



R.A.L.F. (#2) {425 pts.}



Gang Bonus: Double Bogey - Three times per game, you may make a Shooting attack at Short range with an additional +2d10.

War Mech

Level: Hardcore **Archetype:** Robots (Battle) **Points:** 129
Fighting: 6d10 **Shooting:** 6d10 **Guts:** 4d10 **Stamina:** 6 **Speed:** 6 **DR:** 2
Armor: Natural Armor (DR 2)
Equipment:
Powers: Natural Armor (2)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Unarmed Attack			6		0
Plasma Rifle	12"/+3d10	24"/+2d10		TH	3/2

Vending Bot

Level: Veteran **Archetype:** Robots (Servant) **Points:** 124
Fighting: 4d10 **Shooting:** 4d10 **Guts:** 3d10 **Stamina:** 5 **Speed:** 5 **DR:** 1
Armor: Natural Armor (DR 1)
Equipment:
Powers: Natural Armor (1)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			6	+2d10 Fighting	2
Rocket Launcher	12"/+2d10	24"/+1d10		AP (4), R, TH	2/2

Trashee

Level: Muscle **Archetype:** Robots (Utility) **Points:** 85
Fighting: 2d10 **Shooting:** 2d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 5 **DR:** 1
Armor: Natural Armor (DR 1)
Equipment:
Powers: Natural Armor (1)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			4	+2d10 Fighting	2
Sub Machine Gun	6"/+3d10	12"/+2d10		FA	1/0

Worker Bot

Level: Muscle **Archetype:** Robots (Servant) **Points:** 87
Fighting: 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 4 **Speed:** 5 **DR:** 1
Armor: Natural Armor (DR 1)
Equipment:
Powers: Natural Armor (1)

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Stun Stick			4	+1d10 Fighting	0
Laser Handgun	6"/+2d10	12"/+2d10			1/1