BLOOD BOWL III

Season 7 Review

New Data

- SR Data how now been included

- Coach Platform Data has been added

- All pre-crossplay console data has been downloaded and included

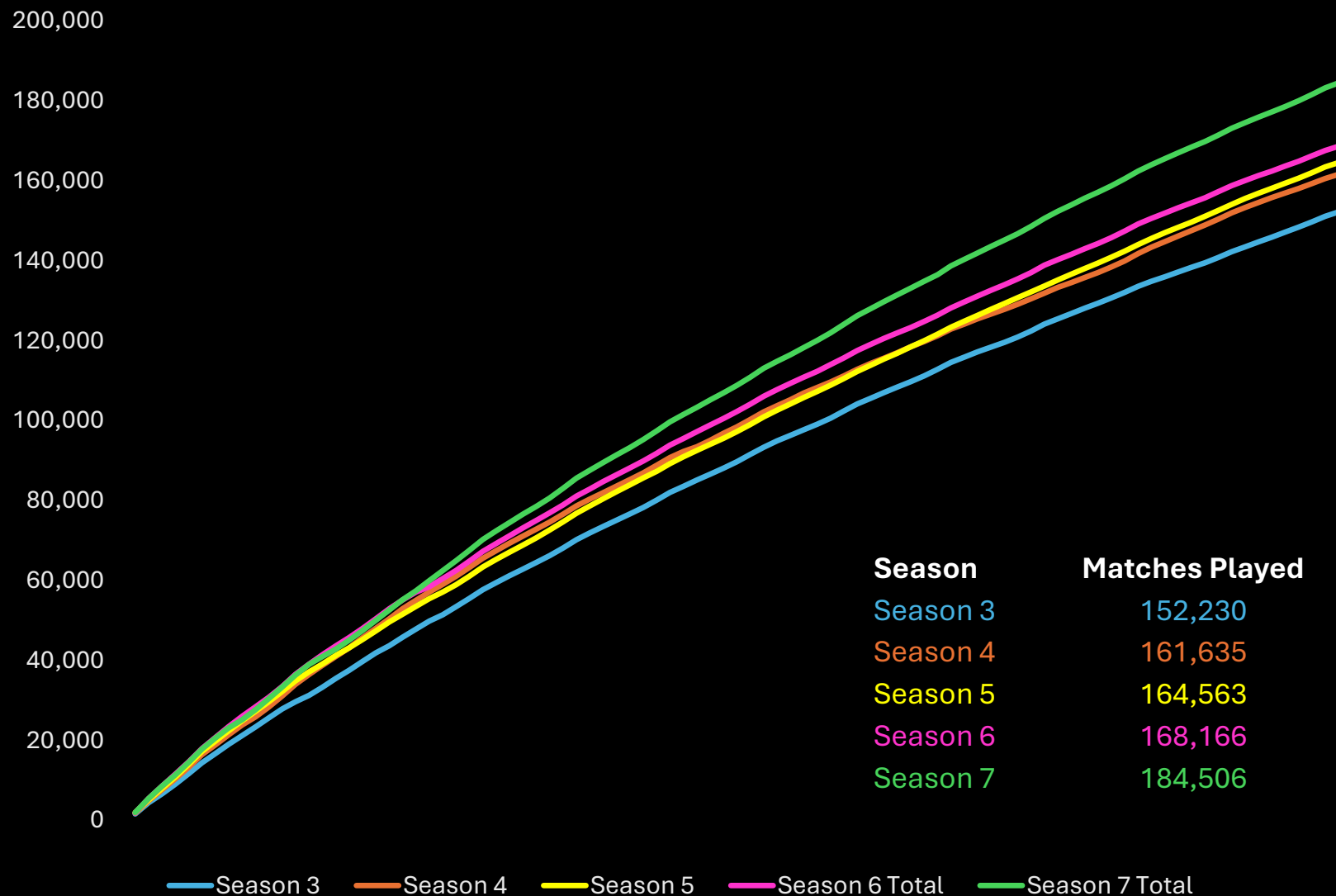- Re-Calculation of all statistics now new data has been captured
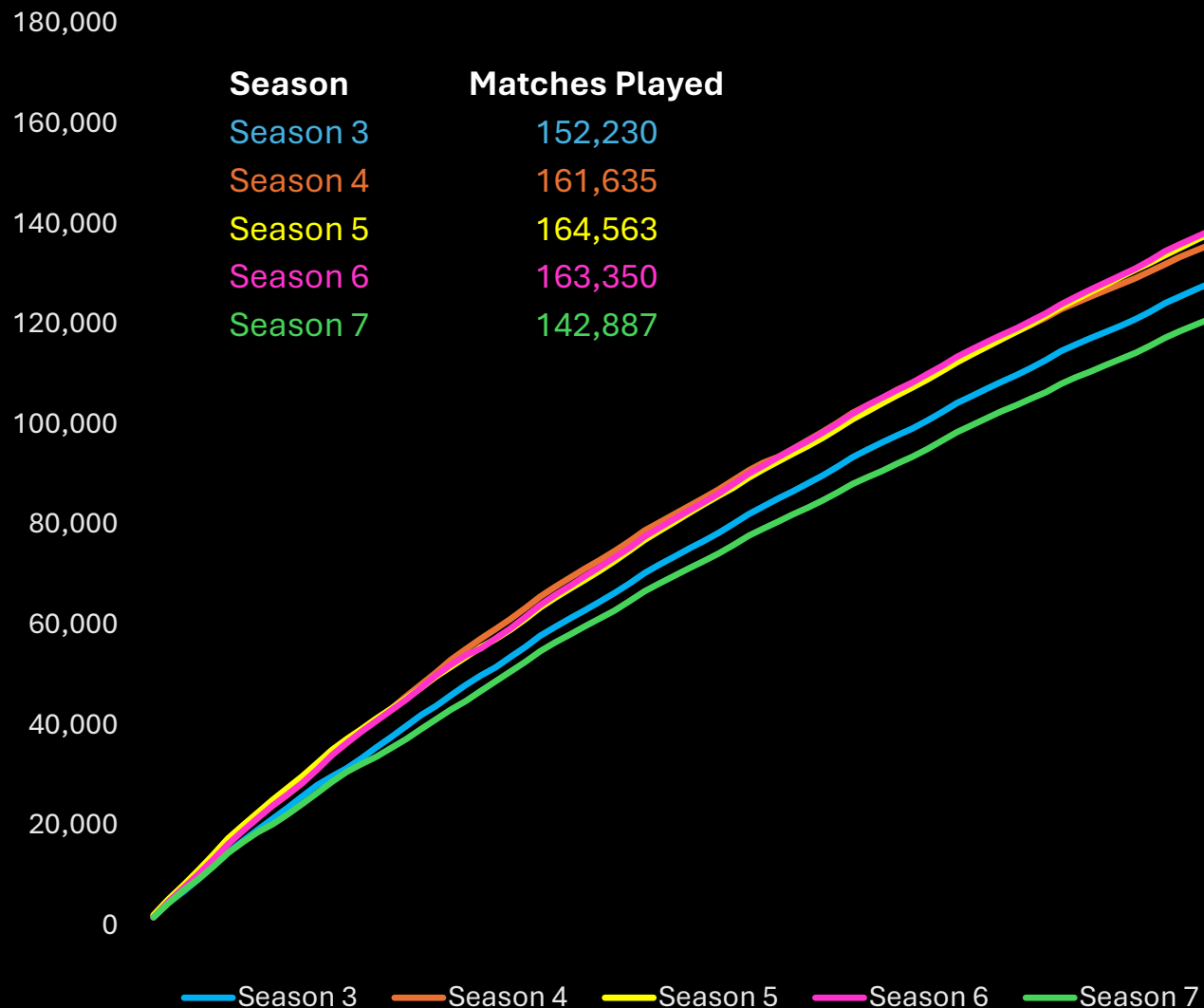
Seasonal Comparisons

