JOLLY WOLVES FEDERATION

BLOOD BOWL TEAM MANAGEMENT

STRUTTURE

I			
II			
III			

ALLENAMENTI

I			
II			
III			

SPONSORSHIP

I			
II			
III			

TOTAL TEAM VALUE	**1.210.000 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	Deff	Comp	TTM	TD	Cas	MVP	Tot	SPP	Injuried	Value
1		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate						S	AGP	0k											1		2		5	5		115.000
2		Trained Troll	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate						S	AGP	0k													1		2	2		115.000
3		Bomma	6	2	3+	4+	8+	Bombardier, Dodge, Secret Weapon, Stunty		Pass					AP	GS	20k						6							6	0		65.000
4		Looney	6	2	3+	-	8+	Chainsaw, Secret Weapon, Stunty							A	GS	0k											1		2	2		40.000
5		Fanatic	3	7	3+	-	8+	Ball & Chain, No Hands, Secret Weapon, Stunty		Mighty Blow (+1)				1	S	AG	20k						6						1		8	2		90.000
6		Doom Diver	6	2	3+	6+	8+	Right Stuff, Stunty, Swoop		Sprint, Dirty Player				1	A	GS	40k						6							14	0		100.000
7		Ooligan	6	2	3+	6+	8+	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty		Sneaky Git				1	A	GPS	20k						6						3		12	6		85.000
8		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty		Diving Tackle				1	A	GPS	20k						6						2		10	4		60.000
9		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty							A	GPS	0k													0	0		40.000
10		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty		Diving Tackle					A	GPS	10k												1	4	1		50.000
11		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty							A	GPS	0k											1	1	5	5		40.000
12		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty							A	GPS	0k													0	0		40.000
13		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty							A	GPS	0k													0	0		40.000
14		Goblin Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty							A	GPS	0k													0	0		40.000
																0k													0	0		0
																0k													0	0		0

JOURNEYMEN

								JOURNEYMEN COST	0

PLAYERS COST					920.000
LEAGUE	The Marvellous Stunty League				
EDITION	I - 2024				
TEAM	**Goblin**	TIER	**U**		
TEAM NAME	The Naughty Boyz				
SQUADRA					
COACH	Giappone				
CAPTAIN					

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]	1	x	10.000	gp	10.000	
CHEERLEADERS [0-12]	0	x	10.000	gp	0	**290.000 gp**
APOTHECARY [0-1]	0	x	50.000	gp	0	
BRIBES [0-2]	2	x	50.000	gp	100.000	**TREASURY**
LOW-COST LINEMEN	0		0			**70.000 gp**

Special Rules	Badlands Brawl, Bribery and Corruption, Underworld Challenge

Categorie delle Abilità	
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

BB2020 GW - Team Roster v. 1.2023.0 - by JuSimo

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