

Stebloke 'n' Scooby's League Of Doom

All matches played used the Blood Bowl Competition Rules (LRB6)

Stuff: 8 teams have been drawn randomly to play against each other twice. Scooby always controls the home side, and Stebloke always controls the away side, except for when their own "main" teams are playing. Scooby will always control the Ass Kickin' Orcs, and Stebloke will always control The Stompers. Strangely enough, it was these two main teams who were drawn against each other for the first match. No timer is used for the matches, and no spiralling expenses costs are taken. At the end of each match the coaches discuss who was the best player on each team to give the MVPs to. When controlling their main teams, the coaches do not have to discuss and give the MVP to whoever they want.

Round 1

29th August 2010

Ass Kickin' Orcs

0 v 1

The Stompers

Chukka Snotrag (14)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
11,000	1(+1)	10,000	1,020,000	13,000	1(+1)	50,000	1,010,000

Ass Kickin' Orcs kicked off and Chukki Snotpot gathered it, holding it while the two Orc teams kicked crap out of each other. Badish got sent off trying to foul Biffa Bonebreaka. Thrakka pushed Speed Demon Lil into the crowd, who badly hurt him. Wetwhang knocked Chukki down, and the Stompers thrower fumbled several times trying to regain control of the ball. Klapdud later blitzed Chukki and killed him with an amazing attack. Splatta Snotsnorta pushed blocker Burghedd into the crowd and they badly hurt him. A scrappy first half ended 0-0. The Stompers started the second half with a 2-player advantage. Klapdud got the ball for the Ass Kickin' Orcs and tried to pass it forward but it wasn't accurate. Chukka Snotrag gathered the ball and made his way up the Stompers right covered by other players. Half way through the half The Stompers made the fatalities even when Nigglia killed Plonk the lineman. On turn 14 Chukka was close enough to the endzone to run in for the touchdown. On the last 2 turns Klapdud slipped over and knocked himself out as The Stompers got in again. They could have made it 2-0 in the last turn but Chukka's accurate pass was not caught by Zippin' Zobba who was standing open in the endzone. At the end of the game both Klapdud and Chukka got MVP and gained the block skill. The Stompers bought an Apothecary, and a Journeyman (Journeyorc?) joined the Ass Kickin' Orcs.

25th September 2010

Constructicons

3 v 1

Ellyrion Fantasy

Almasy (11)

Slingshot (3)

Lightspeed (10, 13)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
8,000	4 (+1)	70,000	1,120,000	9,000	0	40,000	990,000

This looked to be an interesting game, bringing both coaches out of their usual "stompy" comfort zones. Highwind got the ball from the kick off, and Strife made a run downfield. Before anything could happen though, the Humans countered. Cyclonus badly hurt Kinneas, and Scrapper injured Nanaki. A blitzzer got through the Elf lines as all the elves were knocked down, and sacked the ball carrier. Slingshot followed him through and picked the ball up to run in and score on turn 3. The Elves received more of the same at the next kick off. Blitzzer Valentine tried to blitz Broadside, and the human lineman retaliated by killing him. The crowd threw it in right into the Constructicons half, but the Elves couldn't capitalise and Ironhide injured Seifer. In the second half the Humans received against 6 Elves. It did not take them long to break through the Elf defence and Lightspeed scored on turn 10. The ball landed in the Elf endzone from the Human kickoff. Highwind picked it up and lobbed it upfield, for Almasy to catch and run in and score. Slingshot got the ball from the kickoff, and took his turn lobbing it to Lightspeed who was standing in the endzone for another touchdown on turn 13. Both coaches agreed to end the game there, and recalled their teams, the outcome already decided. Slingshot and Highwind were given the MVPs, and Slingshot got +1 to AG.



11th December 2010

Bringers Of Death

0 v 1

Jims Munkeez

Outcrop (7)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
14,000	2	30,000	1,020,000	13,000	0	60,000	1,010,000

The Chaos team received, but at first ignored the ball and started 2 fights with the Humans. With the Bringers a bit distracted with the fighting, Blitzzer Outcrop snuck through a gap in the middle, secured the ball and moved near the endzone. The Chaos team's fighting abilities started slow, but picked up momentum near the end of the half, inflicting 2 casualties (Jack Gooty losing strength) and prompting Outcrop to finally score. With that touchdown, the weather turned and a blizzard started. In the second half, the Humans received, a man down and tried an attack up their right. Hue Jun made a break with the ball but support didn't come and he got battered. The ball bounced out, and the crowd threw it back in near the half way line. Warrior Kharn picked it up and the Chaos players moved up the pitch as Humans desperately ran back to contain them. More Chaos bad luck allowed the Munkeez to hold out for the win. At the end, Outcrop gained +1 agility, and Warrior Arbaael learned Block.