All Matches Played by Season

- Season 7 Launch 11th December

- Continuation of growth season on season

- Matches increased by 15,852 in season 7

- Average of 2,028 matches played per day (1,853 in Season 6)

Season	Matches Played
Season 3	152,230
Season 4	161,635
Season 5	164,563
Season 6	168,166
Season 7	184,506

Legend: Season 3 — Season 4 — Season 5 — Season 6 Total — Season 7 Total

Ladder Matches Played by Season

Season	Matches Played
Season 3	152,230
Season 4	161,635
Season 5	164,563
Season 6	163,350
Season 7	142,887

- **Season 7 Launch 11th December**

- Ladder Matches decreased by around 20,000 in Season 7, this was mainly due to the introduction of the arena mode

- Average of 1,570 matches played per day on the official ladder (1,800 in Season 6)

Legend: Season 3 · Season 4 · Season 5 · Season 6 · Season 7

Y-axis: 0, 20,000, 40,000, 60,000, 80,000, 100,000, 120,000, 140,000, 160,000, 180,000
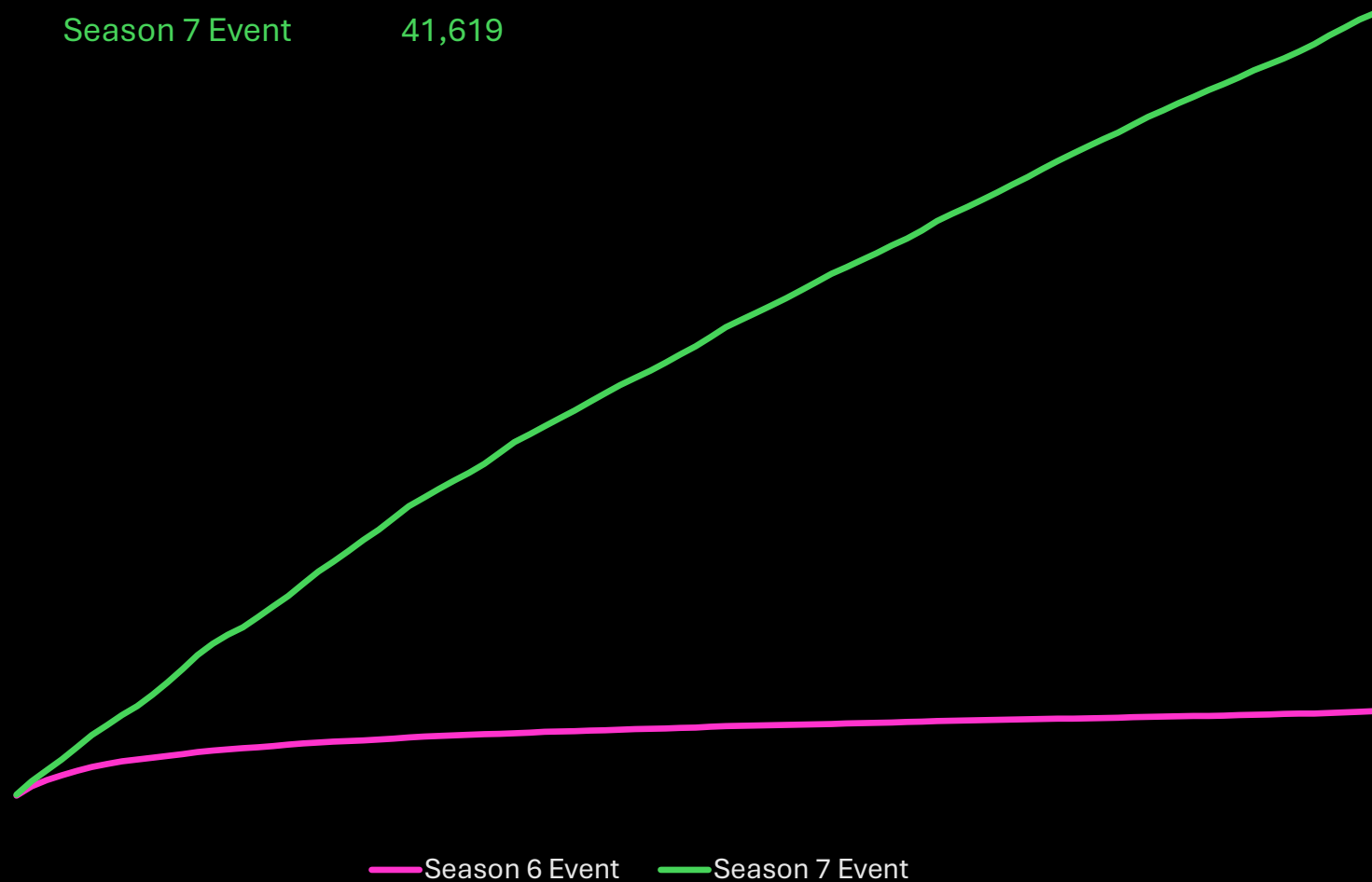
Event/Arena Matches Played by Season

