



OBBLM Match Report

Chaos Muffins - Raging Geckos

Chaos Chosen - Lizardmen

Score: -
Gate: k



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

Chaos Muffins

TV: 1670k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 7 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 12 - Win pct.: 54 - ELO: 212 - CAS inflicted: 22

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
2	Beastman Runners	6	3	3	8	Horns, Guard	10								
3	Beastman Runners	6	3	3	8	Horns	0								
4	Beastman Runners	6	3	3	8	Horns	3								
5	Beastman Runners	6	3	3	8	Horns, Wrestle	7								
7	Beastman Runners	6	3	3	8	Horns, Block, Guard	16								
8	Beastman Runners	6	3	3	8	Horns, Frenzy	10								
9	Chosen Blockers	5	4	3	9	Block, Mighty Blow	18								
10	Beastman Runners	6	3	3	8	Horns, Extra Arms, Sure Hands	20								
11	Chosen Blockers	5	4	3	9	Block, Claw/Claws	28								
14	Chosen Blockers	5	4	3	9	Block, Claw/Claws	28								
16	Chosen Blockers	5	4	4	9	Block, +1 Ag	27								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Raging Geckos

TV: 1460k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 5 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 13 - Win pct.: 27 - ELO: 149 - CAS inflicted: 22

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Skink Runners	8	2	2	7	Dodge, Stunty, Side Step, -1 Ag, MNG	15								
2	Skink Runners	8	2	3	6	Dodge, Stunty, -1 Av	4								
3	Skink Runners	8	2	3	7	Dodge, Stunty, Sprint	6								
4	Skink Runners	8	2	3	7	Dodge, Stunty, Sure Feet	17								
5	Saurus Blockers	6	4	1	9	Block	11								
6	Saurus Blockers	6	4	1	9	Block, Guard	16								
7	Saurus Blockers	6	4	1	9	Block, Guard	17								
8	Saurus Blockers	6	4	1	9	Block	7								
9	Saurus Blockers	6	4	1	9	Block	11								
10	Saurus Blockers	6	4	1	9	Block	15								
11	Kroxigor	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull, Stand Firm, Guard	16								
12	Skink Runners	8	2	3	7	Dodge, Stunty	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available