

Name:					Adam				
Class:					Leader, Skill: 7				
Gang Credits:									
Equipment:					Shotgun, Pistol, Knife, Grenade				
Skills:					Leader, Walkie Talkie, Rough House,				
Toughness (Original) Modified:					(12)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total h2h Attack Modifier , Save Modifier					+2, -				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Pistol	0-4	6	-1	4-8	7	-1	8-12	8	-
Shotgun*	0-3	5	-3	3-6	6	-2	6-9	7	-1

Name:					Ezra				
Class:					Medic, Skill: 7				
Equipment:					Shotgun, Sword, Physician Heal Thyself!				
Skills:									
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+2				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Shotgun*	0-3	5	-3	3-6	6	-2	6-9	7	-1

Name:					Drexyl				
Class:					Sharpshooter, Skill: 7				
Equipment:					Assault Rifle+Optical Sights, Knife				
Skills:					Sharpshooter, Head Shot,				
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					+2 Close and Medium Range, +1 Long Range				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Assault Rifle*	0-6	6	-3	6-12	7	-2	12-18	8	-1

Name:					Reggie				
Class:					Assault, Skill: 7				
Equipment:					Assault Rifle, Pistol, Knife, Grenade				
Skills:					Assault, Charge, Assault Rifle Specialist, Grenadier				
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+2				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Assault Rifle*	0-6	6	-3	6-12	7	-2	12-18	8	-1
Pistol	0-4	6	-1	4-8	7	-1	8-12	8	-

Name:					Skylar				
Class:					Scout, Skill: 7				
Equipment:					Shotgun, Pistol, Knife, Grenade				
Skills:					Scout, Slippery				
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6) 8				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Pistol	0-4	6	-1	4-8	7	-1	8-12	8	-
Shotgun*	0-3	5	-3	3-6	6	-2	6-9	7	-1

Name:					Ronnie				
Class:					Leader, Skill: 7				
Gang Credits:									
Equipment:					SMG, Pistol, Knife, Grenade				
Skills:					Leader,				
Toughness (Original) Modified:					(12)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Pistol	0-4	6	-1	4-8	7	-1	8-12	8	-
SMG*	0-4	6	-4	4-8	7	-3	8-12	8	-2

Name:					Shay-man + McHeed				
Class:					Medic, Skill: 7				
Equipment:					Shotgun, Knife, Gas Mask				
Skills:					Medic, Physician Heal Thyself				
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Shotgun*	0-3	5	-3	3-6	6	-2	6-9	7	-1

Name:					Fatboy				
Class:					Assault Troop, Skill: 7				
Equipment:					Crossbow, Knife				
Skills:					Assault, Charge, Crossbow Specialist				
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+2				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Crossbow*	0-3	6	-1	3-6	7	-1	6-12	8	-1

Name:					Topper				
Class:					Skill: 7				
Equipment:					Scattergun, knife				
Skills:									
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Scattergun*	0-3	7	-6	3-6	8	-7	-	-	-

Name:					Pyro				
Class:					Skill: 7				
Equipment:					Flamethrower, knife				
Skills:									
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6)				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Flame Thrower~	0-3	4	-4	-	-	-	-	-	-

Name:					Shrimp				
Class:					Scout, Skill: 7				
Gang Credits:									
Equipment:					Pistol, Axe, Grenade				
Skills:									
Toughness (Original) Modified:					(10)				
Speed: (Original) Modified:					(6) 8				
Total To Hit Modifier (from skills and equip)					0				
Total Attack Modifier					+1				
Weapon	S.Range	To Hit	SM	M.Range	To Hit	Sm	L.Range	To Hit	Sm
Pistol	0-4	6	-1	4-8	7	-1	8-12	8	-