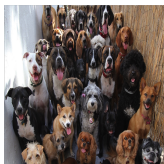


OBBLM Match Report



Amsterdam Danger Dogs - Esty Quatsy

Lizardman - Chaos Pact



Score: -
Gate: k

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

Amsterdam Danger Dogs

TV: 1440k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 8 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 22 - Win pct.: 68 - ELO: 270 - CAS inflicted: 43

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, Break Tackle, Block, I*	21								
2	Saurus	6	4	1	9	Block, Mighty Blow, I*	28								
3	Saurus	6	4	1	9	Block, Mighty Blow, I*	19								
4	Saurus	5	4	1	9	Block, Dodge, I*, -1 Ma, -1 Ag, MNG	22								
5	Saurus	6	4	1	9		0								
6	Saurus	6	4	1	9	Block, Mighty Blow, I*	16								
7	Saurus	5	5	1	9	Block, I*, +1 St, -1 Ma, MNG	24								
8	Skink	8	2	3	7	Dodge, Stunty	0								
9	Skink	10	2	4	7	Dodge, Stunty, Side Step, I*, +2 Ma, +1 Ag	60								
10	Skink	8	2	3	7	Dodge, Stunty, Side Step	6								
11	Skink	8	2	3	7	Dodge, Stunty, Diving Tackle, Side Step, I*	17								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Esty Quatsy

TV: 1760k - ReRolls: 4 - Apothecary: 1 - Fan Factor: 7 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 16 - Win pct.: 50 - ELO: 201 - CAS inflicted: 31

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Minotaur	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal, Juggernaut, Break Tackle, I*	18								
2	Chaos Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Guard, I*	8								
3	Chaos Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Grab, I*	19								
4	Dark Elf Renegade	6	4	5	8	Animosity, Dodge, Block, I*, +1 St, +1 Ag	55								
5	Goblin Renegade	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty, Block, I*	6								
6	Marauder	6	3	3	8	Guard, Block, I*	24								
7	Marauder	6	3	3	8	Guard, I*	10								
8	Marauder	6	3	3	8	Block, Guard, I*	16								
9	Marauder	6	3	3	8	I*	1								
10	Marauder	6	3	3	8	Block, I*	11								
11	Marauder	5	3	3	8	-1 Ma, MNG	2								
12	Marauder	6	3	3	8		0								
13	Marauder	5	3	3	8	-1 Ma, MNG	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available