



OBBLM Match Report

Blue Oyster Cult - Green Lions

Undead - Human



Score: -
Gate: k

Winnings	Fan Factor	Total team CAS	FAME
	☐ +1 ☐ 0 ☐ -1		

Blue Oyster Cult

TV: 1420k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 6 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 23 - Win pct.: 30 - ELO: 137 - CAS inflicted: 37

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard	15								
2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard, Break Tackle, Stand Firm	31								
3	Wight	6	3	3	8	Block, Regeneration, Guard	11								
4	Wight	6	3	3	8	Block, Regeneration, Guard, Tackle	16								
5	Ghoul	7	3	3	7	Dodge, Wrestle	11								
6	Ghoul	6	3	3	7	Dodge, Block, Sure Hands, Side Step, -1 Ma	48								
7	Ghoul	7	3	3	7	Dodge, Block	15								
8	Zombie	4	3	2	8	Regeneration, Block	7								
9	Zombie	4	2	2	8	Regeneration, Dirty Player, -1 St	10								
10	Zombie	4	3	2	8	Regeneration, Block, 1 Ni	14								
11	Zombie	4	3	2	8	Regeneration	4								
11	Zombie	4	3	2	8	Regeneration	0								
12	Skeleton	4	3	2	7	Regeneration, Thick Skull, Block, Tackle, -1 Ma	17								
13	Skeleton	5	3	2	7	Regeneration, Thick Skull, Block, Dauntless	25								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

Winnings	Fan Factor	Total team CAS	FAME
	☐ +1 ☐ 0 ☐ -1		

Green Lions

TV: 1200k - ReRolls: 4 - Apothecary: 1 - Fan Factor: 2 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 9 - Win pct.: 17 - ELO: 144 - CAS inflicted: 6

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Blitzer	7	3	3	8	Block	0								
4	Blitzer	6	3	3	8	Block, Dodge, -1 Ma	7								
6	Catcher	9	2	3	7	Catch, Dodge, +1 Ma	6								
7	Catcher	8	2	3	7	Catch, Dodge, Diving Catch, Nerves of Steel	16								
8	Lineman	6	3	3	8	Block, 1 Ni	11								
9	Lineman	6	3	3	8		0								
10	Lineman	6	3	3	8		0								
11	Lineman	6	3	3	8	Block	7								
12	Lineman	6	3	4	8	+1 Ag	6								
13	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate	2								
14	Lineman [J]	6	3	3	8	Loner	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available