

OBBLM Match Report

The Standing Warpstones - Warp Stone Scramblers

Skaven - Skaven

Score: -
Gate: k

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

The Standing Warpstones

TV: 1250k - ReRolls: 1 - Apothecary: 1 - Fan Factor: 2 - Assistant Coaches: 1 - Cheerleaders: 0 - Played: 9 - Win pct.: 11 - ELO: 137 - CAS inflicted: 6

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger	1								
2	Lineman	7	3	3	7		0								
3	Lineman	7	3	3	7		0								
4	Blitzer	7	3	3	8	Block	0								
5	Blitzer	7	3	4	8	Block, Tackle, +1 Ag	19								
6	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block	16								
7	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Big Hand	19								
8	Lineman	7	3	3	7		2								
9	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block, Side Step	25								
10	Lineman	7	3	3	7		0								
11	Lineman	7	3	3	7		0								
12	Thrower	8	3	3	7	Pass, Sure Hands, +1 Ma	7								
13	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Wrestle	18								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Warp Stone Scramblers

TV: 1370k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 2 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 13 - Win pct.: 27 - ELO: 148 - CAS inflicted: 7

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Lineman	7	3	3	7	Kick	9								
2	Lineman	7	3	2	7	Guard, -1 Ag	7								
3	Lineman	7	2	3	7	-1 St	0								
4	Lineman	7	3	3	7		0								
5	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Strong Arm	24								
6	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block	14								
6	Lineman	7	3	3	7		0								
7	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Two Heads, Big Hand	26								
8	Gutter Runner	9	2	5	7	Dodge, Weeping Dagger, Block, Sprint, +1 Ag	44								
9	Gutter Runner	9	2	4	7	Dodge, Weeping Dagger, Block	6								
10	Blitzer	6	3	3	8	Block, Tackle, -1 Ma, MNG	6								
11	Blitzer	7	3	4	8	Block, Tackle, +1 Ag	18								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available