



OBBLM Match Report

Raining Blood - BloodMoon

Dark Elf - Necromantic



Score: -
Gate: k

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

Raining Blood

TV: 1530k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 13 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 26 - Win pct.: 69 - ELO: 281 - CAS inflicted: 32

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Runner	7	4	4	7	Dump-Off, Pass, Dodge, +1 St	46								
2	Witch Elf	7	3	3	7	Frenzy, Dodge, Jump Up, Wrestle, -1 Ag, MNG	6								
4	Blitzer	7	3	4	8	Block, Dodge, Side Step, Tackle	36								
5	Blitzer	7	3	4	8	Block, Dodge, Tackle	23								
6	Blitzer	7	2	4	7	Block, Guard, -1 St, -1 Av, MNG	15								
7	Blitzer	7	3	5	7	Block, Dodge, Leap, Tackle, +1 Ag, -1 Av	57								
8	Lineman	6	3	4	8	Dodge, Guard	16								
9	Lineman	6	3	4	8	Dodge, Guard	26								
11	Lineman	6	3	4	8	Dodge	6								
13	Lineman	6	3	4	8	Dodge	6								
15	Lineman	6	3	5	8	Dodge, +1 Ag	25								
16	Lineman	5	3	4	8	Dodge, Block, -1 Ma, 1 Ni, MNG	28								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available

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

BloodMoon

TV: 1790k - ReRolls: 4 - Apothecary: 0 - Fan Factor: 10 - Assistant Coaches: 1 - Cheerleaders: 1 - Played: 23 - Win pct.: 43 - ELO: 174 - CAS inflicted: 48

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Zombie	4	3	2	8	Regeneration, Block, Tackle, Dauntless	32								
2	Zombie	4	3	2	8	Regeneration, Block	7								
3	Zombie	4	3	2	8	Regeneration, Block	7								
4	Zombie	4	3	2	8	Regeneration	5								
5	Zombie	4	3	2	8	Regeneration, Guard	10								
6	Wight	6	3	4	8	Block, Regeneration, Guard, +1 Ag	21								
7	Wight	6	3	3	8	Block, Regeneration, Guard, Tackle, Mighty Blow	40								
8	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Dauntless	47								
9	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Dauntless	41								
10	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block	15								
11	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block	11								
12	Ghoul	6	2	3	7	Dodge, Block, Sure Hands, -1 Ma, -1 St, MNG	16								
13	Ghoul	7	3	4	7	Dodge, Block, +1 Ag	23								
14	Zombie	4	3	2	8	Regeneration	5								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available