

OBBLM Match Report



Ora sono Chaos vostri - I Lampredottari

Chaos - Chaos Dwarf



Score: -
Gate: k

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

Ora sono Chaos vostri

TV: 1100k - ReRolls: 2 - Apothecary: 0 - Fan Factor: 1 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 6 - Win pct.: 25 - ELO: 170 - CAS inflicted: 0

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Beastman	6	3	3	8	Horns, Extra Arms*	0								
2	Beastman	6	3	3	8	Horns	0								
3	Beastman	6	3	3	8	Horns	0								
4	Beastman	6	3	3	8	Horns	0								
5	Beastman	6	3	3	8	Horns	0								
6	Beastman	6	3	3	8	Horns	0								
7	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Block*	0								
8	Chaos Warrior	5	4	3	9	Block*	0								
9	Chaos Warrior	5	4	3	9	Block*	0								
10	Chaos Warrior	5	4	3	9	Block*	0								
11	Chaos Warrior	5	4	3	9	Block*	0								
12	Beastman	6	3	3	8	Horns	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

I Lampredottari

TV: 1100k - ReRolls: 2 - Apothecary: 1 - Fan Factor: 1 - Assistant Coaches: 1 - Cheerleaders: 1 - Played: 6 - Win pct.: 42 - ELO: 190 - CAS inflicted: 0

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block*	0								
2	Bull Centaur	6	4	2	9	Sprint, Sure Feet, Thick Skull, Block*	0								
3	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*	0								
4	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*	0								
5	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard*	0								
6	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull	0								
7	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull	0								
8	Chaos Dwarf Blocker	4	3	2	9	Block, Tackle, Thick Skull	0								
9	Hobgoblin	6	3	3	7		0								
10	Hobgoblin	6	3	3	7		0								
11	Hobgoblin	6	3	3	7		0								
12	Hobgoblin	6	3	3	7		0								
13	Hobgoblin	6	3	3	7		0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available