

7- Valarmorghulis

Race: Goblin

Head Coach: OMARU

Nr	Name	Position	MA	ST	AG	AV	Skills and Injuries	MNG	CP	TD	Int	Cas	MVP	SPP	Value
2	SCORPION	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo, Placaje Heroico		1	2				7	60 000
3	REPTIL	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo, Rastrero			4				12	60 000
4	KAMBEI	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo						1	5	40 000
5	KATSUSHIRO	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo					2		4	40 000
6	GOROBEI	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo								40 000
7	SHICHIROJI	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo								40 000
8	HEIHACHI	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo								40 000
9	KYUZU	Goblin	6	2	3	7	Esquivar, Agilidad Felina, Escurridizo			1		1		5	40 000
10	KIKUCHIYO	Troll	4	5	1	9	Solitario, Siempre Hambriento, Golpe Mortifero, Realmente Estupido, Regeneracion, Lanzar compaÑero de Equipo, Defensa, Placar			1	1	2	2	19	160 000
11	AKUMA	Troll	4	5	1	9	Solitario, Siempre Hambriento, Golpe Mortifero, Realmente Estupido, Regeneracion, Lanzar compaÑero de Equipo, Aplastar, Placar					5	2	20	160 000
12	MUSASHI	Fanatic	3	7	3	7	Bola con Cadena, Sin Manos, Arma Secreta, Escurridizo, Golpe Mortifero					4	1	13	90 000
13	MOMOTARO	Looney	6	2	3	7	Sierra Mecanica, Arma Secreta, Escurridizo								40 000
14	MUJAHIDIN	Bombardier	6	2	3	7	Bombardero, Esquivar, Arma Secreta, Escurridizo								40 000

Total number of players next game: 13/13

Totals (excl TV for MNG players): 1 8 1 14 6 85 850 000

Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value

Inducements (for next match)

- Bloodweiser Babes (0-2): ___ x 50 000
- Bribes (0-3): ___ x 50 000
- Extra Training (0-4): ___ x 100 000
- Halfing Master Chef (0-1): ___ x 300 000
- Wandering Apothecaries (0-2): ___ x 100 000
- Wizard (0-1): ___ x 150 000
- Card budget: x 0
- Gate:
- FAME:



Team Goods

- Rerolls: 3 x 60 000 = 180 000
- Fan Factor: 3 x 10 000 = 30 000
- Assistant Coaches: 0 x 10 000 = 0
- Cheerleaders: 0 x 10 000 = 0
- Apothecary: 1 x 50 000 = 50 000
- Treasury: 260 000
- Team Value (incl MNGs value): 1 110 000**
- Induced Value: 0**
- Match Value (TV for match): 1 110 000**

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■ MNG ■ Journeyman □ New skill available ■ Stat upgrade ■ Stat downgrade

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