- Norsca Arena was far more popular than the Halfling vs Goblin Community Event

- Just over 40k arena matches played

- Average of 457 matches played per day in the arena mode (53 in the season 6 event)

Season	Matches Played
Season 6 Event	4,816
Season 7 Event	41,619

Season 6 Event ——— Season 7 Event

Season 7 Details

BLOOD BOWL III
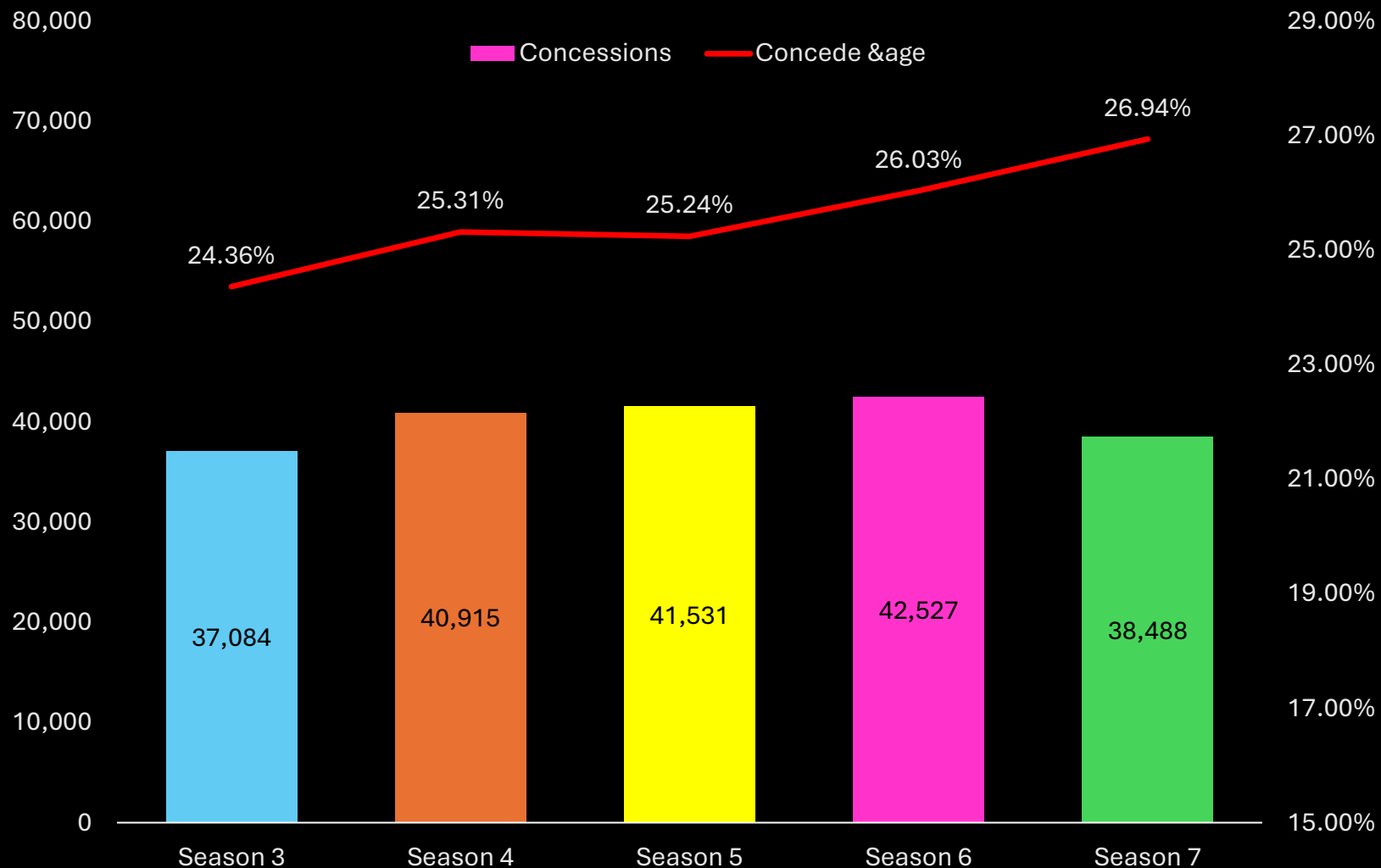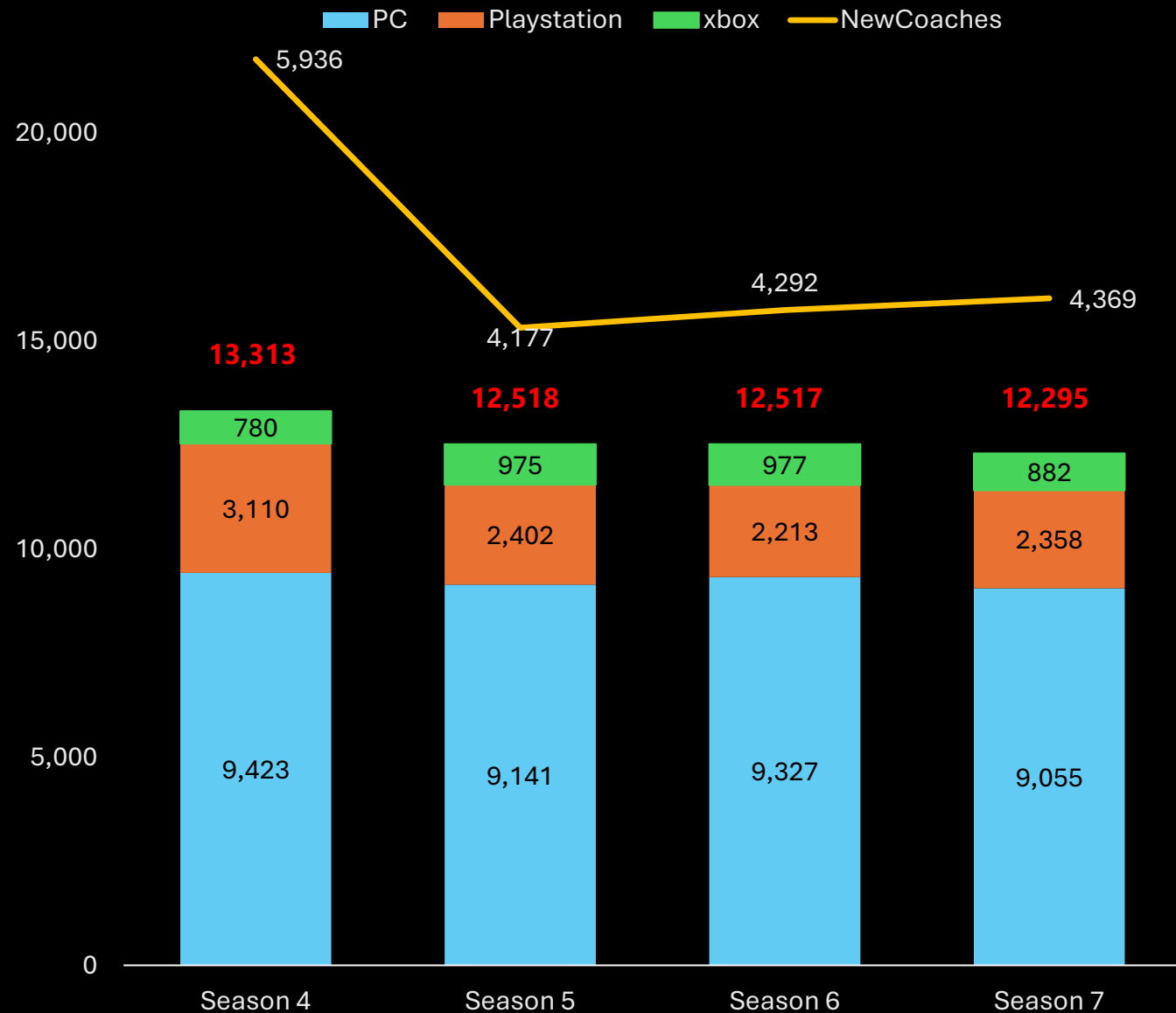
Concessions by Season (Ladder Only)

