

## Tiering and Stars in BB2020

This document takes a quick look at the data we have on the effect of Tiering and Stars in NAF tournaments in Blood Bowl 2020.

### Introduction

NAF tournaments have a core set of rules that must be used for NAF sanctioning but there is considerable leeway in team building. With LRB6/CRP/BB16 these rules had gradually evolved, but with BB2020 a revolution may be needed.

### Tiering

Tiering refers to the practice of putting the BB races into Tiers depending on how good they are in order to make it more viable to win games with the weaker teams. Like inducements in leagues, Tiering has made games more equal, but the advantages are not normally so extreme as to make the worst teams into the best. To my knowledge for example a stunty team has never won a 6 game individual tournament of significant size, though I am happy to be corrected on this.

Examples of Tiering could include giving more money to spend on team building, more skills, or more access to Star Players or inducements. I have classified tournaments simply with a Y/N, without trying to grade the level of Tiering.

It is not clear yet in BB2020 which races should fit into which tier. There are tiers in the rulebook, but these may not reflect how effective a team is.

### Star Players

In BB2020 Star Players have become cheaper, better, and available to more teams. While there are fewer of them, many of the BB16 Star Players were very seldom seen, so this is not a significant change.

Tournaments have been classified just as Y/N, so that if Stars appear at all in the tournament, then the tournament is classified as Y. Often Stars would only be available to the lower tier teams, but I have not tried to further classify.

### Tournament Classification

I have gone through the 100 BB2020 tournaments that had submitted games at the time of writing and read the tournament information to classify as Y or N in the two sections. You can see the list of tournaments and their classification on [Tableau](#), let me know if any are off.

The classification is shown below, with most tournaments allowing stars and most having some form of tiering. The sample for those with no tiering and no stars is very small with only 5 tournaments, so it will be difficult to draw conclusions.

Stars	Tiered		Grand T..
	Y	N	
Y	70	19	89
N	10	5	15
Grand Total	80	24	104

Stars	Tiered		Grand T..
	Y	N	
Y	2,711	674	3,385
N	332	184	516
Grand Total	3,043	858	3,901

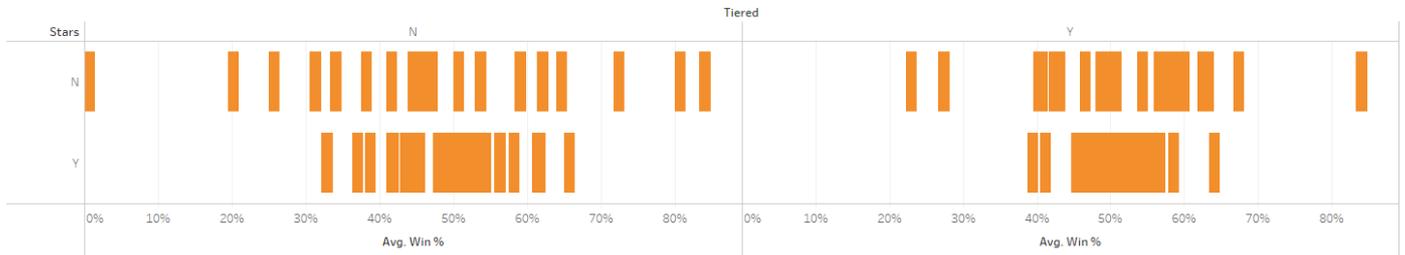
## Success and Popularity

The chart below shows the Win % for each race and the number of BB2020 games played with that race. Win % is calculated as (wins+ draw)/ games. The outliers near the top and bottom are where very few games have been played with a particular race, usually at one tournament. The Snotling lack of success with no stars or tiering and the Goblins and Halflings without stars are the significant outliers, showing that these teams are still bad without stars!



