

GANG RATING		HOUSE: Goliath											GANG NAME: Die Helden der Action																
1290																													
TERRITORY		Credits	NAME		CHARACTERISTICS										EQUIPMENT, SKILLS & INJURIES										COST		EXP.		W
1. Gildenkontakt		w6*10	Arnie. S												Automatikgewehr, Messer, Lpistole										155		63		
2. Bar		W6*10	Jason												MG, Messer										180		61		
3. Wasserdest.		w6*10	Silvester												MG, Messer, Pistole										190		61		
4. Siedlung		w6*10	Chuck												Shotgun										70		23		
5. Werkstatt		w6*10	Will												Lasergewehr, Maschinenpistole										90		24		
6.			Steven												Shotgun, Maschinenpistole										85		24		
7.			Jean - Claude												Lasergewehr, Maschinenpistole										90		26		
8.			Bruce												Automatikgewehr, Maschinenpistole, Messer										85		23		
9.			Vin												Maschinenpistole, Messer										40		0		
10.																													
STASH																													
Creds																													
5																													
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must contain of at least three models, including one Leader, and no more than two Heavies. No more than half of the gang may be made up of Juves																						TOTALS		985		305			
All models are presumed to carry a knife. Weapons must be shown on the models themselves, but pistols can be held in holsters and small items such as grenades carried in pouches or pockets.																													