- Concession rate increased in season 7 by almost 1%

- 38,488 matches have been conceded in season 7 (42,527 in season 5)

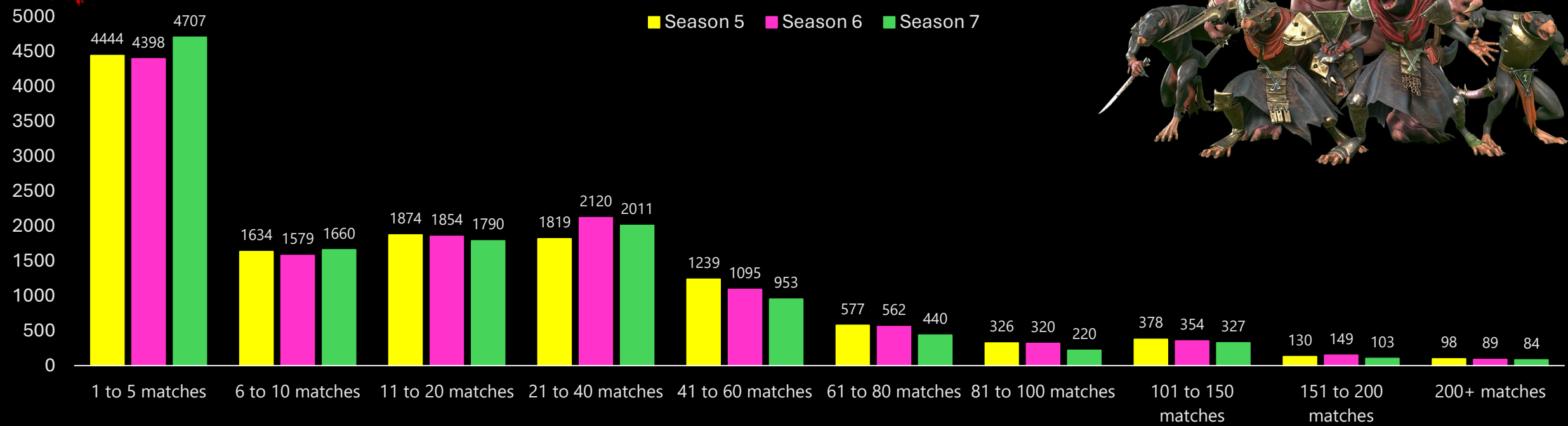- Combined concession rate in the 5 Seasons shown is 25.56%

Legend: Concessions (magenta bars), Concede &age (red line)

Concede &age values:
- Season 3: 24.36%
- Season 4: 25.31%
- Season 5: 25.24%
- Season 6: 26.03%
- Season 7: 26.94%

Concessions (bars):
- Season 3: 37,084
- Season 4: 40,915
- Season 5: 41,531
- Season 6: 42,527
- Season 7: 38,488

Ladder Coach numbers by Season

Legend: PC | Playstation | xbox | NewCoaches

NewCoaches values: 5,936 | 4,177 | 4,292 | 4,369

	Season 4	Season 5	Season 6	Season 7
Total	13,313	12,518	12,517	12,295
xbox	780	975	977	882
Playstation	3,110	2,402	2,213	2,358
PC	9,423	9,141	9,327	9,055

- Game added to PS+ during season 4

- Season 5 was the introduction of cross play

- 12,295 Coaches played at least 1 match in Season 7, which is down by 2% from season 6

