



OBBLM Match Report

Electric Lizzard - Quelli da i Giappone

Lizardman - Lizardman

Score: -
Gate: k



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

Electric Lizzard

TV: 1080k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 1 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 6 - Win pct.: 8 - ELO: 156 - CAS inflicted: 11

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	4								
4	Saurus	6	4	1	9		2								
7	Saurus	6	4	1	9		2								
8	Saurus	6	4	1	9		2								
10	Saurus	6	4	1	9		2								
11	Saurus	6	4	1	9		2								
14	Skink	8	2	3	6	Dodge, Stunty, Block, -1 Av	8								
16	Skink	8	2	3	7	Dodge, Stunty	3								
27	Saurus	6	4	1	9		4								
64	Skink	8	2	3	7	Dodge, Stunty	3								
69	Skink	8	2	3	7	Dodge, Stunty	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Quelli da i Giappone

TV: 1580k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 10 - Assistant Coaches: 2 - Cheerleaders: 2 - Played: 29 - Win pct.: 62 - ELO: 263 - CAS inflicted: 49

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, Block, II*	32								
2	Saurus	6	4	1	9	Diving Tackle	15								
3	Saurus	6	4	1	9	Frenzy, Block, Stand Firm, II*	37								
4	Saurus	6	4	1	9	Break Tackle, Block, II*	29								
5	Saurus	6	4	1	8	Block, Break Tackle, -1 Av	19								
6	Saurus	6	4	1	9	Block, Mighty Blow, Tackle, II*	33								
7	Saurus	6	4	1	9		0								
8	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, Side Step, Jump Up	32								
9	Skink	8	2	3	7	Dodge, Stunty, Side Step, Diving Tackle, Jump Up	31								
10	Skink	8	2	3	7	Dodge, Stunty, Side Step, Diving Tackle, Sprint, Sure Feet	51								
11	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, II*	15								
12	Skink	8	2	3	7	Dodge, Stunty, Side Step, Sprint, Diving Tackle, II*	50								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available