



L.I.U.T. BLOOD BOWL ASSOCIATION - MATCH REPORT



DATE	EVENT

PRE-GAME UPDATES

TEAM	COACH	COIN TOSS WINNER
OPPOSING TEAM	OPPOSING COACH	

WEATHER	FAN FACTOR (D3 + Dedicated Fans)	FAN ATTENDANCE (sum both Fan Factors)

PITCH (Standard,...)	BALL (Standard,...)	PETTY CASH	AVAILABLE CASH (Treasury + Petty Cash)

INDUCEMENTS

INDUCEMENT	COST	INDUCEMENT	COST	INDUCEMENT	COST

PRAYERS TO NUFFLE (50,000 GP of difference in CTV each)

PRAYER	TABLE ROLL

GAME UPDATES

#	SPE	CP	TD	DEF	INT	CAS	MVP	SPP	INJURY (dice roll) (no mod.)	APO (dice roll) (no mod.)	REGEN
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											



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POST-GAME UPDATES

TOUCHDOWNS				DEDICATED FANS			WINNINGS
FOR	<input type="text"/>	AGAINST	<input type="text"/>	WON : if D6 >= DF then DF + 1 LOSS : if D6 < DF then DF - 1 DRAW : -			Fan Attendance / 2 + own team's TDs * 10,000
CASUALTIES				-1	0	+1	
FOR	<input type="text"/>	AGAINST	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

PLAYER ADVANCEMENTS

#	SKILL (Block, Dodge,...)	TYPE (Random Primary,...)	SPP	VALUE INCREASE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HIRING, FIRING, TEMPORARY RETIRING, BUYING TEAM GOODS (Re-rolls, Apothecary, Assistant Coaches, Cheerleaders)

#	ACTION	COST
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

SPONSORSHIPS

SPONSOR	CATEGORY (One Time, Ongoing)	TYPE (Major, Minor)	# MNG	CASH FLOW
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

STADIA

NAME	TYPE	CASH FLOW
<input type="text"/>	<input type="text"/>	<input type="text"/>

VARIOUS

EVENT (Bets, Rewards, Penals,...)	CASH FLOW
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

EXPENSIVE MISTAKES (If Treasury > 100,000 then D6 on the Expensive Mistake Table)

WHAT HAPPENED	CASH FLOW
<input type="text"/>	<input type="text"/>

NEXT FIXTURE ADJUSTMENTS

TV	CTV (minus MNG)	NEW TREASURY
<input type="text"/>	<input type="text"/>	<input type="text"/>