GANG RATING 1	290	HOUSE:	Goliath	GANG NAME: A fistful of	credits		
TERRITORY	Credits	NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.	W
1. Gildenkontakt	w6*10	El Presidente Boss 1	M WS BS S T W I A Ld 4 4 4 3 3 1 4 1 8	Automatikgewehr, Messer, Lpistole	155	63	
2. Bar	W6*10	Singing Carlo Spezi 2	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	MG, Messer	180	61	
3. Wasserdest.	w6*10	Der Pfeifer Spezi 3	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	MG, Messer, Pistole	190	61	
4. Siedlung	w6*10	Chuck Ganger 4	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Shotgun	70	23	
5. Werkstatt	w6*10	Der Masseur Ganger 5	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Lasergewehr, Maschinenpistole	90	24	
6.		Nudel-Robby Ganger 6	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Shotgun, Maschinenpistole	85	24	
7.		Harry Styles Ganger 7	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Lasergewehr, Maschinenpistole	90	26	
8.		Lonesome Kev Ganger 8	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Automatikgewehr, Maschinenpistole, Messer	85	23	
9.		Vinny der kleine Kid 9	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6	Maschinenpistole, Messer	40	0	
10.			M WS BS S T W I A Ld	,			
STASH Creds			M WS BS S T W I A Ld				
	5		M WS BS S T W I A Ld				
		models, including one Leader, and	er: Leaders, Heavies, Gangers & Juves. A gang must contain of at I d no more than two Heavies. No more than half of the gang may be a knife. Weapons must be shown on the models themselves, but bis		S 985	305	

GANG 129	HOUSE:	Goliath	GANG NAME: A fistful of	credits		
TERRITORY C	redits NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.	W
1.	El Presidente Boss	M WS BS S T W I A Ld 4 4 4 3 3 1 4 1 8	Automatikgewehr, Messer, Lpistole	155	63	
STASH Creds	Singing Carlo Spezi	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	MG, Messer	180	61	
	Der Pfeifer Spezi	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	MG, Messer, Pistole	190	61	
	Chuck Ganger	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Shotgun	70	23	
	Der Masseur Ganger	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Lasergewehr, Maschinenpistole	90	24	
	Nudel-Robby Ganger	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Shotgun, Maschinenpistole	85	24	
	Harry Styles Ganger	M WS BS S T W I A Ld 4 3 3 3 3 3 1 3 1 7	Lasergewehr, Maschinenpistole	90	26	
	Lonesome Kev Ganger	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Automatikgewehr, Maschinenpistole, Messer	85	23	
	Vinny der klei Kid	M WS BS S T W I A Ld 9 4 2 2 3 3 1 3 1 6	Maschinenpistole, Messer	40	0	
		M WS BS S T W I A Ld	,			
		M WS BS S T W I A Ld				
		M WS BS S T W I A Ld				
	models, including one Leader, a	hter: Leaders, Heavies, Gangers & Juves. A gang must contain of at land no more than two Heavies. No more than half of the gang may be	Ι()ΙΔΙ	s 985	305	

GANG RATING		HOUSE:	Spryer	GANG NAME:						
TERRITORY	Credits	NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES COST EXP. W						
1.	(N/A)		M WS BS S T W I A Ld							
0 Creds	Н		M WS BS S T W I A Ld							
			M WS BS S T W I A Ld							
			M WS BS S T W I A Ld							
			M WS BS S T W I A Ld							
	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.									

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

					gth	ıge		0				Base	to h	it Ro			Sus.
Weapon	Short	Long	Short	Long	Strength	Damage	Save Mod.	Amm	Special	1 S L	2 S L	3 S L	4 S L	5 S L	6 S L	7 S L	Fire Die.

Special Rule	Information	Special Rule	Information