

OBBLM Match Report



The Sauntering Dead - New Kingdom Cuirassiers

Necromantic - Human



Score: -
Gate: k

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

The Sauntering Dead

TV: 1860k - ReRolls: 3 - Apothecary: 0 - Fan Factor: 8 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 24 - Win pct.: 69 - ELO: 255 - CAS inflicted: 52

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Necromantic Werewolf	8	3	3	8	Claw, Frenzy, Regeneration, Block, Dodge, Tackle	40								
2	Necromantic Werewolf	9	3	4	8	Claw, Frenzy, Regeneration, Block, +1 Ma, +1 Ag	43								
3	Wight	6	3	3	8	Block, Regeneration, Guard, Mighty Blow, Dauntless	38								
4	Wight	6	3	3	8	Block, Regeneration, Tackle, Guard	26								
5	Flesh Golem	4	4	2	9	Regeneration, Stand Firm, Thick Skull, Guard, Block	25								
6	Flesh Golem	4	3	2	9	Regeneration, Stand Firm, Thick Skull, Block, Mighty Blow, -1 St	26								
7	Ghoul	7	3	4	7	Dodge, Block, Sure Hands, Kick, Side Step, +1 Ag	92								
9	Zombie	3	3	2	8	Regeneration, Block, -1 Ma, MNG	12								
10	Zombie	4	3	2	8	Regeneration	0								
11	Zombie	4	3	2	8	Regeneration, Wrestle	9								
12	Zombie	4	3	2	8	Regeneration, Mighty Blow, Guard	17								
13	Zombie	5	3	2	8	Regeneration, Block, +1 Ma	21								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available

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

New Kingdom Cuirassiers

TV: 1210k - ReRolls: 4 - Apothecary: 1 - Fan Factor: 3 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 14 - Win pct.: 46 - ELO: 187 - CAS inflicted: 15

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Blitzer	7	3	3	8	Block, Mighty Blow, Tackle	19								
2	Blitzer	7	3	3	8	Block, Guard	9								
4	Catcher	9	2	3	7	Catch, Dodge, +1 Ma	9								
5	Catcher	9	2	3	7	Catch, Dodge, Sure Feet, +1 Ma	16								
6	Catcher	8	2	3	7	Catch, Dodge, Leap, Nerves of Steel	25								
8	Ogre	5	5	2	9	Loner, Bone Head, Mighty Blow, Thick Skull, Throw Team-Mate, Dump-Off*	2								
9	Blitzer	7	3	3	8	Block, Guard, Stand Firm	21								
10	Blitzer	6	3	3	8	Block, -1 Ma	2								
11	Lineman	6	3	3	8	Wrestle	8								
12	Thrower	6	3	3	8	Sure Hands, Pass, Accurate, Safe Throw, 1 Ni, MNG	20								
13	Lineman	6	3	3	8	Wrestle	10								
14	Lineman	6	3	3	8		0								
15	Lineman	6	3	3	7	Wrestle, -1 Av, MNG	10								

■ MNG ■ Journeyman ■ Used journeyman ■ New skill available