

Place Your Bets!

By Scott O'Neill and Anthony Watts

Let's face it; sometimes life can be tough for your average Blood Bowl coach. You've got salaries to pay, linemen with broken legs, and you've been thinking about trying to recruit a big name Star Player for your next match. How's a coach supposed to pay for all this? Maybe a trip to a bookie can solve your problems...

Betting on Blood Bowl happens all the time, but when Coaches in the league place bets the NAF tends to frown on it (and send over a group of thugs with big, nasty clubs and bad tempers). Thanks to greed and free enterprise, however, a coach can always find a sneaky Hobgoblin or sly Dark Elf bookie who is willing to 'hold your money for you'.

First off, here are a few things you should keep in mind:

- Betting should only take place on League Nights (this assumes that you get together in a big room with other fanatics to play Blood Bowl). If you play scheduled games for a fixed 'season' then betting on games can be done via email or phone or whatever other method seems appropriate. You might have to tweak this rule to fit your league.
- The minimum bet a coach can make is 10,000gc and the maximum bet is 50,000gc. Any less and it's not worth the risk and hassle to the bookie. Any more and he might not be able to cover a big pay-out.

Did you know?

The late Coach and team owner Scar Whitefur of the Grieve Bay Packrats was convicted of points shaving in EVERY game played by his team in the '98 season. When irate bookies lynched the devious Skaven coach for trying to cheat them, the Packrats went into receivership and wound up owned by Slippy McCool, the Hobgoblin master bookie. The Packrats went undefeated the next season only to lose as the heavy favourites in the Blood Bowl. McCool disappeared soon after and has not been heard from since.

Placing The Bet

Making bets in Blood Bowl is easy. After the "Hire Freebooters, Wizards and Star Players" stage in the Pre-Game Sequence, add another step called "Place Your Bets!". When players come to this stage in the game, they announce to all the coaches within earshot that they are now accepting bets on their game. All interested parties should fill out a slip of paper with details of their bet (Coach Name, Winning Team, Losing Team, Win Margin (if applicable) and Bet Amount). Fold the slip and give it to the coaches who announced the bet. Illegible or contradictory details will result in a 'spoiled bet slip' and an automatic loss of stake, so write clearly! Deduct the bet amount immediately from the coach's treasury (unless they're using a loan shark for the coin, see below). The slips of paper should *immediately* be placed underneath the playing board to protect them from sneaky gits and prying eyes.

Here's a sample betting slip, with the appropriate information:

Coach: Oi Neill Bet: 30,000gc Winner: Stavgard Wolves (by 2 TDs) Loser: The Knights of the Cavitan

Next, play the game!

Resolving Bets

After you are done giving your opponent a good thrashing (or whining like a like a newborn Snotling, whichever applies), it's time for the pay-out. Insert another step in the Post-Game Sequence before "Collect Winnings" called "Make Pay-Outs". At this time you can look at all

the bets that are stored underneath the board and work out how much everyone gets (or has to fork over). Those who placed the bets should make adjustments to their treasuries immediately.

For record keeping/auditing purposes, the teams playing the game should note what bets were made and won for their game in the 'notes' section of their team roster.

How the Betting Works

Now pay attention. If you want to win lots of dough, you gotta know how to pick 'em.

Start with the TR of the team you're picking to win.

Subtract the TR of the team you're picking to lose.

This produces a number that will be positive if your chosen team is favoured to win, or negative if they're favoured to lose. Then apply said number to the table of bookmaker's odds.

TR Comparison Table

Win TR – Lose TR	-201 or more	-101 to -200	-51 to -100	-21 to -50	-20 to +20	+21 to +50	+51 to +100	+101 to +200	+201 or more
Winnings	Bet +200%	Bet +175%	Bet +150%	Bet +125%	Bet +100%	Bet +75%	Bet +50%	Bet +25%	Bet +10%

If you bet successfully on a team that's heavily favoured to win, (i.e. picking a 320 TR Orc team to beat a rookie Halfling team with 100 TR) you get your money back plus 10%. If you picked the Halfers to win in the same situation (and they accomplished some sort of miracle), you'd triple your money.

