



Fellowship of the Tin Star (#2) {425 pts.}



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

Sheriff Wayne

Level: Hardcore **Archetype:** Awakened (Bull) **Points:** 138
Fighting: 6d10 **Shooting:** 5d10 **Guts:** 4d10 **Stamina:** 6 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)
Equipment:
Powers: Horns

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			6		2
Light Machine Gun	18"/+3d10	36"/+2d10		FA, TH	2/1

Deputy Steele

Level: Veteran **Archetype:** Robots (Battle) **Points:** 113
Fighting: 5d10 **Shooting:** 5d10 **Guts:** 4d10 **Stamina:** 5 **Speed:** 6 **DR:** 2
Armor: Natural Armor (DR 2)
Equipment:
Powers: Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			7	+2d10 Fighting	2
Laser Handgun	6"/+2d10	12"/+2d10			1/1

Forearm Sheriff

Level: Muscle **Archetype:** Mutant **Points:** 94
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 1
Armor: Primitive Armor (DR 1)
Equipment:
Powers:

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

Sir Bobby

Level: Muscle **Archetype:** Human **Points:** 80
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 1
Armor: Primitive Armor (DR 1)
Equipment:
Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Sub Machine Gun	6"/+3d10	12"/+2d10		FA	1/0