



# Pack (#1) {424 pts.}



**Gang Bonus:** Stand Down - Once per turn, a rowdie can recover two Winded tokens with a Recover action.

## Major Ursa

**Level:** Hardcore **Archetype:** Awakened (Bear) **Points:** 147  
**Fighting:** 6d10 **Shooting:** 5d10 **Guts:** 3d10 **Stamina:** 5 **Speed:** 4 **DR:** 2  
**Armor:** Armored Cloth (DR 2)

**Equipment:**

**Powers:** Claws

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Claws			9	+3d10 Fighting	2
Rail Gun	24"/+4d10	48"/+3d10		H, R, TH	3/2

## Ashley

**Level:** Veteran **Archetype:** Awakened (Rhinoceros) **Points:** 123  
**Fighting:** 5d10 **Shooting:** 4d10 **Guts:** 4d10 **Stamina:** 5 **Speed:** 5 **DR:** 2  
**Armor:** Natural Armor (DR 2)

**Equipment:**

**Powers:** Horns, Indestructible, Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Chainsaw			9	+4d10 Fighting, TH	2
Handgun	3"/+2d10	6"/+1d10			1/0

## Devil Dawg

**Level:** Muscle **Archetype:** Awakened (Dog) **Points:** 92  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 6 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			5	+2d10 Fighting	2
Assault Rifle	12"/+3d10	24"/+2d10		FA, TH	1/0

## Nado

**Level:** Muscle **Archetype:** Awakened (Shark) **Points:** 62  
**Fighting:** 4d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 4 **Speed:** 5 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:**

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Two-Handed			8	+4d10 Fighting, TH	2