



# Fellowship of the Tin Star (#1) {425 pts.}



**Gang Bonus:** Got Your Six - Rowdies within 1" of at least one friendly rowdie gain +1d10 to all Guts Checks.

## Judge Judy

**Level:** Veteran **Archetype:** Human **Points:** 145  
**Fighting:** 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 7 **DR:** 3  
**Armor:** Combat Armor (DR 3)  
**Equipment:** Bionics (Speed Boost)  
**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed Energy			7	+3d10 Fighting	2
Laser Rifle	24"/+4d10	48"/+4d10		TH	2/2

## Sergeant Connie

**Level:** Veteran **Archetype:** Human **Points:** 125  
**Fighting:** 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 5 **DR:** 2  
**Armor:** Armored Cloth (DR 2)  
**Equipment:**  
**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Stun Stick			5	+1d10 Fighting	0
Shotgun	4"/+5d10	8"/+3d10		CQ, TH	2/1
Sub Machine Gun	6"/+3d10	12"/+2d10		FA	1/0

## Mountie Olivia

**Level:** Muscle **Archetype:** Human **Points:** 84  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2  
**Armor:** Armored Cloth (DR 2)  
**Equipment:**  
**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			3		0
Assault Rifle	12"/+3d10	24"/+2d10		FA, TH	1/0

## Officer Chippy

**Level:** Muscle **Archetype:** Human **Points:** 71  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 2  
**Armor:** Armored Cloth (DR 2)  
**Equipment:**  
**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Handgun	3"/+2d10	6"/+1d10			1/0