



OBBLM Match Report

Lizzicheneccchi - Spine Cingolate

Lizardman - Dark Elf



Score: -
Gate: k

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

Lizzicheneccchi

TV: 1530k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 7 - Assistant Coaches: 1 - Cheerleaders: 1 - Played: 15 - Win pct.: 60 - ELO: 231 - CAS inflicted: 30

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Kroxigor	6	5	1	9	Loner, Bone Head, Mighty Blow, Prehensile Tail, Thick Skull, Guard, Break Tackle	29								
2	Saurus	6	4	1	9	Block	14								
3	Saurus	6	4	1	9	Block	13								
4	Saurus	6	4	1	9	Frenzy	9								
5	Saurus	6	4	1	9		0								
6	Saurus	6	4	1	9		2								
7	Saurus	6	4	1	9	Block	6								
8	Skink	8	2	3	7	Dodge, Stunty, Side Step	15								
9	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle	14								
10	Skink	8	2	3	7	Dodge, Stunty, Side Step, Diving Tackle	34								
11	Skink	8	2	3	7	Dodge, Stunty, Side Step, Sure Feet, Block	39								
12	Skink	8	2	3	7	Dodge, Stunty, Side Step	7								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Spine Cingolate

TV: 2110k - ReRolls: 4 - Apothecary: 1 - Fan Factor: 12 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 27 - Win pct.: 81 - ELO: 321 - CAS inflicted: 47

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Blitzer	7	3	4	8	Block, Dodge, Strip Ball, Side Step	45								
2	Blitzer	7	3	4	8	Block, Dodge, Side Step, Tackle, Dauntless	57								
3	Blitzer	7	3	4	8	Block, Dodge, Side Step, Tackle, Dauntless	71								
4	Blitzer	7	3	4	8	Block, Dodge, Side Step	27								
5	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle, Side Step	25								
6	Witch Elf	7	3	4	7	Frenzy, Dodge, Jump Up, Wrestle, Side Step	22								
7	Runner	7	4	4	7	Dump-Off, Dodge, +1 Ma, +1 St, -1 Ma	40								
11	Lineman	6	3	4	8	Block, Dodge	23								
12	Lineman	6	3	4	8	Block, Dodge, Guard	31								
13	Lineman	6	3	4	8	Block, Dodge	23								
15	Lineman	6	3	5	8	Guard, +1 Ag	22								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available