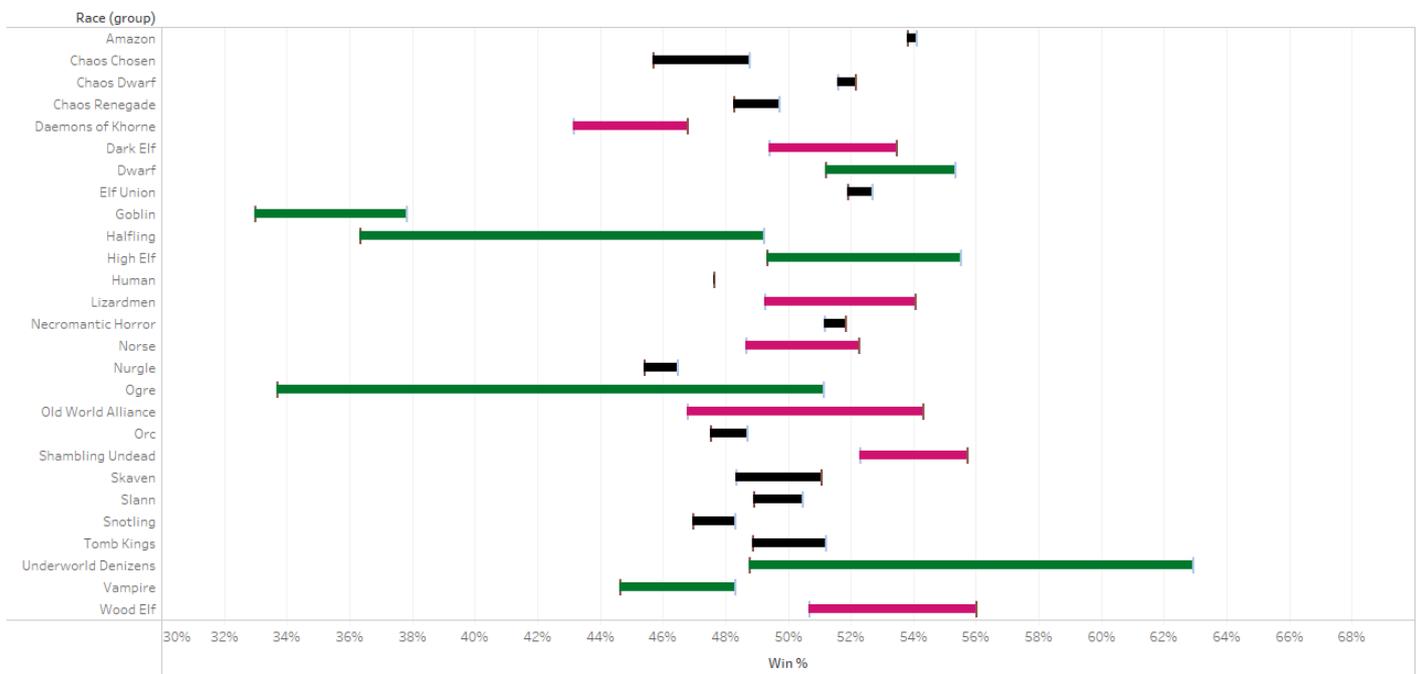
## Win % Spread

As you would expect with any data set, the more data you have, the less spread, and so it shows. The 5 untiered no star tournaments have a wide variation in win % and the “Stars and Tiered” data set is much narrower. It would be nice to think that Tiering has achieved its aim in narrowing the win %, but it’s too early to separate the effect from the sample size effect.



## BB2016 v BB2020

As we’ve seen, most tournaments allow stars and have some form of tiering, and this was the case in BB2020 as well, so it may be worth looking at swings in success between the two rulesets, as shown below. A green bar means that the win % has increased, and pink means decreased.



Noticeable massive swings are for Halflings, Ogres, and Underworld, with Underworld flying to the top of the rankings with the aid of Hakflem and also the snotling swarming rule, allowing more players on the pitch. Goblins have also increased their win %, but it was terrible before, and they haven’t increased by nearly as much as Ogres and Halflings, so are now very much bottom of the pile, mostly due to their stars being decimated (no Ripper, Nobbla, or Fungus, and the Doom Diver was nerfed, though that will be a minor effect).

Hits have been taken by OWA (their dwarves are now rubbish), Wood Elves, Undead, Norse, Lizardmen and Dark Elves, noticeably including all the traditional best teams. Of these only Wood Elves and Lizardmen suffered serious nerfs, although Dark Elves will suffer a little from the change to passing as well, so it’s more a case of the other teams catching up, most likely.

## The Future

I’ll do another of these in 6 months, by which point we should have around 10,000 games to look at, so hopefully a more significant sample size for each race. It would be very helpful if some tournaments were run untiered and with no stars, but each Tournament Organiser will just go their own way, so we’ll have to take the data as it comes!