-40) 120 (41-80) 125 (81-100) 135
5'6"	63-78	(1-10) 110 (11-30) 120 (31-50) 125 (51-80) 135 (81-90) 140 (91-100) 145
5'7"	79-88	(1-20) 135 (21-40) 140 (41-80) 145 (81-100) 150
5'8"	89-91	(1-20) 140 (21-40) 145 (41-90) 150 (91-100) 155
5'9"	92-97	(1-25) 140 (26-50) 145 (51-90) 150 (91-100) 155
5'10"	98-100	(1-20) 140 (21-40) 145 (41-85) 150 (85-100) 155

Height & Weight Chart (Men Skaters)

Men Height?	Roll for height	Weight? Roll for weight
5'3"	1-7	(1-33) 125 (34-66) 130 (67-100) 135
5'4"	8-10	(1-33) 130 (34-66) 135 (67-100) 140
5'5"	11-13	(1-33) 135 (34-66) 140 (67-100) 145
5'6"	14-27	(1-10) 130 (11-30) 135 (31-50) 140 (51-66) 145 (67-100) 150
5'7"	28-44	(1-15) 140 (16-30) 145 (31-45) 150 (46-60) 155 (61-76) 160 (77-92) 165
5'8"	45-47	(1-15) 140 (16-40) 145 (41-55) 150 (56-75) 155 (76-100) 160
5'9"	48-50	(1-15) 140 (16-25) 145 (26-40) 150 (41-51) 155 (52-62) 160 (63-100) 165
5'10"	51-67	(1-10) 145 (11-28)150 (29-46) 155 (47-64) 160 (65-82) 165 (83-100) 170
5'11"	68-81	(1-25) 170 (26-50) 175 (51-75) 180 (76-100) 185
6'	82-91	(1-33) 180 (34-66) 185 (67-99)190 (100) 275
6'1"	92-97	(1- 20) 185 (21-100) 190
6'2"	97-100	(1-10) 185 (11-100) 190

When you have both weight and height for a number of skaters (all 8 women or 8 men), assign these to appropriate skaters on your roster. Assign height and weight based on the qualities (and *) and positions of skaters.

II.   Re-rating Skaters for Subsequent Seasons

A Brief Explanation

By using this re-rating system, some fictional skaters after each season will become superstars with more starred* or double-starred qualities**; some will have fewer qualities, fewer * or both compared to the season before; others will remain unaffected, and some veterans will be fighting for their jobs with the new rookies, many of whom will have more qualities and/or more starred qualities* than they do, much like skaters in a professional Roller Derby might have been like if such a real (not worked) competitive league had developed.

The basic goal of this system for re-rating skaters is that skaters improve or decline and eventually retire over time. The key way I hope to accomplish this is to make sure that the total number of qualities and * in the league remains basically the same from season to season; otherwise, the teams will become dominated by overly strong skaters, and all the lesser or weaker skaters will disappear from the league. It is also important that there is room for a certain percentage of rookie skaters in the league each season (the reason for forced retirement) and that there is the opportunity that they could improve over time and gain starting positions. Just remember that this is a system for a fictional skating league, not one for a replay of any historical league.

Keeping Accurate Statistics

The first step in re-rating skaters is to keep certain statistics accurately during the season for every skater. These will be needed to determine the all-important **Skating Value** of an individual skater.

Stats necessary to record during the season:

1. Record pack points. Every time the player causes a track advantage (the arrow symbol) during a game, either by a skater's quality or a TV rating, mark it on a game sheet as a pack point. Achieving a track advantage on the FAC is termed a pack point.

2. Record jam points.

3. Record assists. An assist is any pack point which results in another skater(s) on the team scoring in the FAC and any other assists specifically naming a skater in the FAC or Highlight Reel.

4. Record injuries caused and injuries suffered (period and game)

5. Record ejections.

6. Record skater penalties (period and game).

(Pack point is not a term I created; I read it somewhere in the PLAAY.com Board Game Forum and would have given credit if I knew who he/she was.)

Computing Stat Totals

The second step is to compute totals for all skaters for (1) jam points; (2) pack points; (3) assists; (4) injuries caused and suffered; (5) ejections; and (6) penalties.

Determining the Stat Leaders

The third step is to determine at the end of the season the **Stat Leaders,** the ones with the three highest totals for (1) jam points (2) pack points (3) assists and (4) injuries caused. Do women and men separately. Note the top three skaters in each category.

Determining the Most Valuable Skater Award Winners

The fourth step is to determine the Most Valuable Skater Award (MVS) winners – one woman and one man. Points for MVS are given to those two skaters when determining their **Skater Value** in step 5.

Use this formula below to determine what the **MVS points (MVS)** are for every player. Use the totals from stats that you kept during the season.

