



JOLLY WOLVES FEDERATION



BLOOD BOWL TEAM MANAGEMENT				Standard Skills													Sconto iniziale	Upgrades	M	N	Sk	Prim	Sec	Inc.	MA	ST	AG	PA	AV	S	Int	Def	Comp	TTM	TD	Cas	MVP	Tot	SPP	Injured	Value																																						
STRUTTURA				1		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate																													1	2	2		115.000																																		
I				2		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate																													0	0		115.000																																			
				3		Bomma	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Stunty														Pass																		6	0		65.000																																
II				4		Looney	6	2	3+	-	8+	Chainsaw, Secret Weapon, Stunty																															1	2	2		40.000																																
				5		Fanatic	3	7	3+	-	8+	Ball & Chain, No Hands, Secret Weapon, Stunty														Mighty Blow (+1)																				6	0		90.000																														
				6		Doom Diver	6	2	3+	6+	8+	Right Stuff, Stunty, Swoop														Sprint																				1	10	4		80.000																													
III				7		Oolgan	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty														Sneaky Git																			3	12	6		85.000																														
				8		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty														Diving Tackle																					6	0		60.000																													
				9		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty																																						0	0		40.000																										
				10		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty																																								0	0		40.000																								
ALLENAMENTI				11		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty																																			1	2	2		40.000																												
I				12		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty																																					0	0		40.000																											
																																														0	0		0																														
				JOURNEYMEN													PLAYERS COST													810.000																																																	
III				LEAGUE													The Marvellous Stunty League													Errori Costosi																																																	
				EDITION													I - 2024													100-195: 1 i< -295: 1-2 i<																																																	
				TEAM													Goblin													TIER U													-395: 1 i>; 2-3 i<																																				
				TEAM NAME													The Naughty Boyz													-495: 1-2 i>; 3-4 i<																																																	
				SQUADRA																										-595: 1 c; 2-3 i>; 4-5 i<																																																	
I				JOURNEYMEN COST													0													COACH													Giappone													600+: 1-2 c; 3-4 i>; 5-6 i<																							
				CAPTAIN																										i<; -d3 gp; i>; -1/2 gp (d)																																																	
				TEAM STAFF													Categorie delle Abilità													c: salvati 2d6 gp																																																	
II				RE-ROLLS [0-8]				3				x				60.000				gp				180.000				EXTRA COST VALUE													G Block, Dauntless, DirtyPlayer, Fend, Frenzy, Kick, Pro, Shadowing, StripB., SureH., Tackle, Wrestle													Injuries Table																									
				DEDICATED FANS				2				x				10.000				gp				10.000																																																							
III				ASSISTANT COACHES [0-6]				1				x				10.000				gp				10.000				A Catch, Div.Catch, Div.Tackle, Dodge, Def, Jump Up Leap, SafePair, SideStep, SneakyG, Sprint, SureF.													1-6: Badly Hurt																																						
				CHEERLEADERS [0-12]				0				x				10.000				gp				0				P Accur, Cann, CloudB, DumpOff, Fumbler, HallM.P. Leader, NervesSt, OnBall, Pass, Run, Pass, SafeP													7-9: Seriously Hurt - MNG																																						
				APOTHECARY [0-1]				0				x				50.000				gp				0				S Arm Bar, Bowler, BreakTackle, Crab, Guard, Jugg, MightyB, MultBlock, PileD, StandF, StrArm, TSkull													10-12: Serious Inj. - NI+MNG																																						
				BRIBES [0-2]				2				x				50.000				gp				100.000				M BigHand, Claws, Disturb, ExtraArm, FoulAp, Horns IronHard, MonstrM, Pr.Tail, Tent, TwoH, VeryLL													13-14: Lasting Inj - Ch+MNG																																						
				LOW-COST LINEMEN				0								0												Regola speciale aggiuntiva													[1-2: -1 AV; 3: -1 MA]																																						
TOTAL TEAM VALUE																												Special Rules													Badlands Brawl, Bribery and Corruption, Underworld Challenge													[4: -1 PA; 5: -1 AG; 6: -1 ST]																									
																												BB2020 GW - Team Roster v.1.2023.0 - by JuSimo													Expensive Mistakes													0-100: 20k -150: 30k -200: 40k -300: 50k 310+: 60k													15-16: DEAD												