15th January 2011

Rotting Chimps

2 v 2

Eastwood All Stars

Dolph Logren (7)

Jet Tree (16)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
8,000	4 (+1)	20,000	1,090,000	8,000	1	60,000	1,080,000

The Undead recieved, and started a quick grind up the middle with their ghouls and wights. Dolph Logren the wardancer frumped

Goulash and put him out for the game, but lineman Sycamore L Jackson killed himself trying to dodge away from a mummy. Rumbling Ramtut found himself open in the endzone but failed to catch the pass from Globyool. The ball scattered into the endzone, and the elves couldn't get back to clear, and Ramtut picked it up for the TD. The Chimps continued their pummelling, with Drutt hurting Brad Pine, and King Tut Tut hurting Lime Neeson. Ball carrier Yew Jackman came under pressure, but dodged away from his chasers and passed to catcher Jet Tree who sprinted up the pitch. A wight got back to pull the catcher down, as zombie Gurgley went in for the foul and killed lineman Willow Smith. Arnold got the ball but fell over going for it with a chance of a touchdown. Dolph showed him how it was done, dodging in to pick up and score. The Elves received in the second half and Arnold made a run with the ball down the left flank, hoping to take advantage of King Tut Tut being stunned with a rock. Globyool managed to slap the wardancer down, and the crowd threw the ball back in nearer the half way line. Wight Ramtut got the ball again and made a run up their left. The elf team was slowly wittled down to 5 players through deaths, injuries and knock outs. Play turned dirty, with both teams putting the boot in, and Gurgley got sent off. Near the end of the half, Ramtut stepped into the endzone unchallenged for his second. At the kick-off, the players then rioted, and the ref put time back a turn. Combined with a touchback, Jet Tree had the ball and sprinted up the left. The other 4 elf players left and dodged to cover his run and the Undead could not get back to stop the elves scoring a very lucky late equaliser. In their last turn, Sphinxy bloke got mad and hurt Christopher Tree. That was it. Dolph and King Tut Tut got MVPs. Ramtut got mighty blow, Tut Tut got guard, and Dolph got side step. The Chimps Necromancer got to work late and raised one of the elven dead as a new zombie, Flemface.

Round 2

10th March 2011

Ass Kickin' Orcs

0 v 2

Bringers Of Death

Kokk (8, 13)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
11,000	0	50,000	1,020,000	15,000	1	80,000	1,160,000

A scrappy first half kicked off in pouring rain as the Orcs received. The ball landed right behind their line of scrimmage on their right flank, but typically in a match between these 2 teams all thought of the ball was lost for the first few turns as they thumped each other about the head. Eventually, beastman Kturd grabbed the ball and made a run for it, but was flattened by a blitzing Badish. Badish in turn was badly hurt as Ktitt frumped him right back. A few more beastmen got through the Orc lines, and Kokk grabbed it and made no mistake to score on the last turn of the half. The second half started with a pitch invasion, and in an astonishing display of violence the crowd stunned all the Orc players bar 2, which were then stunned by the Bringers in their first turn. Kokk picked up the ball again and the Chaos players got up the pitch easily to score their second. The last few turns of the half were dominated by turnovers as the Chaos tried to get in again, and it ended 2-0. Sorbag and Kokk got MVPs, and Kokk got extra arms. The Bringers hired another beastman (Knob) and an Apothecary.