Jam Points (x 1) + Pack Points (non-assist) (x 1) + Assists (x 5) + Injuries Caused Period (x 3) + Injuries Caused Game (x 5+1 for other games missed) + Stats Leader (jam pts., assists, pack pts., and injuries caused) – Penalties (x 1) – Ejections (x 5) – Injuries Suffered Period (x 3)– Injuries Suffered Game (x 5 +1 for other games missed) = MVS points

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Example of MVS Points:

Andy Roebuck, Delta Jailbirds' blocker (final stats)
Jam points (0) Pack Points (93) Assists (12) Injuries Caused Period (1)
Stats Leader (1st Pack points; 2nd Assists)
Penalties (3) Ejections (3) Injuries Suffered Period (0) Injuries Suffered Game (0)

calculations
93 pack points – 12 assists = + 81 pack points (non-assists)
12 assists X 5 = + 60 assists
1 injuries caused period X 3 =+ 3 Injuries caused period
10 (1st pack point leader) + 8 (2nd Most Valuable Skater) = + 18 Stats leaders
3 penalties X 1 = - 3 penalties
3 ejections X 5 = - 15 ejections
0 + 81 + 60 + 3 + 0 + 18 – 3 - 15 – 0 – 0 = **144 (MVS)**

Note: Pack points (non-assist) is pack points minus assists (total pack points –assists = pack points (non-assist).

Hint: Make a formula in Excel for MVS

Stats Leader (leaders in jam points, assists, pack points and injuries caused) using the ranks below. There are only three skaters that receive this bonus in each stat area: jam points, assists, pack points and injuries caused. Men and women stats and leaders are separately calculated.

1st	Add 10
2nd	Add 8
3rd	Add 6

When the 2nd place runner-ups have the same total, give both 8 points, and there is no 3rd place.

Determining the Skater Value

The fifth step is to determine each skater's **Skater Value (SV)**. To determine this, you consider various **SV Factors**: stats leader points, experience factor points, age factor points, popularity factor, and the MVS points that you already calculated for each skater. Different types of SV Factors are explained below. Use this formula:

MVS points + Most Valuable Skater Award points + Experience Factor + Popularity Factor +/- Age Factor = Skater Value

Example of Skater Value:
Andy Roebuck
MVS points (144) MVS (2nd) Experience (1 year) Popularity (B) Age (21)

144 + 8 + 2 + 5 + 10 = **169 (Skater Value)**

Most Valuable Skater Award
Two skaters, woman and man, with the highest total MVS points are the Most Valuable Skater Award (MVS) winners. Note the winner and the two runner-ups.

Most Valuable Skater Award points

1st	Add 10
2nd	Add 8
3rd	Add 6

Note: When the 2nd place runner-ups have the same total, give both 8 points, and there is no 3rd place.

Experience Factor
Add 2 for each full year (10 games) of experience; this is an accumulative factor over seasons skated. If a skater missed games in a season due <u>only</u> to injury, multiply 2 by the percentage of games injury-free during the season.

Examples:
If a skater had 3 full seasons, she would be entitled to 6 experience points (2 X 3).

If a skater who played 6 games will have only one experience factor point.

2 X .6 = 1.2 rounded down to 1 experience point

If a skater played only 2 games in a ten game schedule, then the skater would receive 0 experience points and would be considered a rookie next season too.

2 X .2 = .4 rounded down to 0 experience points

If a skater played 8 games in a ten game schedule, then the skater would get 2 experience points.

2 X .8 = 1.6 rounded up to 2 experience points

Age Factor: add or subtract due to age. At the end of season, each skater ages one year. Then apply the age factor when determining Skater Value. RR in my league is a young skater's sport. Skaters improve and peak at 27 and begin to decline rather rapidly after 27.

Skater age is 18-20	Add 8
Skater age 21-23	Add 10
Skater age 24-26	Add 12
Skater age is 27	Add 15
Skater age is 28	Subtract 5
Skater age is 29	Subtract 10
Skater age is 30	Subtract 20
Skater age is 31-33	Subtract 25
Skater age is 34-35	Subtract 30
Skater age is 36-39	Subtract 35
Skater age is 40	Subtract 40
Skater age is 41	Mandatory retirement

  Popularity Factor is based on TV rating on each skater's card. (Assigning points to TV ratings was proposed by PFunkOne in the PLAAY Games Delphi Forum.)

AAA	6
AA	5
A	4
B	3
C	2
D	1

Retiring Skaters

The sixth step is to use the Skater Value to **retire skaters**. At the end of each season, twenty-five percent of women skaters and twenty-five percent men skaters with the lowest Skater Values are retired. Rank all the women skaters first in Skater Value from the highest to the lowest. Then remove skaters from the very bottom one by one until you reach the desired number. Repeat for the men skaters.

