



OBBLM Match Report

Bóbita FC - Van Der Bosch parancsnok és vérebei

Wood Elf - Necromantic Horror



Score: -
Gate: k

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

Bóbita FC

TV: 1520k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 6 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 8 - Win pct.: 62 - ELO: 219 - CAS inflicted: 8

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Lineman	7	3	4	7	Wrestle	11								
2	Lineman	7	3	4	7		0								
3	Lineman	7	3	4	7	Block	7								
4	Lineman	7	3	4	7	Block	8								
5	Lineman	7	3	4	7	Block	15								
6	Lineman	7	3	4	7		2								
7	Lineman	7	3	4	7	Dodge	7								
9	Thrower	7	3	4	7	Pass, Leader, Dodge	22								
11	Wardancer	8	3	4	7	Block, Dodge, Leap, 1 Ni	0								
13	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, Leap	17								
14	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, 1 Ni	12								
16	Catcher	8	2	4	7	Catch, Dodge, Sprint, Block, Kick	19								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available

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

Van Der Bosch parancsnok és vérebei

TV: 1400k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 7 - Assistant Coaches: 1 - Cheerleaders: 1 - Played: 7 - Win pct.: 57 - ELO: 210 - CAS inflicted: 13

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Zombies	4	3	2	8	Regeneration, Block	7								
2	Zombies	4	3	2	8	Regeneration, Block, 1 Ni	9								
3	Zombies	4	3	2	8	Regeneration	2								
5	Zombies	4	3	2	8	Regeneration, Kick	12								
7	Ghoul Runners	7	3	3	7	Dodge, Block	6								
8	Ghoul Runners	7	3	3	7	Dodge	4								
9	Wight Blitzers	6	3	3	8	Block, Regeneration, Guard	6								
10	Wight Blitzers	6	3	3	8	Block, Regeneration	5								
11	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull	4								
12	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull	0								
42	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block, Dodge	17								
74	Werewolves	8	3	3	8	Claw/Claws, Frenzy, Regeneration, Block	8								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available