



	Your team	Opponent's team
Team name		
Coach name		
Final score		

**Pre/post-match** (your own team only)

Fan Factor roll (D3)	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (only the D3 roll for fair-weather fans - not the total Fan Factor)
Weather roll (2D6)	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12
Inducements (list)	
MVP Player (number, name and position)	
Winnings (gp)	
Dedicated fans	<input type="checkbox"/> -1 <input type="checkbox"/> No change <input type="checkbox"/> +1

**Touchdowns scored by...** (your own players only)

#	Player name	Position	
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)
			<input type="checkbox"/> Touchdown (3 SPP)

**Casualties inflicted by...**(your own players only - **your opponent should also fill in the "Injury suffered by..." section for the victim**)

#	Player name	Position	*Casualties will be 2 SPP unless a rule states otherwise
			<input type="checkbox"/> Casualty (2 SPP) <input type="checkbox"/> Casualty (3 SPP)*
			<input type="checkbox"/> Casualty (2 SPP) <input type="checkbox"/> Casualty (3 SPP)*
			<input type="checkbox"/> Casualty (2 SPP) <input type="checkbox"/> Casualty (3 SPP)*
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			<input type="checkbox"/> Casualty (2 SPP) <input type="checkbox"/> Casualty (3 SPP)*
			<input type="checkbox"/> Casualty (2 SPP) <input type="checkbox"/> Casualty (3 SPP)*

1. Upload results to your game, go to <https://tourplay.net/en/blood-bowl/leicester-blood-bowl-league> > click "Scores" > click your game.
2. Once all data has been entered into TourPlay, carefully check all events and click "End Match".
3. Both coaches must start the match in order to enter events, and end the match in order to register the result of the game.
4. Note: **Once a game has been ended it cannot be altered, so check very carefully before ending!**