Example: In my inaugural RRRL which has 96 skaters, twelve women skaters and twelve men skaters with the lowest Skater Value were retired. The twelve lowest men in the RRRL had SVs of 13 up to 30. They are retired immediately; the other 24 skaters with SV s of 46 to 185 are safe from being cut this season.

Creating Rookies

The seventh step is to **create rookies** to replace the retired skaters. Twenty-five percent of your league should be rookies each season.

Use the three position tables in all subsequent seasons (after the inaugural season) to create the rookies that are needed to replace retired or cut skaters. The proportion of skaters by position is important. In the RRRRL, the proportion of twelve rookie skaters is 5/12 blockers, 5/12 jammers and 2/12 pivots.

For example, there are 48 women skaters and 48 men skaters in the league. Twelve skaters or twenty-five percent of the league is retired each season; five jammers, five blockers and two pivots each season are then rolled for on the tables.

Then follow the previous procedures for determining the number of qualities, etc. Then have a rookie draft <u>after</u> you re-rate all your skaters.

Note: You can also use these tables to create rookies for specific positions during any season when injuries occur and rosters must be filled.

Rookie Position Table: Jammer	Range
jammer	1-54
pivot●blocker●jammer	55-59
jammer ●blocker	60-72
jammer●pivot	73-100

Rookie Position Table: Blocker	Range
blocker	1-54
pivot●blocker●jammer	55-58
jammer ●blocker	59-69
blocker●pivot	70-100

Rookie Position Table: Pivot	Range
pivot	1-12
pivot●blocker●jammer	13-16
pivot ●blocker	17-73
jammer●pivot	74-100

Adding * to Award Winning Skaters

In the eight step, the winners of the five skater awards for sole leader jam points, pack points, assists, and injuries caused and Most Valuable Skater Award each receive a *. These * can be added to a starred quality or a non-starred quality. Add a * to these skaters on their present skater cards.

Multiple-award winning skaters can win a number of * for multiple awards. Assign * as you wish to these skaters, but there are restrictions.

Skaters in the 2nd year should have a maximum of two * per quality after assignment.

Skaters in the 3nd year and beyond should have a maximum of three * per quality after assignment.

NOTE: It is also possible for an award winning skater to recover lost qualities. In that case, you can use the *s to regain qualities instead of adding them to existing qualities.

In subsequent years, a sixth * can be added for winners of Rookie of the Year for women and men skaters.

Counting and Totaling Qualities and *

The ninth step is to make a separate count and get a total of both the number of * and the qualities of the retired skaters. Do the same for the new rookies that you created in step 7. Also there are five other * as one of each was already given to the five award winners.

Subtract the total number of rookie qualities from the total number of retired skater qualities. Sometimes an award winner may have used a * to regain a quality; in those cases, additional qualities will need to be removed. Subtract the total number of rookie * from the total number of * removed from retired skaters and 5* added for the award winning skaters (from step 8)

Get the remainder for each.

Example of Counting and Totaling Qualities and *:

In a previous example in step 9, there were 12 men skaters retired. They had a total of 21 qualities and 9*. The twelve rookies have a total of 11* and 33 qualities. Then there are 5* that were awarded to the five award winners in the inaugural season.
The remainder for each are 7* and 12 qualities.

11*+ 5* - 9* = 7*
33 - 21 = 12 qualities

Removing Qualities and Stars from Skaters

Rationale: This idea of losing qualities may seem strange at times, especially for ones like BIG. The skater doesn't really shrink in height. Think of it as a skater losing a BIG quality because she has not used her height or weight to her advantage in the games, or that she actually has lost a lot of weight during the course of a demanding season which has weakened her, or that she has just been dominated by BIG* skaters. Qualities and

starred qualities are viewed as potential skills which may or may not develop during the games, and they can vanish as the skater declines or can even be recovered.

By the way, the formula introduced earlier for Most Valuable Skater points (MVS) which are a key component of Skater Value is an attempt to give blockers and jammers a fairly equal chance for the MVS Award. That's why some stats are valued higher than others, such as assists. In fact, without pack points, which is a made-up stat and never existed in Roller Derby, as far as I know, pack skaters would have little evidence to show their true worth.

In the tenth step, the remainder in both qualities and stars* has to be removed from the skaters having the lowest rated Skater Values. Don't use the retired skaters to do this since they have already been eliminated including all their qualities and *.

You choose which quality and which * a skater loses based on what is best for the skater's effectiveness, positions, and team need.

Hint: One way to do this may be to write the Skater Value on each skater card, put them in a stack in order from highest to lowest valued skater, and then cross-out the * or quality as you move "up" the stack from the bottom that has the lowest valued skaters.

Note: When you remove * first and then qualities, it may be necessary to go back and return the * and remove a quality instead when you encounter a skater who has only starred* qualities.

