




CELL/CELDAS


Effects that applied the cell in hero


DESCRIPTION OF CELL	
IMAGE	
	
TYPE:	Normal
EFFECTS:	-None-


DESCRIPTION OF CELL														
IMAGE														
														
TYPE:	Fire													
EFFECTS:	<table border="1"><thead><tr><th colspan="3">DESCRIPTION OF EFFECT</th></tr></thead><tbody><tr><td>TYPE:</td><td colspan="2">Single</td></tr><tr><td>AFFECTED PROPERTY</td><td>VALUE</td><td>TOP</td></tr><tr><td>Life</td><td>-10</td><td>0</td></tr></tbody></table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	-10	0
DESCRIPTION OF EFFECT														
TYPE:	Single													
AFFECTED PROPERTY	VALUE	TOP												
Life	-10	0												


DESCRIPTION OF CELL														
IMAGE														
														
TYPE:	Water													
EFFECTS:	<table border="1"><thead><tr><th colspan="3">DESCRIPTION OF EFFECT</th></tr></thead><tbody><tr><td>TYPE:</td><td colspan="2">Single</td></tr><tr><td>AFFECTED PROPERTY</td><td>VALUE</td><td>TOP</td></tr><tr><td>Life</td><td>+5</td><td>0</td></tr></tbody></table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	+5	0
DESCRIPTION OF EFFECT														
TYPE:	Single													
AFFECTED PROPERTY	VALUE	TOP												
Life	+5	0												


ARTÍCULOS/ITEMS


DESCRIPTION OF ITEM														
IMAGE														
														
TYPE:	Lightsaber													
WEAPON:	YES													
PRICE:	500													
SCOPE:	2													
DAMAGE:	10													
EFFECTS:	<table border="1"><thead><tr><th colspan="3">DESCRIPTION OF EFFECT</th></tr></thead><tbody><tr><td>TYPE:</td><td colspan="2">Single</td></tr><tr><td>AFFECTED PROPERTY</td><td>VALUE</td><td>TOP</td></tr><tr><td>Attack</td><td>+20</td><td>+20</td></tr></tbody></table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Attack	+20	+20
DESCRIPTION OF EFFECT														
TYPE:	Single													
AFFECTED PROPERTY	VALUE	TOP												
Attack	+20	+20												
DEFAULT ITEM														


DESCRIPTION OF ITEM																																						
IMAGE																																						
																																						
TYPE:	Helmet																																					
WEAPON:	NO																																					
PRICE:	1000																																					
SCOPE:	--																																					
DAMAGE:	--																																					
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Defense</td> <td>+200</td> <td>+200</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>-50</td> <td>200</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+0.5</td> <td>0</td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Defense	+200	+200	DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	-50	200	DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+0.5	0
DESCRIPTION OF EFFECT																																						
TYPE:	Single																																					
AFFECTED PROPERTY	VALUE	TOP																																				
Defense	+200	+200																																				
DESCRIPTION OF EFFECT																																						
TYPE:	Single																																					
AFFECTED PROPERTY	VALUE	TOP																																				
Life	-50	200																																				
DESCRIPTION OF EFFECT																																						
TYPE:	Permanent																																					
AFFECTED PROPERTY	VALUE	TOP																																				
Life	+0.5	0																																				


DESCRIPTION OF ITEM																																																		
IMAGE																																																		
																																																		
TYPE:	Starfighter																																																	
WEAPON:	YES																																																	
PRICE:	10000																																																	
SCOPE:	10																																																	
DAMAGE:	1000																																																	
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Defense</td> <td>+500</td> <td>+500</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Attack</td> <td>+100</td> <td>+100</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+100</td> <td>+100</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+0.5</td> <td>0</td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Defense	+500	+500	DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Attack	+100	+100	DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	+100	+100	DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+0.5	0
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TYPE:	Permanent																																																	
AFFECTED PROPERTY	VALUE	TOP																																																
Life	+0.5	0																																																


DESCRIPTION OF ITEM																																																		
IMAGE																																																		
																																																		
TYPE:	Shield																																																	
WEAPON:	NO																																																	
PRICE:	1000																																																	
SCOPE:	--																																																	
DAMAGE:	--																																																	
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DESCRIPTION OF EFFECT																																																		
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AFFECTED PROPERTY	VALUE	TOP																																																
Defense	+100	+100																																																
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AFFECTED PROPERTY	VALUE	TOP																																																
Attack	+50	+50																																																
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AFFECTED PROPERTY	VALUE	TOP																																																
Life	+5	+10																																																
DESCRIPTION OF EFFECT																																																		
TYPE:	Permanent																																																	
AFFECTED PROPERTY	VALUE	TOP																																																
Life	+0.05	0																																																


