JOLLY WOLVES FEDERATION

BLOOD BOWL TEAM MANAGEMENT

STRUTTURE			
I			
II			
III			
ALLENAMENTI			
I			
II			
III			
SPONSORSHIP			
I			
II			
III			
TOTAL TEAM VALUE	**1.000.000 gp**		

No.	Players Name	Position	MA	ST	AG	PA	VA	Standard Skills	Sconto iniziale	Upgrades	M	N	Sk	Prim.	Sec.	Inc.	MA	ST	AG	PA	AV	$	Int	Defl	Comp	TTM	TD	Cas	MVP	Tot	SPP	Injuried	Value
1		Fungus Flinga	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty		Pass			1	AP	G	20k						6								6	0		50.000
2		Fungus Flinga	5	1	3+	4+	6+	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty						AP	G	0k														0	0		30.000
3		Fun-hoppa	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty						A	G	0k											1		2	2		20.000
4		Fun-hoppa	6	1	3+	5+	6+	Dodge, Pogo Stick, Right Stuff, Side Step, Stunty						A	G	0k													0	0		20.000
5		Stilty Runna	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty						A	G	0k										1			3	3		20.000
6		Stilty Runna	6	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Sprint, Stunty		Pro			1	A	G	20k										1		1	7	1		40.000
7		Pump Wagon	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid, Secret Weapon, Stand Firm		Brawler			1	S	AG	20k						6						1		8	2		125.000
8		Pump Wagon	4	5	5+	-	9+	Dirty Player (+1), Juggernaut, Mighty Blow (+1), Really Stupid, Secret Weapon, Stand Firm		Brawler			1	S	AG	20k						6						1		8	2		125.000
9		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate		Brawler			1	S	AGP	20k						6						1		8	2		135.000
10		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate		Brawler			1	S	AGP	20k						6								6	0		135.000
11		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k											1		2	2		15.000
12		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k													0	0		15.000
13		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k											1		2	2		15.000
14		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k													0	0		15.000
15		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k													0	0		15.000
16		Snotling Lineman	5	1	3+	5+	6+	Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy						A	G	0k													0	0		15.000

JOURNEYMEN

								JOURNEYMEN COST	0

TEAM STAFF

RE-ROLLS [0-8]	3	x	60.000	gp	180.000	**EXTRA COST VALUE**
DEDICATED FANS	2	x	10.000	gp	10.000	
ASSISTANT COACHES [0-6]	2	x	10.000	gp	20.000	
CHEERLEADERS [0-12]	0	x	10.000	gp	0	**300.000 gp**
APOTHECARY [0-1]	0	x	50.000	gp	0	
BRIBES [0-2]	2	x	50.000	gp	100.000	**TREASURY**
LOW-COST LINEMEN	6		-90.000			**85.000 gp**

Special Rules: Badlands Brawl, Bribery and Corruption, Low Cost Linemen, Underworld Challenge

BB2020 GW - Team Roster v. 1.2023.0 - by JuSimo

Expensive Mistakes: **0-100**: 20k || **-150**: 30k || **-200**: 40k || **-300**: 50k || **310+**: 60k

PLAYERS COST: **790.000**

LEAGUE	The Marvellous Stunty League		
EDITION	I - 2024		
TEAM	**Snotling**	TIER	**U**
TEAM NAME	Flying Noses		
SQUADRA			
COACH	Il Vate		
CAPTAIN			

G	Block, Dauntless, DirtyPlayer, Fend, Frenzy, Kick, Pro, Shadowing, StripB., SureH., Tackle, Wrestle
A	Catch, Div.Catch, Div.Tackle, Dodge, Def, Jump Up Leap, SafePair, SideStep, SneakyG, Sprint, SureF.
P	Accur, Cann, CloudB, DumpOff, Fumbler, HailM.P. Leader, NervesSt., OnBall, Pass, Run.Pass, SafeP.
S	Arm Bar, Brawler, BreakTackle, Grab, Guard, Jugg MightyB, MultBlock, PileD, StandF, StrArm, TSkull
M	BigHand, Claws, Disturb, ExtraArm, FoulAp, Horns IronHard, MonstrM, Pr.Tail, Tent, TwoH, VeryLL

Regola speciale aggiuntiva

Errori Costosi

100-195: 1 i< || **-295**: 1-2 i<
-395: 1 i>; 2-3 i<
-495: 1-2 i>; 3-4 i<
-595: 1 c; 2-3 i>; 4-5 i<
600+: 1-2 c; 3-4 i>; 5-6 i<
i<: -d3 gp; **i>**: -1/2 gp (d)
c: salvati 2d6 gp

Injuries Table

1-6: Badly Hurt
7-9: Seriously Hurt - MNG
10-12: Serious Inj. - NI+MNG
13-14: Lasting Inj - Ch+MNG
[1-2: -1 AV; 3: -1 MA]
[4: -1 PA; 5: -1 AG; 6: -1 ST]
15-16: DEAD