Luccini Blood Bowl FEDERATION

BLOOD BOWL

TEAM STAFF				
DEDICATED FANS [1-7]	1	x	10,000 gp	0
RE-ROLLS [0-8]	2	x	60,000 gp	120,000
ASSISTANT COACHES [0-6]	0	x	10,000 gp	0
CHEERLEADERS [0-12]	0	x	10,000 gp	0
APOTECARIO [0-1]	1	x	50,000 gp	50,000
LOW COST LINEMEN	0			0
COSTI EXTRA				170,000

TEAM INDUCEMENT				
TEMP AGENCY CHEERLEADERS [0-4]	0	x	20,000 gp	0
PART-TIME ASS. COACHES [0-3]	0	x	20,000 gp	0
WEATHER MAGE [0-1]	0	x	30,000 gp	0
BLOODWEISER KEGS [0-2]	0	x	50,000 gp	0
SPECIAL PLAYS [0-5]	0	x	100,000 gp	0
EXTRA TEAM TRAINING [0-8]	0	x	100,000 gp	0
BRIBES [0-3]	0	x	50,000 gp	0
WANDERING APOTHECARIES [0-2]	0	x	100,000 gp	0
MORTUARY ASSISTANT [0-1]	0			0
PLAGUE DOCTOR [0-1]	0			0
RIOTOUS ROOKIES [0-1]	0			0
HALFLING MASTER CHEF [0-1]	0	x	300,000 gp	0
(IN)FAMOUS COACHING STAFF [0-2] Josef Bugman	0	x	100,000 gp	0
	0	x	gp	0
WIZARD [0-1] Hireling Sports-Wizard	0	x	150,000 gp	0
BIASED REF [0-1] Biased Referee	0	x	80,000 gp	0
	0	x	gp	0
	0	x	gp	0
	0	x	gp	0
	0	x	gp	0
	0	x	gp	0
COSTI INDUCEMENT				0
TREASURY				0.000 gp
TEAM VALUE (TV)				1,175,000
CURRENT TEAM VALUE (CTV)				1,175,000

No.	Players Name	Position	MA	ST	AG	PA	VA	Standard Skills	Upgrades	M	N	Sk	Prim.	Sec.	Inc.	MA	ST	AG	PA	AV	$	Int	Def	Comp	TTM	TD	Cas	MVP	Tot	SPP	Infortunati	Valutazione
1		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Juggernaut			1	GS	AP	10k						3								3	0		100,000
2		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Mighty Blow (+1)			1	GS	AP	10k						3								3	0		100,000
3		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Thick Skull			1	GS	AP	10k						3								3	0		100,000
4		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Break Tackle			1	GS	AP	10k						3								3	0		100,000
5		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Arm Bar			1	GS	AP	10k						3								3	0		100,000
6		Black Orc	4	4	4+	5+	10+	Brawler, Grab	Thick Skull			1	GS	AP	10k						3								3	0		100,000
7		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull	Sneaky Git			1	A	GPS	10k						3								3	0		55,000
8		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull				0	A	GPS	0k														0	0		45,000
9		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull				0	A	GPS	0k														0	0		45,000
10		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull				0	A	GPS	0k														0	0		45,000
11		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull				0	A	GPS	0k														0	0		45,000
12		Goblin Bruiser Lineman	6	2	3+	4+	8+	Dodge, Right Stuff, Stunty, Thick Skull				0	A	GPS	0k						3								3	3		45,000
13		Trained Troll°	4	5	5+	5+	10+	Always Hungry, Loner (3+), Mighty Blow (+1), Projectile Vomit, Really Stupid, Regeneration, Throw Team-Mate	Juggernaut			1	S	GAP	10k														0	-3		125,000
14												0			0k													0	0		0
15												0			0k													0	0		0
16												0			0k													0	0		0
JOURNEYMAN																														COSTO DEI GIOCATORI		0	1,005,000
									COSTO DEI JOURNEYMAN						0																		
MERCENARI																																
									COSTO DEI MERCENARI						0																		
Special Rules		Badlands Brawl, Bribery and Corruption																														
BB2020 GW - Team Roster v. 4.2020.0 - by andrea.parrella									Mantenimento Star						0-100: 20k || -150: 30k || -200: 40k || -300: 50k || 310+: 60k																

LEGA	
EDIZIONE	
RAZZA	Black Orc TIER 2
TEAM	
COACH	
CAPTAIN	
E-MAIL	

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

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

Tabella degli Infortuni
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