- Although new coach numbers increased, the overall coach numbers that played a match fell.
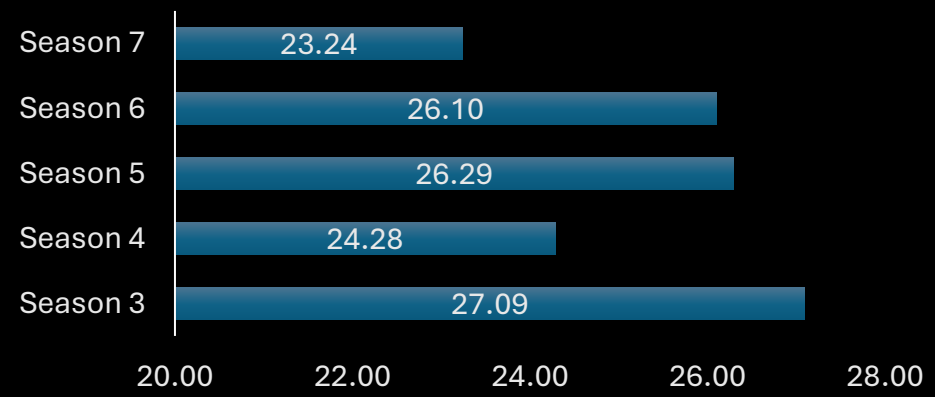
Coaches by Games Played

Legend: ■ Season 5 ■ Season 6 ■ Season 7

Bar chart values by match bracket:

- **1 to 5 matches:** 4444, 4398, 4707
- **6 to 10 matches:** 1634, 1579, 1660
- **11 to 20 matches:** 1874, 1854, 1790
- **21 to 40 matches:** 1819, 2120, 2011
- **41 to 60 matches:** 1239, 1095, 953
- **61 to 80 matches:** 577, 562, 440
- **81 to 100 matches:** 326, 320, 220
- **101 to 150 matches:** 378, 354, 327
- **151 to 200 matches:** 130, 149, 103
- **200+ matches:** 98, 89, 84

- 2,064 coaches only played 1 match in Season 7 compared to 1,872 in season 6

- Average games per coach decreased, mainly due to popularity of Arena

Av Games per Coach

- Season 7: 23.24
- Season 6: 26.10
- Season 5: 26.29
- Season 4: 24.28
- Season 3: 27.09

(Axis: 20.00, 22.00, 24.00, 26.00, 28.00)

Race Stats vs Previous Season – Ranked by Matches Played

Rank	Last Month Rank	Race Name	Matches Played	Win Rate	Previous Season Matches Played	Previous Season Win Rate	MP Change	WR Change
1	0	Norse	33,727	50.03%	0	0.00%	n/a	n/a
2	1	Orc	32,123	53.36%	36,038	54.07%	-3,915	-0.71%
3	2	Dwarf	23,698	50.72%	30,249	52.38%	-6,551	-1.66%
4	4	Chaos Chosen	20,024	47.53%	24,969	48.56%	-4,945	-1.03%
5	7	Shambling Undead	19,276	56.58%	20,081	57.47%	-805	-0.89%
6	5	Lizardman	17,407	51.89%	20,980	52.48%	-3,573	-0.59%
7	6	Dark Elf	17,392	50.51%	20,405	52.08%	-3,013	-1.57%
8	3	Necromantic Horror	17,186	53.51%	26,038	53.59%	-8,852	-0.08%
9	12	Nurgle	13,632	48.28%	15,588	49.34%	-1,956	-1.06%
10	9	Human	13,576	51.02%	17,446	51.90%	-3,870	-0.88%
11	11	Black Orc	13,528	47.09%	16,568	46.42%	-3,040	0.67%
12	10	Skaven	13,194	50.96%	16,720	52.99%	-3,526	-2.03%
13	13	Chaos Renegade	11,507	45.34%	14,655	45.81%	-3,148	-0.47%
14	15	Wood Elf	8,478	50.17%	10,672	50.64%	-2,194	-0.47%
15	16	Elven Union	6,779	48.05%	8,136	48.91%	-1,357	-0.86%
16	8	Goblin	6,396	33.47%	19,167	33.53%	-12,771	-0.06%
17	17	Imperial Nobility	6,215	44.19%	6,458	44.12%	-243	0.07%
18	18	Old World Alliance	4,165	43.46%	5,807	46.62%	-1,642	-3.16%
19	14	Halfling	3,962	40.36%	11,055	40.20%	-7,093	0.16%
20	19	Underworld Denizens	3,509	50.97%	5,668	51.91%	-2,159	-0.94%

- Norse was the most played team in Season 7

- No teams played more matches than the previous season

- Biggest decrease in games were Goblins with drop of 12,771 games (-66%)

*DRAWS COUNT AS HALF WIN IN WIN RATE

- Undead remain top spot for win rate

- Biggest gain was 0.67% by Black Orcs

- Only 3 teams with an increase in win rate (Black Orcs, Nobility and Halflings)

