# JOLLY WOLVES FEDERATION

| TEAM STAFF | | | | |
|---|---|---|---|---|
| RE-ROLLS [0-8] | 3 | x | 70.000 gp | 210.000 |
| 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 |
| APOTHECARY [0-1] | 1 | x | 50.000 gp | 50.000 |
| LOW-COST LINEMEN | 0 | | | 0 |
| EXTRA COSTS | | | | 260.000 |
| **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 | 100.000 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] | 0 | x | 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 | 120.000 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 |
| TEAM RATING | | | | 112 |
| **TREASURY** | | | | **15.000 gp** |
| **TOTAL TEAM VALUE** | | | | **1.100.000** |

| No. | Players Name | Position | MA | ST | AG | PA | VA | Standard Skills | Starting Skills | Upgrades | M | N | Sk | Prim. | Sec. | Inc. | MA | ST | AG | PA | AV | $ | Int | Def | Comp | TTM | TD | Cas | MVP | Tot | SPP | Injuried | Value |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Kovex Pulthul | Ogre | 5 | 5 | 4+ | 5+ | 10+ | Bone Head, Loner (4+), Mighty Blow (+1), Thick Skull, Throw Team-Mate | | | | | | S | AG | 0k | | | | | | | | | | | | | | | 0 | 0 | | 140.000 |
| 2 | Thalthul Ortamn | Bodyguard | 6 | 3 | 3+ | 5+ | 9+ | Stand Firm, Wrestle | | Guard | | | | | GS | A | 20k | | | | | | | | | | 1 | 1 | 6 | 0 | | 110.000 |
| 3 | Dolum Berist | Bodyguard | 6 | 3 | 3+ | 5+ | 9+ | Stand Firm, Wrestle | | | | | | | GS | A | 0k | | | | | | | | | | | | | 0 | 0 | | 90.000 |
| 4 | Char Suriolo | Bodyguard | 6 | 3 | 3+ | 5+ | 8+ | Stand Firm, Wrestle | | | M | | | | GS | A | 0k | | | | | -1 | | | | | | | | 0 | 0 | 90000 | |
| 5 | Elsol Dollo | Bodyguard | 6 | 3 | 3+ | 5+ | 9+ | Stand Firm, Wrestle | | | | | | | GS | A | 0k | | | | | | | | | | 1 | | | 2 | 2 | | 90.000 |
| 6 | Elko Lemgul | Imperial Retainer Lineman | 6 | 3 | 4+ | 4+ | 8+ | Fend | | | | | | | G | AS | 0k | | | | | | | | | | | | | 0 | 0 | | 40.000 |
| 7 | Shael Thulem | Imperial Retainer Lineman | 6 | 3 | 4+ | 4+ | 8+ | Fend | | | | | | | G | AS | 0k | | | | | | | | | | | | | 0 | 0 | | 40.000 |
| 8 | Raltir Talsol | Imperial Retainer Lineman | 6 | 3 | 4+ | 4+ | 8+ | Fend | | | | | | | G | AS | 0k | | | | | | | | | | | | | 0 | 0 | | 40.000 |
| 9 | Bermal Berist | Noble Blitzer | 7 | 3 | 3+ | 4+ | 9+ | Block, Catch | **Dodge** | | | | | | AG | PS | 0k | | | | | | | | | | | | | 0 | 0 | | 105.000 |
| 10 | Jah Ithber | Noble Blitzer | 7 | 3 | 3+ | 4+ | 9+ | Block, Catch | **Dodge** | | | | | | AG | PS | 0k | | | | | | | | | | 1 | | | 3 | 3 | | 105.000 |
| 11 | Vexvex Lojah | Imperial Retainer Lineman | 6 | 3 | 4+ | 4+ | 8+ | Fend | | | M | | | | G | AS | 0k | | | | | | | | | | | | | 0 | 0 | 40000 | |
| | | | | | | | | | | | | | | | | 0k | | | | | | | | | | | | | 0 | 0 | | 0 |
| | | | | | | | | | | | | | | | | 0k | | | | | | | | | | | | | 0 | 0 | | 0 |
| | | | | | | | | | | | | | | | | 0k | | | | | | | | | | | | | 0 | 0 | | 0 |
| | | | | | | | | | | | | | | | | 0k | | | | | | | | | | | | | 0 | 0 | | 0 |
| | | | | | | | | | | | | | | | | 0k | | | | | | | | | | | | | 0 | 0 | | 0 |
| JOURNEYMEN | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | PLAYERS COST | 760.000 |
| nd | Dani J | Imperial Retainer Journeyman | 6 | 3 | 4+ | 4+ | 8+ | Loner, Fend | | 40.000 | | | | | | | | | | | | | | | | | | | | | | | |
| nd | Long John | Imperial Retainer Journeyman | 6 | 3 | 4+ | 4+ | 8+ | Loner, Fend | | 40.000 | | | | | | | | | | | | | | | | | | | | | | | |
| JOURNEYMEN COST | | | | | | | | | | 80.000 | | | | | | | | | | | | | | | | | | | | | | | |
| MERCENARIES | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| MERCENARIES COST | | | | | | | | | | 0 | | | | | | | | | | | | | | | | | | | | | | | |
| Special Rules | Old World Classic | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| BB2020 GW - Team Roster v. 4.2020.0 - by andrea.parrella | | | | | | | | | | Expensive Mistakes | | | | | | | | | | | | | | | | | | | | | | | |

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|---|---|
| LEAGUE | JWF League |
| EDITION | V - 2021 |
| TEAM | **Imperial Nobility** TIER **2** |
| TEAM NAME | Wanderers |
| COACH | Nemiar |
| CAPTAIN | |
| E-MAIL | |
| Stadium | |
| Stadium | |
| Special Ball | |
| Special Ball | |
| Referee | |
| Referee | |
| Sponsor | |
| Sponsorship | |
| **0-100**: 20k \|\| **-150**: 30k \|\| **-200**: 40k \|\| **-300**: 50k \|\| **310+**: 60k | |

**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 |
| **E: Traits** | |
| **V: Various** | |

**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