DESCRIPTION OF ITEM																																
IMAGE																																
																																
TYPE:	Cape																															
WEAPON:	NO																															
PRICE:	500																															
SCOPE:	--																															
DAMAGE:	--																															
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DESCRIPTION OF EFFECT																																
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AFFECTED PROPERTY	VALUE	TOP																														
Defense	+50	+50																														
DESCRIPTION OF EFFECT																																
TYPE:	Single																															
AFFECTED PROPERTY	VALUE	TOP																														
Life	+5	+5																														

DESCRIPTION OF ITEM																																
IMAGE																																
																																
TYPE:	Helicopter Medical																															
WEAPON:	NO																															
PRICE:	4000																															
SCOPE:	--																															
DAMAGE:	--																															
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+50</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+500</td> <td>+500</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+50	0				DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	+500	+500			
DESCRIPTION OF EFFECT																																
TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Life	+50	0																														
DESCRIPTION OF EFFECT																																
TYPE:	Single																															
AFFECTED PROPERTY	VALUE	TOP																														
Life	+500	+500																														


DESCRIPTION OF ITEM																	
IMAGE																	
																	
TYPE:	Buscador de Oro																
WEAPON:	NO																
PRICE:	6000																
SCOPE:	--																
DAMAGE:	--																
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Gold</td> <td>+50</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Gold	+50	0			
DESCRIPTION OF EFFECT																	
TYPE:	Permanent																
AFFECTED PROPERTY	VALUE	TOP															
Gold	+50	0															


DESCRIPTION OF ITEM																																															
IMAGE																																															
																																															
TYPE:	Arco																																														
WEAPON:	YES																																														
PRICE:	800																																														
SCOPE:	5																																														
DAMAGE:	60																																														
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Defense</td> <td>+10</td> <td>+10</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Attack</td> <td>+50</td> <td>+50</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+5</td> <td>+5</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Defense	+10	+10				DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Attack	+50	+50				DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	+5	+5			
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AFFECTED PROPERTY	VALUE	TOP																																													
Defense	+10	+10																																													
DESCRIPTION OF EFFECT																																															
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Attack	+50	+50																																													
DESCRIPTION OF EFFECT																																															
TYPE:	Single																																														
AFFECTED PROPERTY	VALUE	TOP																																													
Life	+5	+5																																													


DESCRIPTION OF ITEM																																						
IMAGE																																						
																																						
TYPE:	Rifle																																					
WEAPON:	YES																																					
PRICE:	1500																																					
SCOPE:	8																																					
DAMAGE:	100																																					
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Defense</td> <td>+25</td> <td>+25</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Attack</td> <td>+70</td> <td>+70</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Single</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+15</td> <td>+15</td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Defense	+25	+25	DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Attack	+70	+70	DESCRIPTION OF EFFECT			TYPE:	Single		AFFECTED PROPERTY	VALUE	TOP	Life	+15	+15
DESCRIPTION OF EFFECT																																						
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Defense	+25	+25																																				
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Attack	+70	+70																																				
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TYPE:	Single																																					
AFFECTED PROPERTY	VALUE	TOP																																				
Life	+15	+15																																				


DESCRIPTION OF ITEM																	
IMAGE																	
																	
TYPE:	Posion																
WEAPON:	NO																
PRICE:	500																
SCOPE:	--																
DAMAGE:	--																
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DESCRIPTION OF EFFECT																	
TYPE:	Single																
AFFECTED PROPERTY	VALUE	TOP															
Life	+Max	+15															


ENTIDADES / ENTITIES


DESCRIPTION OF ENTITY														
IMAGE														
														
TYPE:	Tree													
HERO:	NO													
LIFE:	100													
DEFENSE:	80													
GOLD:	50													
ATTACK:	--													
EFFECTS:	<table border="1"><thead><tr><th colspan="3">DESCRIPTION OF EFFECT</th></tr></thead><tbody><tr><td>TYPE:</td><td colspan="2">Permanent</td></tr><tr><td>AFFECTED PROPERTY</td><td>VALUE</td><td>TOP</td></tr><tr><td>Life</td><td>+2</td><td>0</td></tr></tbody></table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+2	0
DESCRIPTION OF EFFECT														
TYPE:	Permanent													
AFFECTED PROPERTY	VALUE	TOP												
Life	+2	0												