- Goblins are the only team with a sub 40% win rate

Rank	Last Season Rank	Race Name	Matches Played	Win Rate	Previous Season Matches Played	Previous Season Win Rate	MP Change	WR Change
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16	16	Chaos Renegade	11,507	45.34%	14,655	45.81%	-3,148	-0.47%
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*DRAWS COUNT AS HALF WIN IN WIN RATE
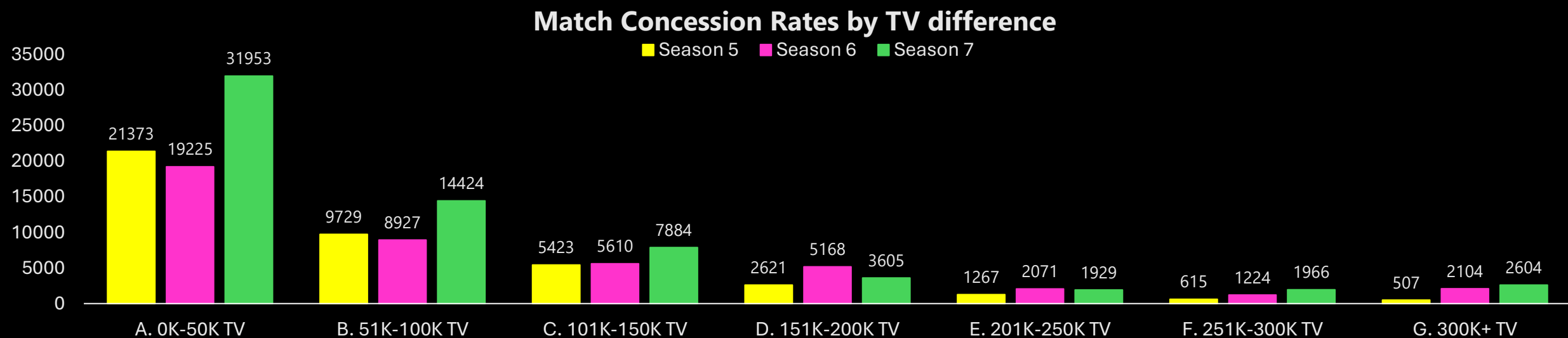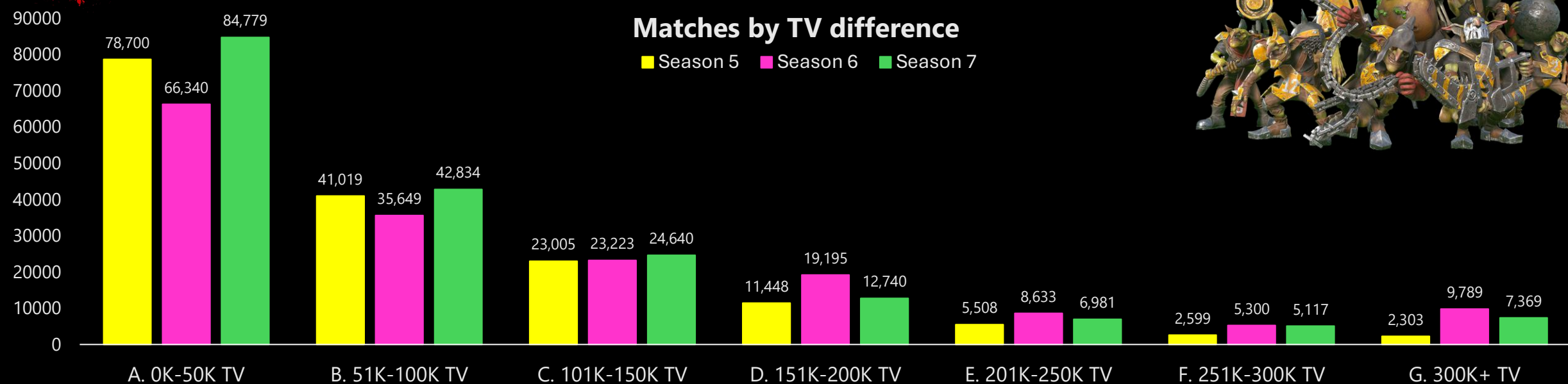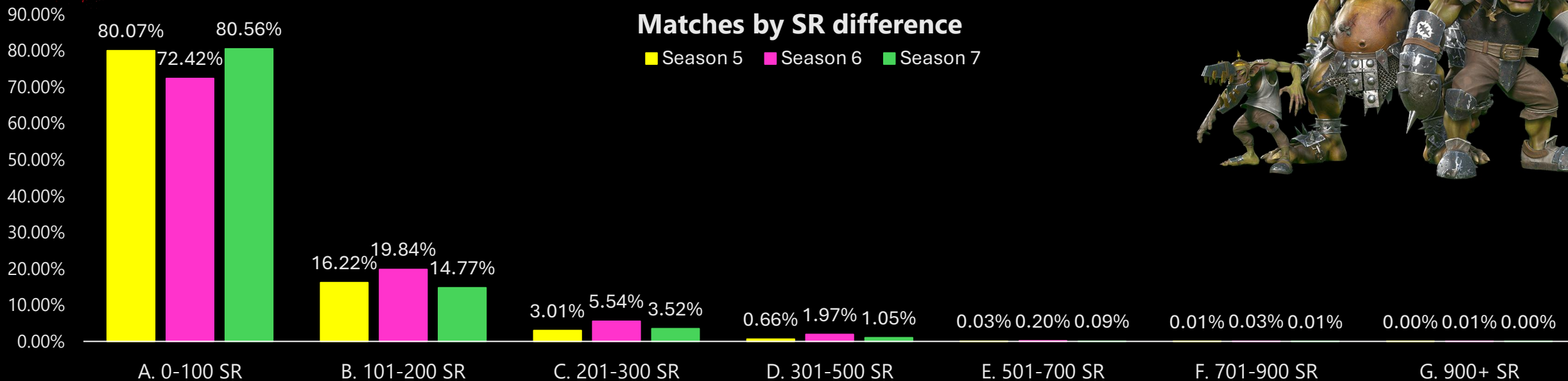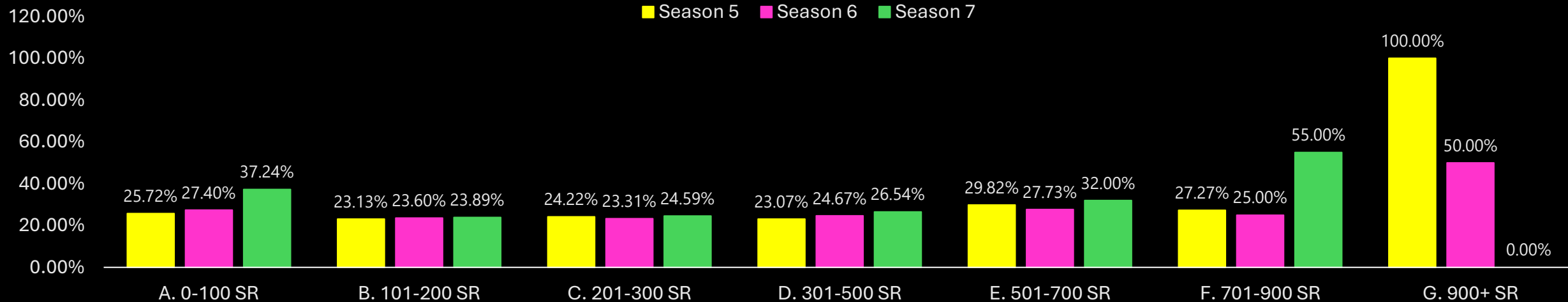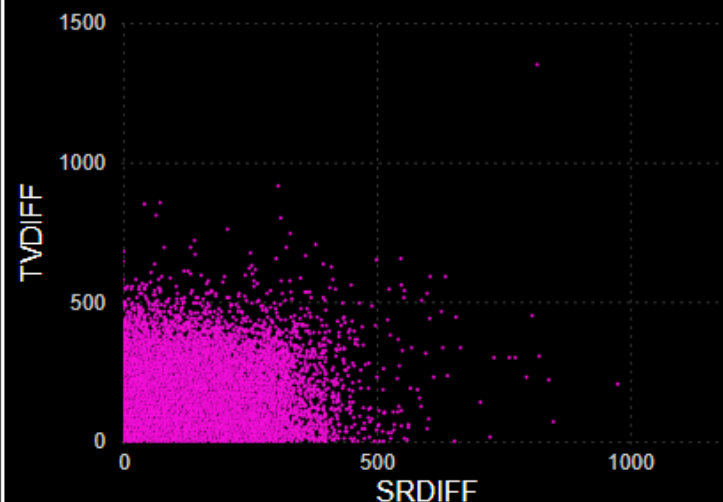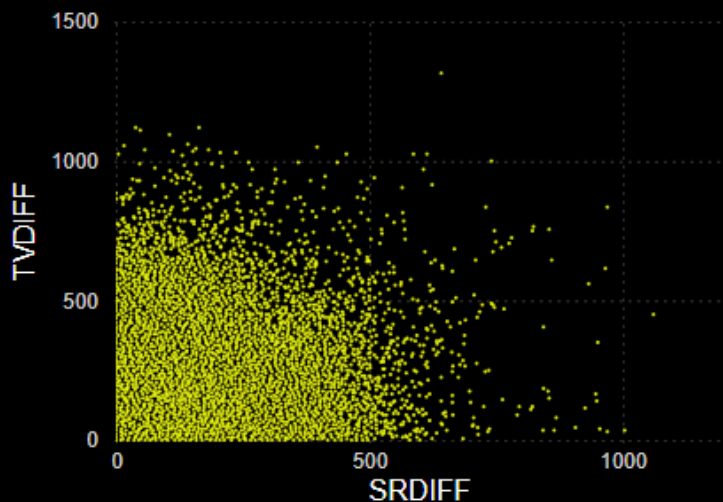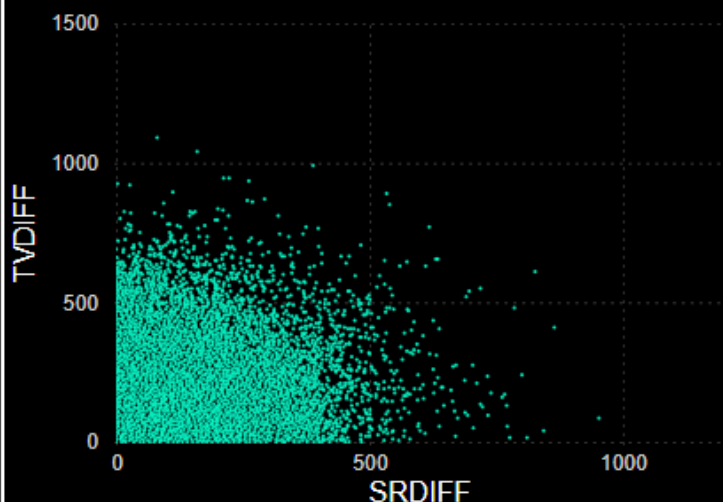
Ladder Matchmaking

