

OBBLM Match Report

Cornuti e tozzi - Heinrich Kemmler s Predators

Chaos Dwarf - Necromantic

Score: -
Gate: k

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

Cornuti e tozzi

TV: 1860k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 8 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 36 - Win pct.: 58 - ELO: 250 - CAS inflicted: 124

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, Claw, Horns, I*, II*, 1 Ni	55								
2	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Frenzy, Claw, II*, III*, St. GO*	54								
3	Chaos Dwarf Blocker	4	3	1	9	Block, Tackle, Thick Skull, Mighty Blow, Guard, Dauntless, II*, St. GO*, III*, -1 Ag	47								
4	Chaos Dwarf Blocker	4	1	2	9	Block, Tackle, Thick Skull, Mighty Blow, Dauntless, Guard, Claw, II*, III*, -2 St	55								
5	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, II*, III*	21								
6	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard, Mighty Blow, Dauntless, Frenzy, II*, St. GO*, III*, 1 Ni	53								
8	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, Tackle, Dodge, II*, III*	57								
9	Bull Centaur	8	4	2	9	Sprint, Sure Feet, Thick Skull, Block, Break Tackle, II*, III*, +2 Ma	67								
10	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Juggernaut	9								
11	Hobgoblin	6	3	3	7	Block, Dodge, I*	30								
13	Hobgoblin	6	3	3	7	Block, Sure Hands, II*, St. GO*, III*	25								
14	Hobgoblin	6	3	3	7	Wrestle, Sure Hands, Tackle, I*	31								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Heinrich Kemmler s Predators

TV: 1820k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 7 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 29 - Win pct.: 69 - ELO: 281 - CAS inflicted: 66

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Zombie	4	3	2	7	Regeneration, I*, -1 Av	2								
1	Zombie	4	3	2	8	Regeneration	2								
2	Flesh Golem	4	4	1	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, I*, II*, -1 Ag	18								
3	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Block, Guard, Grab, I*, II*	34								
4	Wight	6	3	3	8	Block, Regeneration, Guard, Tackle, Mighty Blow, I*, II*	32								
5	Wight	6	3	3	8	Block, Regeneration, Guard, Dodge, I*, II*	24								
6	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Dauntless, Side Step, Mighty Blow, I*, II*	77								
7	Zombie	4	3	2	8	Regeneration, Guard, I*, II*	15								
8	Ghoul	7	3	3	7	Dodge, Block, Side Step, Sure Hands, I*, II*	35								
9	Necromantic Werewolf	9	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Mighty Blow, I*, II*, +1 Ma	66								
10	Zombie	4	3	2	8	Regeneration, Block, I*, II*	9								
11	Zombie	4	3	1	8	Regeneration, Block, I*, II*, -1 Ag	14								
12	Ghoul	7	3	2	8	Dodge, Block, I*, +1 Av, -1 Ag, MNG	18								
13	Zombie	4	3	2	8	Regeneration, I*, I*	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available