



# HOLLY WOLVES FEDERATION



BLOOD BOWL TEAM MANAGEMENT			
STRUTTURE			
I			
II			
III			
ALLENAMENTI			
I	Metodo Skatenosky	60.000 gp	Ogni volta che tiri una avanzamento PRIMARY random puoi ripetere il tiro.
II	Sessioni serali	60.000 gp	Gli avanzamenti di tutti i tuoi giocatori costano 1 SPP in meno.
III	Mental Coach	80.000 gp	Ogni azione/evento che genera SPP ai tuoi giocatori, genera 1 SPP addizionale.
SPONSORSHIP			
I	Merchandising Ufficiale	10.000 gp	Alla fine di ogni partita, aggiungi 10.000 gp alle tue vincite.
II			
III			
<b>TOTAL LEAGUE MANAGEMENT</b>		<b>210.000 gp</b>	
<b>TREASURY</b>		<b>30.000 gp</b>	
RE-ROLLS [0-8]	2	70.000 gp	140.000 gp
DEDICATED FANS	1	10.000 gp	0 gp
ASSISTANT COACHES [0-6]	0	10.000 gp	0 gp
CHEERLEADERS [0-12]	0	10.000 gp	0 gp
APOTHECARY [0-1]	1	50000	50.000 gp
<b>EXTRA TEAM COSTS</b>		<b>190.000 gp</b>	
<b>TOTAL TEAM VALUE</b>		<b>1.330.000 gp</b>	

No.	Players Name	Position	MA	ST	AG	PA	VA	Standard Skills	Sconto	Pol.	Sie.	Upgrades	M	N	SK	Prim.	Sec.	Inc.	MA	ST	AG	PA	VA	%	S	Int	Def	Comp	TM	TD	Cas	MVP	Tot	SPP	Injured	Value		
1		Imperial Retainer Lineman	6	3	4+	4+	8+	Fend										0k														0	0		40.000			
2		Imperial Retainer Lineman	6	3	4+	4+	8+	Fend										0k														0	0		40.000			
4		Ogre	4	5	4+	5+	10+	Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate	20.000			Guard						20k	-1						6								6	0		140.000		
5		Imperial Thrower	6	3	3+	3+	9+	Pass, Running Pass	20.000			Leader	M	1				20k							6			3				9	3	95000				
6		Noble Blitzzer	7	3	3+	4+	9+	Block, Catch	20.000			Dodge						20k							6						1	11	5		105.000			
7		Noble Blitzzer	7	3	3+	4+	9+	Block, Catch	20.000			Dodge, Side Step						40k							6		1	1	1	1	15	2		125.000				
8		Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle				Guard						20k							3						1	7	2		110.000			
9		Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle				Guard						0k															0	0		90.000		
10		Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle				Guard						20k										1	1	7	1			110.000				
11		Bodyguard	6	3	3+	5+	9+	Stand Firm, Wrestle				Guard						0k															0	0		90.000		
12		Imperial Retainer Lineman	6	3	4+	4+	8+	Fend										0k															0	0		40.000		
																		0k																0	0		0	
																		0k																	0	0		0
																		0k																	0	0		0
																		0k																	0	0		0
<b>JOURNEYMEN</b>												<b>PLAYERS COST</b>																<b>890.000 gp</b>										
s/m		Imperial Retainer Journeyman	6	3	4+	4+	8+	Loner, Fend	40.000			LEAGUE	JWF League		<b>STAR PLAYERS</b>																							
												EDITION	VIII - 2025		Akhorne the Squirrel - 80.000 gp																							
												TEAM	Imperial Nobility		T	3	Barik Farblast - 80.000 gp																					
												TEAM NAME	I duchi dell'inciampo		Frank 'n' Stein - 250.000 gp																							
												CASATA	Basilisco di Smeraldo		Grak & Crumbleberry - 250.000 gp																							
												COACH	Olanzo		Grim Ironjaw - 200.000 gp																							
												CAPTAIN			Grombrindal the White Dwarf - 210.000 gp																							
												<b>Special Rules</b>																										
												Old World Classic																										
												Helmut Wulf - 140.000 gp																										
												Ivar Eriksson - 245.000 gp																										
												Karla von Kill - 210.000 gp																										
												Mighty Zug - 220.000 gp																										
												<b>Additional special rule</b>																										
												Puggy Baconbreath - 120.000 gp																										
												Rumbelow Sheepskin - 170.000 gp																										
												Skrorg Snowpelt - 250.000 gp																										
												Thorsson Stoutmead - 170.000 gp																										
												<b>INDUCEMENTS</b>																										
												0-4 Temp Agency Cheerleaders - 20.000 gp																										
												0-3 Part Time Assistant Coaches - 20.000 gp																										
												0-1 Halffing Hot Pot - 80.000 gp																										
												0-1 Weather Mage - 30.000 gp																										
												0-1 Dwarfen Runesmith - 50.000 gp																										
												0-2 Bloodweiser Kegs - 50.000 gp																										
												0-1 Master of Ballistic - 40.000 gp																										
												0-8 Extra Team Training - 100.000 gp																										
												0-3 Bribes - 100.000 gp																										
												0-1 Halffing Masterchef - 300.000 gp																										
												0-1 Giant Mercenary Player - 350.000 gp																										
												0-1 Team Mascot - 30.000 gp																										
												0-1 Medical Unguent - 60.000 gp																										
												0-1 Side Bet (only with Treasury) - 10.000 - 100.000 gp																										
												0-2 Wandering Apothecaries - 100.000 gp																										
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