

OBBLM Match Report



Sine Requite - La ronda del bisenzio

Undead - Orc



Score: -
Gate: k

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

Sine Requite

TV: 1320k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 7 - Assistant Coaches: 3 - Cheerleaders: 3 - Played: 10 - Win pct.: 70 - ELO: 241 - CAS inflicted: 23

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, Block	32								
2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard	13								
3	Ghoul	7	3	3	7	Dodge, Block	12								
4	Ghoul	7	3	4	7	Dodge, Block, Side Step, +1 Ag	37								
5	Ghoul	7	3	3	7	Dodge, Wrestle	6								
6	Wight	6	3	3	8	Block, Regeneration, Guard, Mighty Blow	16								
7	Wight	6	3	3	8	Block, Regeneration, Guard	12								
8	Zombie	4	3	2	8	Regeneration	0								
9	Zombie	4	3	2	8	Regeneration	0								
10	Zombie	4	3	2	8	Regeneration	0								
11	Zombie	4	3	2	8	Regeneration	0								
12	Zombie	4	3	2	8	Regeneration	0								
13	Ghoul	7	3	3	7	Dodge, Block	8								

☐ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

La ronda del bisenzio

TV: 1430k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 3 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 9 - Win pct.: 22 - ELO: 154 - CAS inflicted: 18

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Black Orc Blocker	4	4	2	9		5								
2	Black Orc Blocker	4	4	2	9	Block	10								
3	Black Orc Blocker	4	4	2	9		4								
4	Black Orc Blocker	4	4	2	9		4								
5	Blitzer	6	3	3	9	Block, Mighty Blow	11								
6	Blitzer	6	3	3	9	Block, Dodge	12								
7	Blitzer	6	3	3	9	Block, Guard	7								
8	Blitzer	6	3	3	9	Block, Guard	10								
9	Thrower	5	3	3	8	Sure Hands, Pass, Block	8								
11	Lineman	5	3	3	9	Block	7								
12	Lineman	5	3	3	9		0								
15	Troll	4	5	1	9	Loner, Always Hungry, Mighty Blow, Really Stupid, Regeneration, Throw Team-Mate, Block	9								
16	Goblin	7	2	3	7	Right Stuff, Dodge, Stunty, +1 Ma	12								

☐ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available