

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



	MATCH DETAILS														PRE-GAME SEQUENCE				PUST-GAME SEQUENCE					
DATE						EVENT								1. Stadia	(facultative)		1. Winnin	1. Winning 7. Loose Stadia residency					
														2. Fans					2. Sponsors incomes 8. Gaining a Sponsors				MATCH REPORT v3.2 by Teowulf	
HOME TEAM COACH							FAN	FACTOR]		PITCH		3. Weath				3. Stadia residency 9. Hiring and Firing					[\ist.2	
							FAN	raciur]				4. Inducements				4. Dedicated Fans 10. Expensive Mista 5. SPP calculation				s	by T	
VISITOR TEAM							FAN	FAN FAOTOD				BALL		5. Prayers of Nuffle 6. Determine Kicking Team				5. SPP calculation 6. Advancements					еоwи	
							FAN FACTOR]			O. Dotornino Nor			TGain		O. Auvan	bonnonts				=	
				GAME	UPDAT	ES HOM	E TEAM						GAME UPDATES VISITOR TEAM											
TOUCHDOWNS													TOUCHDOWNS											
#	SPE (1 SPP)	CP (1 SPP)	DEF (1 SPP)	INT (2 SPP)	CAS (2 SPP)	TD (3 SPP)	MVP (4 SPP)	TOTAL EARNED	INJURY (dice roll)	APO (dice roll)	REGEN	#	SPE (1 SPP)	CP (1 SPP)	DEF (1 SPP)	INT (2 SPP)	CAS (2 SPP)	TD (3 SPP)	MVP (4 SPP)	TOTAL Earned	INJURY (dice roll)	APO (dice roll)	REGEN	
	(1311)	(****)	(****)	(2017)	(= 5.1.)	()	() 3.1)	SPP	(no mod.)	(no mod.)			()	(1311)	(1311)	(=)	(,	((1311)	SPP	(no mod.)	(no mod.)		
		-																						
DOCT CAME LIDDATES HOME TEAM													DOCT CAME LIDDATES WESTOD TEAM											
POST-GAME UPDATES HOME TEAM CASUALTIES DEDICATED FANS													POST-GAME UPDATES VISITOR TEAM CASUALTIES DEDICATED FANS											
		1] [ONSONETIES .			WON : if D6 >= DF then DF + 1							
i	FOR AGA					WON : if D6 >= DF then DF + 1 LOSS : if D6 < DF then DF - 1						F	FOR		AG	AGAINST		LOSS : if D6 < DF then DF - 1						
	WINNING	GS ((Fan Atte	ndance / 2 +	TDs)* 10K)			SPONSORS INCOMES						WINNING	S ((Fan Attendance / 2 + TDs)* 10K)			SPONSORS INCOMES							
		**												. , ,										
					PI AYFR AD	VANCEMENT:	3						PLAYER ADVANCEMENTS											
#	1	SKILL		1		YPE		SPP	1 .	/ALUE INCRE/	1 9 F	#	# SKILL TYPE SPP VALUE INCREA									SE .		
"	TT ONILL				STF STF					VALUE INUNEASE			TH SKILL			ITT			L 311			VALUE INUNEAGE		
	HIRING, FIRIN			i, BUY TEAM (ENT (Bets, Re						SPONSORSHII	PS		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 S	SIGNATURE	COACH	SIGNATURE	1										
1										1.1		1		1.1										