TEAM STAFF			
DEDICATED FANS [1-7]	1	x 10.000 gp	0
RE-ROLLS [0-8]	2	x 50.000 gp	100.000
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	**150.000**
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] 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 120.000 gp	0
Bottles of Heady Brew [0-3]	0	x 40.000 gp	0
Medicinal Unguent [0-1]	0	x 60.000 gp	0
	0	x gp	0
	0	x 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			**20.000 gp**
TEAM VALUE (TV)			1.020.000
CURRENT TEAM VALUE (CTV)			**1.020.000**

No.	Players Name	Position	MA	ST	AG	PA	VA	Standard Skills	Upgrades	M	N	Sk	Prim.	Sec.	Inc.	MA	ST	AG	PA	AV	$	Int	Defl	Comp	TTM	TD	Cas	MVP	Tot	SPP	Infortunati	Valutazione
1		Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy, Thick Skull				0	GS	A	0k													0	0		95.000
2		Troll Slayer	5	3	4+	-	9+	Block, Dauntless, Frenzy, Thick Skull				0	GS	A	0k													0	0		95.000
3		Dwarf Blitzer	5	3	3+	4+	10+	Block, Thick Skull				0	GS	AP	0k													0	0		80.000
4		Dwarf Blitzer	5	3	3+	4+	10+	Block, Thick Skull				0	GS	AP	0k													0	0		80.000
5		Dwarf Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull				0	GP	AS	0k													0	0		85.000
6		Dwarf Runner	6	3	3+	4+	9+	Sure Hands, Thick Skull				0	GP	AS	0k													0	0		85.000
7		Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull				0	GS	A	0k													0	0		70.000
8		Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull				0	GS	A	0k													0	0		70.000
9		Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull				0	GS	A	0k													0	0		70.000
10		Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull				0	GS	A	0k													0	0		70.000
11		Dwarf Blocker Lineman	4	3	4+	5+	10+	Block, Tackle, Thick Skull				0	GS	A	0k													0	0		70.000
12												0			0k													0	0		0
13												0			0k													0	0		0
14												0			0k													0	0		0
15												0			0k													0	0		0
16												0			0k													0	0		0
								STAR PLAYERS																								
SP																																
SP																																
									COSTO STAR PLAYERS																							0
								JOURNEYMAN																								
									COSTO JOURNEYMAN																							0
								MERCENARI																								
									COSTO MERCENARI																							0

			COSTO DEI GIOCATORI	0	**870.000**
LEGA			
EDIZIONE			
RAZZA	**Dwarf**	TIER	**1**
TEAM			
COACH			
CAPTAIN			
E-MAIL			

Categorie delle Abilità	
G	Block, Dauntless, Dirty Player, Fend, Frenzy, Kick Pro, Shadowing, Strip Ball, Sure Hands, Tackle, Wrestle
A	Catch, Diving Catch, Diving Tackle, Dodge, Defensive, Jump Up Leap, Safe Pair of Hands, Side Step, Sneaky Git, Sprint, Sure Feet
P	Accurate, Cannoneer, Cloud Burster, Dump-Off, Fumblerooskie, Hail Mary Pass Leader, Nerves of Steel, On the Ball, Pass, Running Pass, Safe Pass
S	Arm Bar, Brawler, Break Tackle, Grab, Guard, Juggernaut Mighty Blow (+1), Multiple Block, Pile Driver, Stand Firm, Strong Arm, Thick Skull
M	Big Hand, Claws, Disturbing Presence, Extra Arms, Foul Appearance, Horns IronHardSkin, Monstr.Mouth, PrehensileTail, Tentacles, TwoHeads, VeryLongLegs
E	EXTRAORDINARY SKILLS
L	LUCCINI SKILLS

Sponsorship	Special Ball	Stadium

Errori Costosi
100-195: 1 i<
200-295: 1-2 i<
300-395: 1 i>; 2-3 i<
400-495: 1-2 i>; 3-4 i<
500-595: 1 c; 2-3 i>; 4-5 i<
600+: 1-2 c; 3-4 i>; 5-6 i<
i<(incidente minore): -d3 gp
i>(inc.maggiore): -1/2 gp (dif.)
c (catastrofe): 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
D6 -> 1-2: -1 AV
D6 -> 3: -1 MA; 4: -1 PA
D6 -> 5: -1 AG; 6: -1 ST
15-16: DEAD

Special Rules	**Old World Classic, Worlds Edge Superleague**