

Rock Band Tables Levels 1-3

Rank	Fans	Description	Prerequisites
1	1	Garage band	
2	10	Neighborhood band	Know 6 songs
3	50	Club band	Know 12 songs; club gig*
4	250	Local heroes	Know 4 original songs

*Any successful club gig, including an unpaid open-mic appearance fulfills the requirement. Winning a Battle of the Bands also fulfills this prerequisite.

Rank 1-3 Monthly Events

First Roll	Second Roll					
	1	2	3	4	5	6
2	E1	E2	E3	E4	E5	E7
3	E6	E8	E9	E10	E11	E12
4	E9	E10	E11	E12	E17	E17
5	E13	E16	E17	E20	E22	E24
6	E11	E14	E14	E14	E18	E19
7	<i>No Unusual Event</i>					
8	<i>No Unusual Event</i>					
9	E23	E24	E26	E27	E27	E27
10	E21	E29	E29	E30	E32	E33
11	E31	E32	E32	E34	E35	E39
12	E35	E36	E37	E38	E39	E40

Rank 1 Garage Bands

Roll	Venue Description
1	Private party
2	Neighborhood party
3	Religious youth event
4	Local or high school talent show
5	Local event in the park
6+	Open mic night at club

Rank 3 Club Bands

Roll	Venue Description
1	Small local club (paid)
2	Small local club (paid)
3	Opening act at city club (paid)
4	Outdoor festival (paid; summer only)†
5	Local Battle of the Bands*
6+	City club (paid)

Fan Attrition By Rank

Rank	Fan Attrition
1	1d6
2	2d6
3	1d6x10

Rank	Ladder
1	1
2	4
3	16



Rank 2 Neighborhood Bands

Roll	Venue Description
1	Neighborhood party
2	Local event in the park
3	Private party (paid)
4	Open mic night at club
5	Battle of the Bands*
6+	Small local club (paid)

* If concert is a success, you earn extra 2d6 x rank Fans



Fan Gain from Successful Gig

Rank	Description	Fan Increase
1	Garage band	2d6
2	Neighborhood band	2d6x2
3	Club band	1d6x10

Fan Loss from Failed Gig

Rank	Description	Fan Decrease
1	Garage band	1d6
2	Neighborhood band	2d6
3	Club band	1d6x5

Rank 1-2 Successful Gig Events

First Roll	Second Roll					
	1	2	3	4	5	6
2	G1	G2	G4	G6	G33	G36
3	G1	G3	G5	G9	G10	G12
4	G3	G5	G22	G25	G26	G30
5	G23	G24	G23	G24	G23	G24
6	No unusual event					
7	No unusual event					
8	G23	G24	G23	G24	G23	G24
9	G23	G24	G23	G24	G23	G26
10	G19	G21	G21	G22	G25	G26
11	G19	G21	G22	G22	G25	G28
12	G28	G28	G28	G28	G30	G30

Rank 3-5 Successful Gig Events

First Roll	Second Roll					
	1	2	3	4	5	6
2	G1	G2	G4	G34	G35	G36
3	G1	G6	G9	G10	G12	G33
4	G3	G5	G22	G25	G26	G30
5	G19	G20	G21	G22	G25	G26
6	No unusual event					
7	No unusual event					
8	G23	G24	G23	G24	G23	G24
9	G23	G24	G26	G27	G27	G28
10	G19	G20	G21	G22	G25	G26
11	G27	G27	G28	G28	G29	G31
12	G29	G29	G30	G30	G31	G31

Rank 1-2 Failed Gig Events

First Roll	Second Roll					
	1	2	3	4	5	6
2	G2	G4	G5	G6	G10	G11
3	G1	G3	G7	G8	G9	G11
4	G8	G11	G12	G14	G15	G18
5	G13	G13	G14	G14	G16	G16
6	G17	G18	G17	G18	G17	G18
7	No unusual event					
8	No unusual event					
9	G17	G18	G17	G18	G17	G18
10	G13	G13	G14	G14	G16	G16
11	G12	G13	G14	G15	G17	G18
12	G30	G30	G33	G34	G35	G36

Rank 3-5 Failed Gig Events

First Roll	Second Roll					
	1	2	3	4	5	6
2	G2	G4	G5	G6	G10	G33
3	G1	G3	G7	G8	G9	G11
4	G8	G11	G12	G14	G15	G35
5	G16	G17	G18	G16	G17	G18
6	No unusual event					
7	No unusual event					
8	No unusual event					
9	G13	G13	G13	G16	G16	G27
10	G12	G13	G14	G15	G17	G18
11	G11	G29	G30	G32	G34	G35
12	G11	G11	G11	G11	G30	G36