



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



MATCH DETAILS

DATE	EVENT				WEATHER
HOME TEAM	COACH	FAN FACTOR			PITCH
VISITOR TEAM	COACH	FAN FACTOR			BALL

PRE-GAME SEQUENCE

1. Stadia (facultative)
2. Fans
3. Weather
4. Inducements
5. Prayers of Nuffle
6. Determine Kicking Team

POST-GAME SEQUENCE

1. Winning
2. Sponsors incomes
3. Stadia residency
4. Dedicated Fans
5. SPP calculation
6. Advancements
7. Loose Stadia residency
8. Gaining a Sponsorship
9. Hiring and Firing
10. Expensive Mistakes

MATCH REPORT v2.2 by Teowulf

GAME UPDATES HOME TEAM

TOUCHDOWNS

#	SPE (1 SPP)	CP (1 SPP)	DEF (1 SPP)	INT (2 SPP)	CAS (2 SPP)	TD (3 SPP)	MVP (4 SPP)	TOTAL EARNED SPP	INJURY (dice roll) (no mod.)	APO (dice roll) (no mod.)	REGEN

GAME UPDATES VISITOR TEAM

TOUCHDOWNS

#	SPE (1 SPP)	CP (1 SPP)	DEF (1 SPP)	INT (2 SPP)	CAS (2 SPP)	TD (3 SPP)	MVP (4 SPP)	TOTAL EARNED SPP	INJURY (dice roll) (no mod.)	APO (dice roll) (no mod.)	REGEN

POST-GAME UPDATES HOME TEAM

CASUALTIES		DEDICATED FANS	
FOR		AGAINST	
WINNINGS ((Fan Attendance / 2 + TDs)* 10K)		SPONSORS INCOMES	

POST-GAME UPDATES VISITOR TEAM

CASUALTIES		DEDICATED FANS	
FOR		AGAINST	
WINNINGS ((Fan Attendance / 2 + TDs)* 10K)		SPONSORS INCOMES	

PLAYER ADVANCEMENTS

#	SKILL	TYPE	SPP	VALUE INCREASE

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HIRING, FIRING, TEMPORARY RETIRING, BUY TEAM GOODS (Re-rolls, Apothecary, Assistant Coaches, Cheerleaders), SPONSORSHIPS
STADIA, VARIOUS EVENT (Bets, Rewards, Penals,...), EXPENSIVE MISTAKES (If Treasury > 90,000)

HIRING, FIRING, TEMPORARY RETIRING, BUY TEAM GOODS (Re-rolls, Apothecary, Assistant Coaches, Cheerleaders), SPONSORSHIPS
STADIA, VARIOUS EVENT (Bets, Rewards, Penals,...), EXPENSIVE MISTAKES (If Treasury > 90,000)

COACH SIGNATURE

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