20th March 2011

Jims Munkeez

0 v 2

The Stompers

Chukka Snotrag (6)

Zippin' Zobba (16)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
16,000	0	50,000	1,160,000	15,000	2	70,000	1,090,000

The Orcs received and started to move up the right wing. Nigla Nobblenose badly hurt Crazy Eddie, then Zippin' Zobba badly hurt Outcrop. 3 other human players got knocked out, and some bad luck meant they could not stop ball carrier Chukka Snotrag from nipping in to score. The outnumbered humans tried a quick counter attack with catcher Magic Magic who dodged through and sprinted up the pitch, but fell on his second go for it, helping the Orcs see out the half. In the second half, the humans fashioned an early chance when Magic broke through and tried to pass to fellow catcher Quickshift who was open in the endzone, but the pass was not accurate. Chukka Snotrag gathered it and was able to move up the pitch with other Orc support. The humans were reduced to 5 players through knockouts, but the Orcs had to hand it off to have a chance of reaching the endzone. Luckily, Zobba took hold of it and moved in for the second on the last turn. Zobba and Hue Jun got MVPs. Zobba got guard, and Hue Jun got accurate. The Stompers bought Kragg Clobbawart, and the Munkeez bought Weewilywinky.

26th July 2011

Rotting Chimps

1 v 0

Constructicons

Rumbling Ramtut (16)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
11,000	2	80,000	1,190,000	9,000	0	10,000	1,020,000

The Undead received and Billy Bones got it, and they started to crunch up the pitch, knocking out human players. Through a complete fluke, King Tut Tut went down as he challenged lineman Broadside with 2 double attacker down rolls. This allowed Blitzter Cyclonus to nip in to get the ball and run deep into the Chimps' half. The Undead got players back to stop the human scoring chance, and the half ended 0-0. But all 4 knocked out human players remained unconscious, giving the Cons just 8 players for their drive. Cyclonus got a touchback and broke through on the left wing, but tripped up and stunned himself. Getaway followed and attempted to collect, but was nobbled and the ball scattered into the crowd, who threw it back in near the half way line. Rumbling Ramtut got the ball and the Undead slowly ground forward as more humans fell. Billy Bones broke Scrapper's hip, and killed Cyclonus, who was luckily saved by apothecary Ratchet. Ramtut walked it over the line on the last turn, with the Cons having 3 players on the pitch. Billy Bones and Getaway got the MVPs, with Billy Bones getting Block. The Chimps bought Alghoul.

6th August 2011

Eastwood All Stars

0 v 2

Ellyrion Fantasy

Strife (7)

Leonhart (15)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
17000	3(+1)	80,000	1,100,000	8000	3(+1)	50,000	1,080,000

The match began in sweltering heat, with Fantasy receiving. The All Stars fans threw a rock, seriously injuring Almasy. Fantasy broke through on the right with Highwind the thrower, and an All Stars journeyman fell over and badly hurt himself running back to cover. Strife badly hurt Dolph, but Highwind dallied too long and three All Stars players got back to drag him down. Trying to help, Quistis was seriously injured by Arnold. Christopher Tree seriously injured a Fantasy journeyman as both teams struggled to get the ball deep in All Stars half. Yew Jackman got the ball and attempted to dodge in order to pass, but tripped and fell, allowing Strife to collect and run in to score. Both teams were affected by the heat, as a couple of players passed out. But at the kick off the weather changed back to normal. All Stars received, and as Yew Jackman went for the ball, the sky went dark with a magical eclipse, meaning all players temporarily acted like Goblins. Charlie Chestnut ran into the Fantasy half, and badly hurt Highwind as the thrower tried to take him out. But All Stars could not equalize before half time.

Start of the second half Fantasy had 7 players to All Star's 9, but the High Elves quickly worked at balancing that when Strife badly hurt Arnold, followed by Wallace clattering Christopher Tree and giving him a niggling injury. An All Stars journeyman then got sent off for fouling, and the Wood Elves were under pressure. Yew Jackman got the ball on the left wing near the half way line, and was about to attempt a long pass to Jet Tree the catcher who was on the right touchline, but Yew fell trying to dodge, and Jet was pushed into the crowd by Strife, and they knocked him out. Lineman Leonhart picked up the ball and moved up the pitch with support, and scored near the end of the half. Charlie Chestnut and Strife got MVPs. Charlie Chestnut got block, and Strife got mighty blow. Fantasy bought an apothecary. Strange in a match between two elven teams, that not one pass attempt was made.