Phase 1
Use the next lowest Skater Valued ones beginning with the lowest ranked one and **remove one *** at a time from each skater going up in Skater Value from the bottom.
Note: When you remove * first and then qualities, it may be necessary to go back and return the * and remove a quality instead when you encounter a skater who has only starred* qualities.

Example of Removing * from Skaters:

In the previous example in step 9, there was a 7* remainder. That is the number of * that must be removed from the remaining 36 men skaters (12 already retired).

The skaters (with SV and * indicated) that were initially affected were in order 46SV*, 48SV*, 50SV(1)*, 50SV(2)*, 55SV(1)*, 55SV(2)*, and 55 SV(3)*. All of these skaters have one star and tentatively each loses one *. Phase 2 may change this loss (see example below).

Don't forget that when you remove * first and then qualities, it may be necessary to go back and return the * to a skater and remove a quality instead from that skater; this happens when you encounter another skater who has only starred* qualities in phase 2.

Phase 2
Use the next lowest Skater Valued ones beginning with the lowest ranked one and **remove one quality** at a time from each skater going up in Skater Value from the bottom. In case of ties in skater SV, use the team finishing order with the SV skater on the better team losing a quality instead of a *. **Often skaters will lose * in this phase (see example).**

Important: If you have already removed a * from the skater in phase 1, then you pass over him/her and you remove a quality instead from the next skater from the bottom.

Example of Removing Qualities (and *):

Continuing the example from step 10, you begin with removing qualities with the next lowest SV which is 56SV* and end with 85SV*(1).

56SV**only has starred qualities and loses one*

46SV* loses AGILE not a *
(change the * loss and return his * that had been removed in phase 1)

59SV*** loses one of its *

48SV* loses MEAN
(change the * loss and return his * that had been removed in phase 1)

60SV loses STAR

62SV** loses STAR

66SV** loses one *

55SV(1) loses SMART not a *
(change the * loss and return his * that had been removed in phase 1)

69SV* loses FAST

71SV* loses AGILE

74SV* loses SMART

78SV* loses BIG

81SV loses SMART

85SV* (1) loses SMART

Summary of phases 1 and 2:
Twelve qualities were removed in phase 2.
Four * were removed in phase 1: 50SV (1)*, 50SV(2)*, 55SV*(2) and 55SV*.,
Three * were removed in phase 2: 56SV**, 59SV***, and 66SV**

Result: There is now an equal number of qualities and * in the league since those added by the new rookies equals the number subtracted among the past season's skaters.

Increasing the TV Rating for Skaters

In the eleventh step, the top 25% of the total number of skaters based on their Skater Value each receive a one level increase in the TV Rating. Increase the women separately from the men skaters.

Example:
In the RRRL, the top 12 women skaters (out of 48 in the league) gain a one level gain in the TV rating. This reflects their increased popularity from their last season's performance (based on Skater Value). A skater with an "A" TV rating is now a "AA," a skater with a "C" TV rating becomes a "B," etc.

Decreasing the TV Rating for Skaters

In the twelfth step, decrease the TV rating from the lowest Skater Valued skaters by the same number of skaters that you just raised among the top skaters in step 11.

Example:
Continuing the example above, lower the TV ratings of the lowest Skater Valued based skaters (ignoring the retired ones). A skater with a "C" TV rating becomes a "D" TV rating, etc.

Drafting Rookies

The order for drafting the skaters after the inaugural season is based on each team's final position in the just completed season. The last place team drafts first followed by the team that finished before it, and so on. The first place team drafts last in the first draft round. Repeat the procedure for as many rounds as necessary, but note that each team has a different number of draft picks depending on how many skaters had retired from the respective team at the end of a season.

When ties among teams occur in the final standings, use these tie-breakers to see which team should have the priority in drafting:
1. Number of wins against each other
2. Point differential in games between the two teams
3. Point differential between total points scored and points scored against all teams in the league. The team with the lowest point differential drafts first.

Making Cards with New Qualities, Stars and TV Ratings

In the thirteenth step, use Excel or any other software to create new cards for both rookies and veterans by removing and adding qualities, *, and TV ratings as necessary to reflect the changes from steps 7 through 12.

Print the new cards and you will have a brand-new set of league skaters, most of whom are quite different in skating abilities from the previous season.

A Final Word … or Two

I hope that you find some enjoyment in using these rules to create and run your own Roller Rumble universe and experience the satisfaction I have had in playing the game itself and reporting on a fictional league.

Could I have made the system better or easier? I wish I could have!
Could I have made it clearer and less fiddly? I tried.
Can anything be added? For sure!

If you have any suggestions, questions on the rules, comments, or complaints (sigh), you can always contact me, novaria08, on Delphi's PLAAY.com Board Game Forum.

The contents of this document have been approved by Gary Sparking, Commissioner of the Regional Roller Rumble League, 3000 Grand Boulevard, Metro, Back East.