BOMBER'S CO	BOMBER'S COMMAND - HOUSE VAN SAAR GANG RATING															1331				
4	M WS 4 4			T 3	W 1	I 4	A 1	Ld 8	XP 65	EQUIPMENT	RA SHORT	NGE LONG	TO HIT M	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 170
										Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0
										Chainsword	close	combat	n/a	n/a	4	1	-1	n/a	May Parry	25
							Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25			
(1.17.1.0.0)	M WS 4 3			T 3	W 1	1 3	A 1	Ld 7	XP 62	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value
									Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0	
										Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	Sustained Fire: 2d3 shots Move <u>or</u> Shoot	120
										Las Pistol	0-8	8-16	+2	-1	3	1	-	2+		15
(1.17.1.0.0)	M WS 4 3			T 3	W 1	1 3	A 1	Ld 7	XP 62	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 180
									Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0	
									Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	Sustained Fire: 2d3 shots Move <u>or</u> Shoot	120	
()	M WS 4 3			T 3	W 1	1 3	A 1	Ld 7	XP 26	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 75
	<u> </u>									Knife (free)		combat	n/a	n/a	3	1	n/a	n/a		0
										Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25
(0.41)(0.50)	M WS 4 3		S 3	T 3	W 1	1	A 1	Ld 7	XP 25	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 75
	1 3	<u> </u>	<u> </u>	<u> </u>	_	<u> </u>				Knife (free)		combat	n/a	n/a	3	1	n/a	n/a		0
										Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25
()	M WS 4 3			T 3	W 1	I 3	A 1	Ld 7	XP 21	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 75
										Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0
										Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25
(0.411050)	M WS 4 3		_	T 3	W 1	1 3	A 1	Ld 7	XP 26	EQUIPMENT	RA SHORT	NGE LONG	TO HIT N	10DIFIER LONG	STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value 75

											Knife (free)	(free) close combat		n/a	n/a	3	1	n/a	n/a		0
											Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25
BEAUFORT M WS BS S T W I A Ld :									Ld	XP	EQUIPMENT	RANGE		TO HIT MODIFIER		STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value
(GANGER)	4	3	3	3	3	1	3	1	7	23	20011112111	SHORT	LONG	SHORT	LONG	01112110111		5, 112 1110 51	1	1.	75
											Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0
													12-24	+1	-	3	1	-1	2+		25
BUCKINGHAM	М	WS	BS	S	Т	W	-	Α	Ld	XP	EQUIPMENT	RANGE		TO HIT MODIFIER		STRENGTH	DAMAGE	SAVE MOD.	AMMO ROLE	NOTES	Value
(GANGER)	4	3	3	3	3	1	3	1	7	26		SHORT	LONG	SHORT	LONG						75
											Knife (free)	close	combat	n/a	n/a	3	1	n/a	n/a		0
											Lasgun	0-12	12-24	+1	-	3	1	-1	2+		25

TERRITORIES

SPORE CAVE 2D6X10 On a roll of double 1 the spore collecting ganger has contracted spore sickness and needs to roll 4,5,or 6 at start of next game to recover, etc. until recovered.

MINERAL OUTCROP D6X10 SLAG 15

CHEM PIT 2D6 On a double or 6, fall in and become scarred = causes fear, and no treasure gained.

HOLESTEAD D6X10

MONEY

5