Season 4
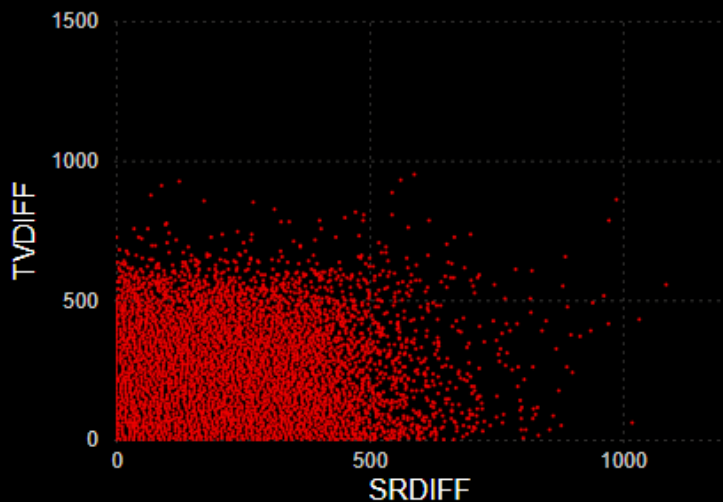
Season 5

Season 6

Season 7

- The charts to left show matchmaking by TV and SR

- Season 5 shows the tightest correlation between TV and SR

- Season 6 and 7 are more varied, but this could be because coaches can now choose up to what tv difference they play against

- The next slide shows Matches Played vs SR

Ladder Matchmaking

- As can be seen on the right, seasons 4 and 5 have a wide variation on the matches played difference

