



Pack (#2) {425 pts.}



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

Rampage

Level: Hardcore **Archetype:** Awakened (Gorilla) **Points:** 118
Fighting: 6d10 **Shooting:** 5d10 **Guts:** 4d10 **Stamina:** 6 **Speed:** 5 **DR:** 2
Armor: Armored Cloth (DR 2)

Equipment:

Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Power Fist			10	+5d10 Fighting	3
Laser Handgun	6"/+2d10	12"/+2d10			1/1

Ade

Level: Veteran **Archetype:** Awakened (Alligator) **Points:** 105
Fighting: 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 4 **DR:** 1
Armor: Natural Armor (DR 1)

Equipment:

Powers: Natural Armor (1)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			4		0
Light Machine Gun	18"/+3d10	36"/+2d10		FA, TH	2/1

Freya

Level: Muscle **Archetype:** Awakened (Wolf) **Points:** 102
Fighting: 4d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 6 **DR:** 2
Armor: Armored Cloth (DR 2)

Equipment: Bionics (Enhanced Strength)

Powers:

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			6	+2d10 Fighting	2
Plasma Rifle	12"/+3d10	24"/+2d10		TH	3/2

Tusk

Level: Muscle **Archetype:** Awakened (Elephant) **Points:** 100
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 3d10 **Stamina:** 4 **Speed:** 5 **DR:** 2
Armor: Natural Armor (DR 2)

Equipment:

Powers: Indestructible, Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Two-Handed			7	+4d10 Fighting, TH	2
Handgun	3"/+2d10	6"/+1d10			1/0