

OBBLM Match Report



Renton Deep Ones - Mukilteo Mouseketeers

Human - Skaven



Score: -
Gate: k

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

Renton Deep Ones

TV: 1370k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 2 - Assistant Coaches: 1 - Cheerleaders: 0 - Played: 12 - Win pct.: 29 - ELO: 153 - CAS inflicted: 17

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Thrower	6	3	3	8	Sure Hands, Pass, Block	14								
2	Thrower	6	3	3	8	Sure Hands, Pass, Block	10								
3	Catcher	8	2	3	7	Catch, Dodge	0								
4	Catcher	8	2	3	7	Catch, Dodge, Block, Side Step	19								
5	Blitzer	6	3	3	8	Block, -1 Ma	0								
7	Blitzer	7	3	3	8	Block, Guard	10								
7	Blitzer	7	3	3	8	Block, Guard	15								
8	Blitzer	7	3	3	8	Block, Guard	9								
11	Lineman	5	2	3	8	-1 Ma, -1 St	0								
12	Lineman	6	3	3	8	Block	8								
13	Lineman	5	3	3	8	-1 Ma	5								
14	Lineman	6	3	3	8		0								
16	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Guard, Stand Firm	24								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Mukilteo Mouseketeers

TV: 1460k - ReRolls: 3 - Apothecary: 1 - Fan Factor: 6 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 9 - Win pct.: 61 - ELO: 219 - CAS inflicted: 12

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Thrower	7	3	3	7	Pass, Sure Hands, Accurate, Nerves of Steel	19								
3	Blitzer	7	3	3	8	Block	2								
4	Blitzer	7	3	3	8	Block	4								
5	Gutter Runner	9	1	4	7	Dodge, Weeping Dagger, Block, Sure Feet, -1 St	19								
6	Gutter Runner	9	2	4	6	Dodge, Weeping Dagger, Block, -1 Av	17								
7	Gutter Runner	9	2	6	7	Dodge, Weeping Dagger, +2 Ag	16								
8	Gutter Runner	9	2	5	7	Dodge, Weeping Dagger, Block, +1 Ag	25								
9	Lineman	7	3	3	7	Kick	6								
10	Lineman	7	3	3	7		0								
11	Lineman	7	3	3	6	-1 Av	4								
12	Lineman	7	3	3	7		5								
13	Lineman	7	3	3	7	Dirty Player	19								
14	Lineman	7	3	3	7		0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available