- This has got tighter in season 6 and 7 and show changes to the matchmaking are heading in the right direction
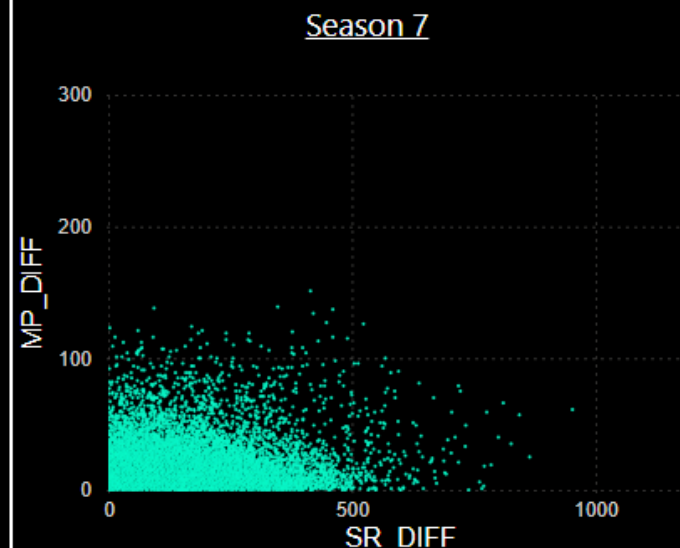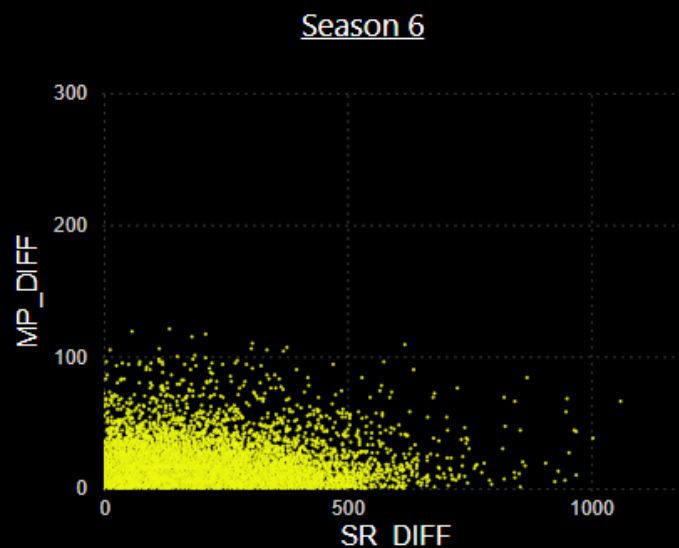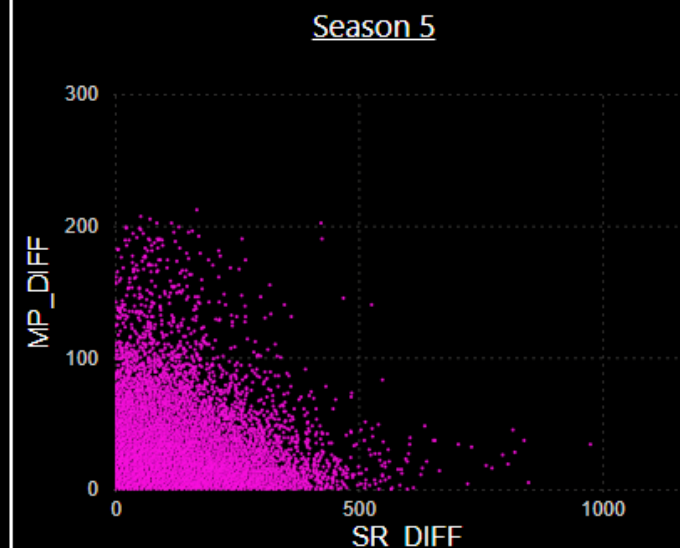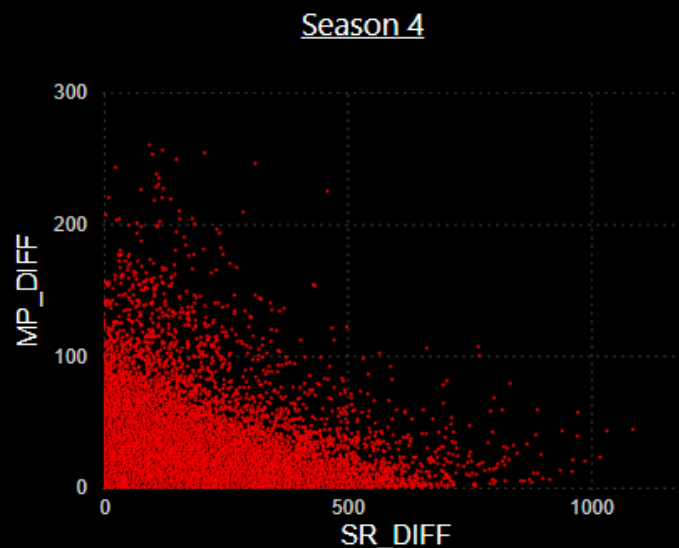
Arena Details by Matches Played
Ranked by Win Percentage

Win% Rank	Race Name	Matches	Wins	Losses	Win%
1	Necromantic Horror	5,434	3,148	2,286	57.93%
2	Shambling Undead	4,030	2,281	1,749	56.60%
3	Lizardman	5,042	2,743	2,299	54.40%
4	Old World Alliance	1,932	1,029	903	53.26%
4	Wood Elf	3,654	1,946	1,708	53.26%
6	Dark Elf	5,459	2,885	2,574	52.85%
7	Imperial Nobility	3,208	1,645	1,563	51.28%
8	Skaven	4,899	2,507	2,392	51.17%
9	Orc	6,214	3,164	3,050	50.92%
10	Human	3,703	1,848	1,855	49.91%
11	Nurgle	2,290	1,127	1,163	49.21%
12	Dwarf	5,681	2,791	2,890	49.13%
13	Chaos Chosen	3,629	1,778	1,851	48.99%
14	Elven Union	2,458	1,184	1,274	48.17%
15	Black Orc	5,457	2,621	2,836	48.03%
16	Chaos Renegade	3,546	1,691	1,855	47.69%
17	Norse	6,163	2,937	3,226	47.66%
18	Underworld Denizens	1,539	702	837	45.61%
19	Halfling	2,710	1,172	1,538	43.25%
20	Goblin	6,190	2,420	3,770	39.10%

- Orcs are the most played team in the arena with 6,214 Games, followed by Goblins (6,190)

- Necro have the highest win rate, followed by Undead and Lizardmen

- Goblins are the only team with a sub 40% win rate