

Home Team				Score				Away Team							
:															
Pre-Match-Sequence															
						Weather:									
						Team Value									
						Petty Cash brought in									
						Inducement Value									
						Inducements bought									
Win?		Choose?		Flip for the Kick				Win?		Choose?					
Match															
						Fans (2D6 + Fan Factor)									
						FAME									
Comp [1 SPP]	TD [3 SPP]	Int. [2 SPP]	CAS [2 SPP]	Injury	Injured by	Player #	Comp [1 SPP]	TD [3 SPP]	Int. [2 SPP]	CAS [2 SPP]	Injury	Injured by			
						1									
						2									
						3									
						4									
						5									
						6									
						7									
						8									
						9									
						10									
						11									
						12									
						13									
						14									
						15									
						16									
Injury:															
11-38: BH		41-48: MNG		51+52: NI		53+54: -MA		55-56 -AV		57: -AG		58: -ST		61-68: DEAD	
Post-Match-Sequence															
Player #		MVP [5 SPP]				Player #									
Improvement Rolls															
						Levels at: 6, 16, 31, 51, 76, 176 SPP									
						Any Roll: Normal Skill (+20k TV)									
						1+1, 2+2, 3+3, 4+4, 5+5, 6+6: Double Skill (+30k TV)									
						10: MA+1 or AV+1 (+30k TV)									
						11: AG+1 (+40k TV)									
						12: ST+1 (+50k TV)									
Record Fortune and FAME															
Roll:		Result:		Winnings				Roll:		Result:					
Roll:		Result:		Fan Factor Modifications				Roll:		Result:					
Hire and Fire															
						Purchase / Fire Players, Staff & ReRolls									
Roll:		Result:		Expensive Mistakes (Treasury: 100k+)				Roll:		Result:					