



# Roadkill (#1) {425 pts.}



**Gang Bonus:** Keep Your Head Down - Active cover grants an additional +1 DR.

## Colonel Clucker

**Level:** Hardcore **Archetype:** Awakened (Chicken) **Points:** 143  
**Fighting:** 5d10 **Shooting:** 5d10 **Guts:** 3d10 **Stamina:** 5 **Speed:** 5 **DR:** 2  
**Armor:** Armored Cloth (DR 2)

**Equipment:**

**Powers:** Leaping

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
One-Handed			7	+2d10 Fighting	2
Handgun	3"/+2d10	6"/+1d10			1/0
Rocket Launcher	12"/+2d10	24"/+1d10		AP (4), R, TH	2/2

## Pork Chop

**Level:** Veteran **Archetype:** Awakened (Boar) **Points:** 112  
**Fighting:** 5d10 **Shooting:** 4d10 **Guts:** 4d10 **Stamina:** 4 **Speed:** 5 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:** Horns

Weapons	Short	Long	Defense TN	Traits/Notes	Kill
Two-Handed			9	+4d10 Fighting, TH	2
Shotgun	4"/+5d10	8"/+3d10		CQ, TH	2/1

## Cat With No Name

**Level:** Muscle **Archetype:** Awakened (Cat) **Points:** 79  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 3 **Speed:** 7 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:** Claws

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

## Squirrely

**Level:** Muscle **Archetype:** Awakened (Squirrel) **Points:** 91  
**Fighting:** 3d10 **Shooting:** 3d10 **Guts:** 2d10 **Stamina:** 2 **Speed:** 6 **DR:** 1  
**Armor:** Primitive Armor (DR 1)

**Equipment:**

**Powers:** Quickness

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