DESCRIPTION OF ENTITY																	
IMAGE																	
																	
TYPE:	Rock																
HERO:	NO																
LIFE:	1500																
DEFENSE:	500																
GOLD:	0																
ATTACK:	--																
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Gold</td> <td>+3</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Gold	+3	0			
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AFFECTED PROPERTY	VALUE	TOP															
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DESCRIPTION OF ENTITY																	
IMAGE																	
																	
TYPE:	Hierba																
HERO:	NO																
LIFE:	10																
DEFENSE:	10																
GOLD:	2																
ATTACK:	--																
EFFECTS:	<table border="1"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+4</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+4	0			
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TYPE:	Permanent																
AFFECTED PROPERTY	VALUE	TOP															
Life	+4	0															


DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Joda																															
HERO:	YES																															
LIFE:	500																															
DEFENSE:	600																															
GOLD:	100																															
ATTACK:	400																															
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AFFECTED PROPERTY	VALUE	TOP																														
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AFFECTED PROPERTY	VALUE	TOP																														
Gold	+3	0																														


DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	LordVader																															
HERO:	YES																															
LIFE:	100																															
DEFENSE:	1200																															
GOLD:	100																															
ATTACK:	100																															
EFFECTS:	<table border="1" style="margin-left: 20px;"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+0.5</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Gold</td> <td>+5</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+0.5	0				DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Gold	+5	0			
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TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Life	+0.5	0																														
DESCRIPTION OF EFFECT																																
TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Gold	+5	0																														


DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	R2																															
HERO:	YES																															
LIFE:	800																															
DEFENSE:	400																															
GOLD:	100																															
ATTACK:	300																															
EFFECTS:	<table border="1" style="margin-left: 20px;"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Life</td> <td>+4</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table> <table border="1" style="margin-left: 20px;"> <thead> <tr> <th colspan="3">DESCRIPTION OF EFFECT</th> </tr> </thead> <tbody> <tr> <td>TYPE:</td> <td colspan="2">Permanent</td> </tr> <tr> <td>AFFECTED PROPERTY</td> <td>VALUE</td> <td>TOP</td> </tr> <tr> <td>Gold</td> <td>+1</td> <td>0</td> </tr> <tr> <td colspan="3"> </td> </tr> </tbody> </table>		DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Life	+4	0				DESCRIPTION OF EFFECT			TYPE:	Permanent		AFFECTED PROPERTY	VALUE	TOP	Gold	+1	0			
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TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Life	+4	0																														
DESCRIPTION OF EFFECT																																
TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Gold	+1	0																														


DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Antman																															
HERO:	YES																															
LIFE:	200																															
DEFENSE:	200																															
GOLD:	200																															
ATTACK:	1000																															
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Life	+4	0																														
DESCRIPTION OF EFFECT																																
TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Gold	+1	0																														

DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Havok																															
HERO:	YES																															
LIFE:	200																															
DEFENSE:	300																															
GOLD:	1000																															
ATTACK:	100																															
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Life	+2.5	0																														
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TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Gold	+2.5	0																														

DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Hipogrifo																															
HERO:	YES																															
LIFE:	500																															
DEFENSE:	50																															
GOLD:	50																															
ATTACK:	1000																															
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AFFECTED PROPERTY	VALUE	TOP																														
Life	+2.5	0																														
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TYPE:	Permanent																															
AFFECTED PROPERTY	VALUE	TOP																														
Gold	+2.5	0																														

DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Yokai																															
HERO:	YES																															
LIFE:	5																															
DEFENSE:	190																															
GOLD:	5																															
ATTACK:	1400																															
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Gold	+0.5	0																														

DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Arrow																															
HERO:	YES																															
LIFE:	1500																															
DEFENSE:	1500																															
GOLD:	10																															
ATTACK:	1500																															
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DESCRIPTION OF ENTITY																																
IMAGE																																
																																
TYPE:	Hulk																															
HERO:	YES																															
LIFE:	500																															
DEFENSE:	2500																															
GOLD:	25																															
ATTACK:	500																															
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