

OBBLM Match Report

RiMortacci - Fullmoon Project

Undead - Necromantic



Score: -
Gate: k

Winnings	Fan Factor	Total team CAS	FAME
	<input type="checkbox"/> +1 <input type="checkbox"/> 0 <input type="checkbox"/> -1		

RiMortacci

TV: 1100k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 2 - Assistant Coaches: 0 - Cheerleaders: 1 - Played: 6 - Win pct.: 50 - ELO: 199 - CAS inflicted: 0

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*	0								
2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard*	0								
3	Wight	6	3	3	8	Block, Regeneration, Guard*	0								
4	Wight	6	3	3	8	Block, Regeneration, Guard*	0								
5	Ghoul	7	3	3	7	Dodge, Block*	0								
6	Zombie	4	3	2	8	Regeneration	0								
7	Zombie	4	3	2	8	Regeneration	0								
8	Zombie	4	3	2	8	Regeneration	0								
9	Ghoul	7	3	3	7	Dodge	0								
10	Zombie	4	3	2	8	Regeneration	0								
11	Ghoul	7	3	3	7	Dodge, Wrestle*	0								
12	Ghoul	7	3	3	7	Dodge, Sure Hands*	0								

MNG Journeyman Used journeyman New skill available

Winnings	Fan Factor	Total team CAS	FAME
	<input type="checkbox"/> +1 <input type="checkbox"/> 0 <input type="checkbox"/> -1		

Fullmoon Project

TV: 1100k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 1 - Assistant Coaches: 0 - Cheerleaders: 1 - Played: 6 - Win pct.: 67 - ELO: 220 - CAS inflicted: 0

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Zombie	4	3	2	8	Regeneration, Wrestle*	0								
2	Zombie	4	3	2	8	Regeneration, Dauntless*	0								
3	Zombie	4	3	2	8	Regeneration	0								
4	Zombie	4	3	2	8	Regeneration	0								
5	Zombie	4	3	2	8	Regeneration	0								
6	Wight	6	3	3	8	Block, Regeneration, Guard*	0								
7	Wight	6	3	3	8	Block, Regeneration, Guard*	0								
8	Ghoul	7	3	3	7	Dodge, Block*	0								
9	Ghoul	7	3	3	7	Dodge, Sure Hands*	0								
10	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Block*	0								
11	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Mighty Blow*	0								
12	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block*	0								

MNG Journeyman Used journeyman New skill available