

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 compa±ero 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 compa±ero 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:		

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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

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

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