

OBBLM Match Report

Beers, Beards and Bastards - Questionable Heroes

Dwarf - Dark Elf

Score: -
Gate: k

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

Beers, Beards and Bastards

TV: 1170k - ReRolls: 2 - Apothecary: 0 - Fan Factor: 3 - Assistant Coaches: 5 - Cheerleaders: 0 - Played: 17 - Win pct.: 38 - ELO: 175 - CAS inflicted: 22

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Mighty Blow	9								
2	Blocker	4	3	2	9	Block, Tackle, Thick Skull	0								
3	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard	8								
4	Blocker	4	4	2	9	Block, Tackle, Thick Skull, Guard, +1 St	20								
5	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard	7								
6	Blocker	4	3	2	9	Block, Tackle, Thick Skull, Guard	7								
7	Runner	6	3	4	8	Sure Hands, Thick Skull, Block, +1 Ag	21								
9	Blitzer	5	3	3	9	Block, Thick Skull, Guard, Grab	25								
10	Blitzer	5	3	3	9	Block, Thick Skull, Guard	13								
11	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow, Side Step	16								
12	Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Thick Skull, Mighty Blow	13								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available

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

Questionable Heroes

TV: 1380k - ReRolls: 2 - Apothecary: 1 - Fan Factor: 4 - Assistant Coaches: 0 - Cheerleaders: 0 - Played: 12 - Win pct.: 46 - ELO: 191 - CAS inflicted: 13

Nr	Position	MA	ST	AG	AV	Skills	SPP	MVP	Cp	Td	Int	BH	SI	Ki	Inj
1	Lineman	6	3	4	8		5								
2	Lineman	6	3	3	8	-1 Ag	0								
3	Lineman	6	3	4	8	Guard	6								
4	Lineman	6	3	4	8	Kick	11								
5	Lineman	6	3	4	8	Dodge	7								
6	Lineman	6	3	4	8	1 Ni	0								
7	Runner	7	3	5	7	Dump-Off, +1 Ag	8								
8	Blitzer	7	3	4	8	Block, Dodge	11								
9	Blitzer	7	3	4	8	Block, Dodge	19								
10	Blitzer	7	3	4	8	Block, Dodge, Strip Ball	22								
11	Blitzer	7	3	4	8	Block, Dodge, Side Step, Diving Tackle	34								
12	Lineman [J]	6	3	4	8	Loner	0								

☒ MNG ☐ Journeyman ☐ Used journeyman ☐ New skill available