JOLLY WOLVES FEDERATION

BLOOD BOWL TEAM MANAGEMENT

STRUTTURE

I			
II			
III			

ALLENAMENTI

I			
II			
III			

SPONSORSHIP

I			
II			
III			

TOTAL TEAM VALUE **1.235.000 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	**Hammer**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty		Defensive				A	GPS	10k													1	4	1		50.000
2	**Thunder**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty						A	GPS	0k														0	0		40.000
3	**TNT**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty		Diving Tackle			1	A	GPS	20k												1	1	6	0		60.000
4	**Diesel**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty						A	GPS	0k														0	0		40.000
5	**Crash**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty						A	GPS	0k												1		2	2		40.000
6	**Jumping**	Goblin Lineman	**6**	**2**	**3+**	**4+**	**8+**	Dodge, Right Stuff, Stunty						A	GPS	0k														0	0		40.000
7	**Hops**	Bomma	**6**	**2**	**3+**	**4+**	**8+**	Bombardier, Dodge, Secret Weapon, Stunty		Safe Pair of Hands				AP	GS	10k											1	1		5	2		55.000
8	**Splash**	Looney	**6**	**2**	**3+**	**-**	**8+**	Chainsaw, Secret Weapon, Stunty						A	GS	0k														0	0		40.000
9	**Thrill**	Fanatic	**3**	**7**	**3+**	**-**	**8+**	Ball & Chain, No Hands, Secret Weapon, Stunty						S	AG	0k												1		2	2		70.000
10	**Shake**	Pogoer	**7**	**2**	**3+**	**5+**	**8+**	Dodge, Pogo Stick, Stunty		Sprint, Block			2	A	GPS	40k						6					2		1	16	2		115.000
11	**Spice**	Ooligan	**6**	**2**	**3+**	**6+**	**8+**	Dirty Player (+1), Disturbing Presence, Dodge, Right Stuff, Stunty		Sneaky Git, Defensive			1	A	GPS	30k						6						2		10	0		95.000
12	**Moose**	Doom Diver	**6**	**2**	**3+**	**6+**	**8+**	Right Stuff, Stunty, Swoop		Sure Feet			1	A	GS	20k						6						1		8	2		80.000
13	**Bucket**	Trained Troll	**4**	**5**	**5+**	**5+**	**10+**	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate		Strong Arm, Guard			2	S	AGP	40k						6						5		16	2		155.000
14	**Cheese**	Trained Troll	**4**	**5**	**5+**	**5+**	**10+**	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate		Guard			1	S	AGP	20k						6						1		8	2		135.000
																0k														0	0		0
																0k														0	0		0

JOURNEYMEN

								JOURNEYMEN COST	0

TEAM STAFF

RE-ROLLS [0-8]	2	x	60.000	gp	120.000	**EXTRA COST VALUE**
DEDICATED FANS	2	x	10.000	gp	10.000	
ASSISTANT COACHES [0-6]	0	x	10.000	gp	0	
CHEERLEADERS [0-12]	0	x	10.000	gp	0	**220.000 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	**110.000 gp**
Special Rules	Badlands Brawl, Bribery and Corruption, 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 **1.015.000**

LEAGUE	The Marvellous Stunty League		
EDITION	I - 2024		
TEAM	**Goblin**	TIER	**U**
TEAM NAME	Gobtrotters		
SQUADRA			
COACH	Tak		
CAPTAIN			

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