

OBBLM Match Report

I Piu Vincenti - Lucertole Acide

Undead - Lizardman

Score: -
Gate: k



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

I Piu Vincenti

TV: 1490k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 7 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 10 - Win pct.: 65 - ELO: 230 - CAS inflicted: 27

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Mummy	3	5	1	8	Mighty Blow, Regeneration, Guard, Block, -1 Av	23								
2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard, Stand Firm, Grab	31								
3	Wight	6	3	3	8	Block, Regeneration, Mighty Blow, Guard	20								
4	Wight	6	3	4	8	Block, Regeneration, Guard, Dodge, +1 Ag	33								
5	Ghoul	7	3	3	7	Dodge, Leader	13								
6	Ghoul	7	3	3	7	Dodge	0								
7	Ghoul	6	3	3	7	Dodge, Block, -1 Ma	6								
8	Ghoul	7	3	3	7	Dodge, Wrestle, Tackle	16								
10	Zombie	4	3	2	8	Regeneration	4								
11	Zombie	4	3	2	8	Regeneration	0								
12	Zombie	4	3	2	8	Regeneration	0								
13	Zombie	4	3	2	8	Regeneration	2								
14	Zombie	4	3	2	8	Regeneration	0								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available

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

Lucertole Acide

TV: 1440k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 4 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 9 - Win pct.: 50 - ELO: 202 - CAS inflicted: 12

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, Stand Firm, Break Tackle	16								
2	Skink	8	2	3	7	Dodge, Stunty, Side Step	9								
3	Skink	8	2	3	7	Dodge, Stunty	0								
4	Skink	8	2	3	7	Dodge, Stunty	3								
5	Skink	8	2	3	7	Dodge, Stunty	0								
6	Skink	9	2	3	7	Dodge, Stunty, Sprint, +1 Ma	18								
8	Skink	8	2	3	7	Dodge, Stunty, Side Step, Block	22								
10	Saurus	6	4	1	9	Block	7								
12	Saurus	6	4	1	9	Dodge	8								
16	Saurus	6	4	1	9		5								
18	Saurus	6	4	1	9		0								
22	Saurus	6	4	1	9	Block	7								
93	Saurus	6	4	1	9	Block	7								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available