GANG RATING	940

TERRITORY		Credits
1.	Verstrahlte Zone	0/2w6

STASH
0 Creds

HOUSE: Spryer

GANG NAME:

NAME	CHARACTERISTICS									EQUIPMENT, SKILLS & INJURIES	COST	EXP.	W
	M	WS	BS	S	T	W	I	A	Ld				
Jakara	5	4	3	3	3	1	3	2	7	Monoschwert, Spiegelschild, Photo Visor	190	8	
Yeld	5	3	4	3	3	1	3	1	7	Laserfäuste, Photo Visor, Yeldschwingen	170	2	
Yeld	5	3	5	3	3	1	3	1	7	Laserfäuste, Photo Visor, Yeldschwingen	170	8	
Orrus	4	4	4	4	4	1	3	2	7	2 Schmetterfäuste, Photo Visor	185	12	
Orrus	4	4	3	4	3	1	3	2	7	2 Schmetterfäuste, Photo Visor Sturmangriff (+2 KG im Angriff)	185	10	
										TOTALS	**900**	**40**	

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

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.

Weapon	Short	Long		Short	Long	Strength	Damage	Save Mod.	Ammo	Special	Base to hit Roll 1 S L	2 S L	3 S L	4 S L	5 S L	6 S L	7 S L	Sus. Fire Die.