



League Game Results

Date: \_\_\_\_\_

Final Score: (H) 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 (V)

Final Rush: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 SD

**Home Coach:** \_\_\_\_\_ Rank \_\_\_\_\_

Cheers \_\_\_\_\_ Kills \_\_\_\_\_ League Points \_\_\_\_\_ MC \_\_\_\_\_

**Visitor Coach:** \_\_\_\_\_ Rank \_\_\_\_\_

Cheers \_\_\_\_\_ Kills \_\_\_\_\_ League Points \_\_\_\_\_ MC \_\_\_\_\_

#	H xp	Changes	V xp	#	H xp	Changes	V xp
1				8			
2				9			
3				10			
4				11			
5				12			
6				13			
7				14			

Purchases	Home	Visitor
Starting MC		
Earned MC		
Cards (10 MC)		
Dice (6MC)		
Coaches (8 MC)		
Cheerleaders (8 MC)		
New Player (base)		
Recycle Dead Player (+5MC)		
Revive Dead Player (Base + D6)		
Cryorevision (4MC)		
Unspent MC		

Cryorevision (4MC)	
1	Dead
2	-1 Skill
3	-1 Speed
4	-1 Strength
5	Lose Ability
6	No Effect