Round 3

12th Aug 2011

Ass Kickin' Orcs

2 v 0

Eastwood All Stars

Sorbag (5)

Klapdud (14)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
8,000	5	30,000	1,110,000	7,000	0	10,000	1,150,000

At the start of the game Wardancer Arnold had his drink spiked and started the game really stupid, and the Orcs got a brilliant coaching re-roll. Dolph lept over the Orc defence line, and Yew collected the ball and tried to lump it up the pitch, but Sorbag intercepted. Klapdud battered Charlie Chestnut and seriously injured him, and Twonk knocked out Jet Tree. The Wood Elf defence melted away from the Orcs, afraid of more injuries, and Sorbag easily stepped in to open the scoring. Jet came back on at the kick off, but the Orcs got perfect defence and Sorbag redeployed. Yew Jackman failed to pick up the ball, and Lime Neeson collected the scattered ball. But Sorbag, on form today, soon broke through the thin Elf line and clattered him down. As Orcs piled through the centre, Thrakka badly hurt Dolph, and Klapdud easily gathered the ball. The Orcs cage moved forward, looking certain to score another, and Arnold tried to leap inside just to put a tackle zone on, but couldn't manage it and clattered to the ground. Twonk broke through into the endzone, and Klapdud sent a pass right into his hands but he couldn't catch, and the half ended 1-0. At the kick off the Orcs got quick snap, putting the Elves under pressure. The Journeyorc seriously injuring a Journeyelf, and Zonk badly hurt another Journeyelf and seriously injured Brad Pine. With just 5 Elves on the pitch, Klapdud had no trouble running in to score. Yew Jackman caught the ball from the kick off, and Arnold lept over the Orc line to get in a good place to receive, but fell over going for it. Yew then got clattered as Orcs piled through the centre, and the ball scattered into Twonk's hands, but he was just too far away from the endzone to make it a third TD before the end. Klapdud and Yew Jackman got MVPs. Klapdud got Hail Mary Pass, Sorbag got +1 armour, and Yew Jackman got Leader. The Ass Kickin' Orcs bought Black Orc Thrall, and the Elves bought another re-roll.

10th September 2011

Rotting Chimps

0 v 1

The Stompers

Chukka Snotrag (16)

Fans	Casualties	Winnings	Value	Fans	Casualties	Winnings	Value
9,000	1	30,000	1,100,000	19,000	3	40,000	1,130,000

The Chimps received and Alghoul caught the kick. He moved behind the front line of Mummies, but the Undead couldn't break through and 7 turns passed in a ruck on the halfway line. Splatta Snotsnorta badly hurt Drabbling Drutt, and then Dribbley got sent off fouling Ug The Stupid for the second time. At the end, Alghoul made a pass to Globyool, but it was too late to score.

More of the same in the second half. Chukka Snotrag picked up the ball, but two Ghouls soon got through and clattered him down, causing another ruck on the halfway line for about 6 turns. Biffa Bonebreaka smacked Rumbling Ramtut and smashed his collar bone which was not regenerated, and Goulash also ended up badly hurt. Biffa got his ankle smashed by King Tut Tut but the Stompers' Apothecary managed to heal it. A failed Orc attempt to pick up the ball saw it scatter through the ruck and pop out among mostly Stompers players. King Tut Tut attempted to blitz but fell going for the square he needed. Chukka was able to pick it up and run in to score right at the end. Speed Demon Lil and Alghoul got MVPs. Alghoul got sure hands and Speed Demon Lil got lucky and picked up dodge.

League Of Doom Season 1 League Table
 After 10 of 56 matches

Team	W	D	L	TF	TA	TD	CF	CA	CD	PTS
The Stompers	3	0	0	4	0	4	6	3	3	9
Rotting Chimps	1	1	1	3	3	0	7	4	3	4
Bringers Of Death	1	0	1	2	1	1	3	0	3	3
Constructicons	1	0	1	3	2	1	4	2	2	3
Ellyrion Fantasy	1	0	1	3	3	0	3	9	-6	3
Ass Kickin' Orcs	1	0	2	2	3	-1	6	3	3	3
Jims Munkees	1	0	1	1	2	-1	0	4	-4	3
Eastwood All Stars	0	1	2	2	6	-4	4	14	-10	1

W = Won

D = Drawn

L = Lost

TF = Touchdowns For

TA = Touchdowns Against

TD = Touchdown Difference

CF= Casualties For (only includes those inflicted by the team, not by the crowd, or opposition tripping over etc...)

CA = Casualties Against (includes all casualties suffered, including those by the crowd etc...)

CD = Casualties Difference

PTS = Points (3 for a win, 1 for a draw)

The table is sorted by Points, then by Touchdown Difference, then by Casualty Difference.