

OBBLM Match Report



Bellevue Revenants - High Society

Undead - High Elf



Score: -
Gate: k

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

Bellevue Revenants

TV: 1600k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 8 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 13 - Win pct.: 77 - ELO: 261 - CAS inflicted: 32

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, Stand Firm	21								
2	Mummy	3	5	1	9	Mighty Blow, Regeneration, Guard, Block	20								
3	Wight	6	3	3	8	Block, Regeneration, Mighty Blow, Guard, Dodge	35								
4	Wight	6	3	3	8	Block, Regeneration, Guard, Dodge	21								
5	Ghoul	7	4	3	7	Dodge, Sure Hands, Block, +1 St	31								
6	Ghoul	7	3	4	7	Dodge, Block, +1 Ag	20								
7	Ghoul	8	3	3	7	Dodge, Wrestle, Tackle, +1 Ma	38								
8	Ghoul	7	3	3	7	Dodge, Block, Tackle	21								
9	Zombie	4	3	2	8	Regeneration	4								
11	Zombie	4	3	2	8	Regeneration	5								
12	Zombie	4	3	2	8	Regeneration	2								
13	Zombie	4	3	2	8	Regeneration	0								
14	Zombie	4	3	2	8	Regeneration	2								
16	Zombie	4	3	2	8	Regeneration	0								

☐ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

High Society

TV: 1570k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 7 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 12 - Win pct.: 50 - ELO: 205 - CAS inflicted: 12

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Lineman	6	3	4	8	Block	6								
2	Lineman	6	3	4	8	Block	15								
3	Lineman	6	3	4	8	Block	6								
4	Lineman	6	3	4	8	Block	8								
5	Lineman	6	3	4	8	Block	9								
6	Lineman	6	3	4	8	Block	7								
8	Lineman	6	3	4	8	Block	7								
11	Thrower	6	3	4	8	Pass, Safe Throw, Block, Accurate, Dodge	48								
13	Blitzer	7	4	4	8	Block, Dodge, Leap, +1 St	32								
14	Blitzer	7	3	4	8	Block, Dodge	15								
15	Catcher	8	3	4	7	Catch, Dodge, Block	17								
16	Catcher	8	3	4	7	Catch, Dodge, Nerves of Steel	23								

☐ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available