Optional 'point spread'

If you think your pick can win by more than 1 TD, you can increase your winnings. It also means that your chosen team can win and you'll still lose money to the bookie because they didn't win by *enough*.

If you choose a team to win by 2TDs or more: multiply winnings by 1.25

If you choose a team to win by 3 TDs or more: multiply winnings by 1.5

If you choose a team to win by 4 TDs or more: multiply winnings by 2

If you bet the point spread, you have to win the original bet AND the spread to collect!

Examples

Coach Waaaghtz picks the Crookback Plague over Da Shotz, with a bet of 20,000 gold crowns. The Plague is TR 150, and Da Shotz are TR 201. If the Plague wins, Coach Waaaghtz will receive $(20,000 + 150\% \text{ of } 20,000) = 50,000$ gc. If Coach Waaaghtz made the same bet, but he also successfully wagered that the Plague would win by 3 TDs, he would win $50,000 * 1.5 = 75,000$ gc.

Coach Oi Neill picks the Da Zoggin Nutterz over The Everpeak Monarchs, with a bet of 50,000 gold crowns. Da Nutterz are 'ardened veterans with TR 401 and the Monarchs are a rookie team with TR 100. After Da Nutterz are through eviscerating the Monarchs, Oi Neill will win $(50,000 + 10\% \text{ of } 50,000) = 55,000$ gold crowns. You don't win much for betting on obvious games.

A rookie coach bets the Khal-Gar Stampeder's can beat Sylvain Tempest. It's a longshot, but he thinks the Stampeder's are gonna be lucky tonight, so he picks them to win by 2 TDs. He puts

down 20,000gc on the game, and the Stampeders win 1-0! Alas, they didn't win by 2 TDs, so the payout is zero. Better luck next time!

Betting on your own game

You can bet on the outcome of your own game, in the same manner as described. HOWEVER, despite the heavy kickbacks from the gambling commission, the commissioner's office is always under heavy pressure (and threat of beatings) to eliminate fixed games. Therefore, any time a coach bets on the outcome of one of his own games, roll 1d6 before the coach can collect his winnings in the 'Make Pay Outs' phase.

If the coach picked his own team to win:

1	The league confiscates the gambling winnings!
2-6	Keep your gambling winnings as normal.

If the coach picked the OTHER team to win:

1-2	The league confiscates the gambling winnings!
3-6	Keep your gambling winnings as normal.

Spot me 50 quid till Friday? I'm good for it.

If you are desperate for cash, you can attempt to bet on credit, but if you don't pay him back he is going to take payment in other, more exciting ways...

To bet on credit, roll 1d6 in the 'Place Bets' phase at the beginning of the game and subtract 1 from the roll. This is the amount x 10,000 the bookie is willing to front you (if you roll a 1, obviously the bookie isn't willing to lend you any cash!).. Then place your bet as normal. Just make sure you don't lose. If you lose the bet, you must pay the loan back by the Collect Winnings phase of your next game (of the current game if the credit-betting coach is playing in it). If you can't afford it and fail to pay (or choose not to pay), roll 1d6.

1	The bookie sends his boyz out to give you a 'friendly reminder'. A randomly selected player on your team suffers a Serious Injury (roll on the Serious Injury table) and will miss the next game.
2-6	You manage to avoid the bookie this week. You may wait one more game, and then roll again on this table if you don't pay him off.
6	The bookie is in a good mood! You may pay him after your next game, + 5,000 gc interest.

If you win, you may repay the loan shark and keep the rest for yourself. Of course, you can always choose to stiff the bookie, in which case you would use the chart above just as if you lost a game.

About the Authors

Scott and Anthony play in the Toronto Blood Bowl Federation. Anthony is a seasoned Norse coach and enjoys beating his opponents mercilessly. Scott loves to play High elves, but despite this he is still the manliest guy in the league.

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